

The Wider Wizarding World - Jumpchain!

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Welcome Jumper, to the **Wizarding World**! You have now entered the land of fantasy. A World that is filled with Magic, a wonderful world full of wonder! This 'chain' is to focus on the wider-wizarding world, for you to explore, meet & learn cultures, people & ancient magic! You are by default, not allowed in Britain, as we've all read stories of people going and doing blah-blah the same thing. For the first five-years of the Jump, you can't enter that country.
As usual, with anything light, there is a shadow that would always follow! While the wonders of magic can do much good, some people take it, and devastate it, using a tool of creation and help, to sow destruction and chaos, with **Dark Magic**. This world is plenty-a-filled with Dark Witches and Wizards in every community, after-all Britain isn't the only country to have a Dark Side, is it?

So, here take **2,000WP** (Wizarding Points) to arm yourself for this journey!

(**AN**: I want people to use this as more of a writing prompt to expand the Wizarding World based on knowledge we've gotten after the books have ended. A lot of this is overpowered perks and items as back when I started it I didn't really realise “balance” was a thing. Feel free to suggest more Drawbacks as this jump definitely needs more.)

Origin

Student:
You are a young wizard learning magic, you still have much to learn but you are the future of the Wizarding World.

Noble:
Some say that the muggleborn are the future but you represent the weight of wizarding history. You come from the wealth and archaic lore of a noble family, this grants many advantages.

Teacher:
What greater calling can there be than that of a teacher? You are blessed with the opportunity to mould young minds and impart your wisdom.

Politician:
The true corridors of power are not ruled with the spell or the sword but by the words of those like yourself blessed with the acumen and charisma to seize *real* power.

Law Enforcer:
The world is a dangerous place Dark Wizards are everywhere and sometimes it feels like no one can stand against them, but you can. You have been trained to duel and solve magical crimes and are the first line of defence against the ever encroaching Dark Arts.

Researcher:
Despite what some may believe magic is not stagnant, there are those like you who constantly innovate and refine the ancient craft, some may shun you but you're the one who creates miracles.

Occult:
The Order of the Occult has been controlling the different countries and organisations of the magic world, with all races having members on the order, expertly manipulating events from the background, the Order has the mission of keeping the Magic and Magical Beings alive and prosperous, and doing everything it can to fulfil its mission, from grand rituals to defamation, no one is too precious and nothing is too sacred to sacrifice to accomplish the mission.

Wizarding School

Beauxbatons Academy of Magic: The *Académie de Magie Beauxbâtons* is a French Wizarding School, located in the Pyrenees mountains of Southern France. It is one of the three largest schools of magic up there with Hogwarts and Durmstrang! The school takes many of its Wizarding Students from France, as well as Spain, Portugal, Netherlands, Luxembourg & Belgium. The school has had many prominent students, including the Flamels who created the Philosopher's Stone. Oh, and the school is fancy, you know that when the horses that draw the carriages, only drink malt whiskey. The school has a major focus on Etiquette, Grace and Manners. The school has an **Alchemy** Course, along with **Duelling** & **Enchanting**.

Durmstrang Institute:
The alma mater of Grindelwald himself, the school has a deserved reputation for practising the darker arts of magic. This school accepts students from the northern parts of Europe namely Germany and Russia and is one of the three largest schools of magic in the world along with Beauxbatons and Hogwarts. This school has many prominent students but their names are too terrible to utter even here, the school has a major focus on its reputation and being considered the greatest school of Magic in all the world, they offer courses on **Duelling, Potioneering** and if you ask the right professor the **Darker Arts**.

Ilvermorny School of Witchcraft and Wizardry: Ah yes, the *unique* one. Ilvermorny is the American Wizarding School, located in Mount Grey Greylock in Massachusetts. The school accepts students from all over North America, Similar to Hogwarts, the students are sorted into Four Houses, those being: **Horned Serpent** representing the mind of a witch or wizard often producing Scholars & Researchers. **Wampus** represents the body of a witch or wizard often producing Duellers & Warriors. **Thunderbird** represents the soul of the witch or wizard often producing Law Enforcers & Adventurers. **Pukwudgie** represents the heart of the witch or wizard often producing Healers. The school was founded by a No-Maj and his wife Witch, ironic as Wizarding America didn't allow the marriage of No-Maj's and Magicals, not making a consistent continuity aside. The sorting is done via the method of putting the child in the middle of the hall faced on all sides by the statue of the founders. One of them would react if they wanted them in their house.

Castelobruxo: The Brazilian school for magic, which takes students from all over South America, may be found hidden deep within the rainforest. The fabulous castle appears to be a ruin to the few non-magical eyes that have ever fallen upon it, rumours say, people still debate who created the method, Hogwarts or Castelobruxo? Castelobruxo is an imposing square edifice of golden rock, often compared to a temple. Both buildings and grounds are protected by the **Caipora**,

small and furry spirit-beings who are extraordinarily mischievous and tricky, and who emerge under cover of night to watch over the students and the creatures who live in the forest. Castelobruxo students wear bright green robes and are especially advanced in both **Herbology** and **Magizoology**; the school offers very popular exchange programmes for European students* who wish to study the magical flora and fauna of South America. Castelobruxo has produced a number of famous former students, including one of the world's most famous, Libatius Borage (author of, among other works, Advanced Potion-Making, Asiatic Anti-Venoms and Have Yourself a Fiesta in a Bottle!), and João Coelho, Captain of the world-renowned Quidditch team the Tarapoto Tree- Skimmers.

Mahoutokoro: This ancient Japanese school has the smallest student body of the eleven great wizarding schools and takes students from the age of seven. While day students, wizarding children are flown back and forth to their homes every day on the backs of a flock of giant storm petrels. The ornate and exquisite palace of Mahoutokoro is made of mutton-fat jade, and stands on the topmost point of the 'uninhabited' (or so non-magical think) volcanic island of Minami Iwo Jima. Students are presented with enchanted robes when they arrive, which grow in size as they do, and which gradually change colour as the learning of their wearer increases, beginning a faint pink colour and becoming (if top grades are achieved in every magical subject) gold. If the robes turn white, this is an indication that the student has betrayed the Japanese wizard's code and adopted illegal practices (which in Europe we call 'Dark' magic) or broken the International Statute of Secrecy. To 'turn white' is a terrible disgrace, which results in instant expulsion from the school and trial at the Japanese Ministry for Magic. Mahoutokoro's reputation rests not only on its impressive academic prowess, but also on its outstanding reputation for Quidditch, which, legend has it, was introduced to Japan centuries ago by a band of foolhardy Hogwarts students who were blown off course during an attempt to circumnavigate the globe on wholly inadequate broomsticks. Rescued by a party of wizarding staff from Mahoutokoro, who had been observing the movements of the planets, they remained as guests long enough to teach their Japanese counterparts the rudiments of the game, a move they lived to regret.

Uagadou: Although Africa has a number of smaller wizarding schools, there is only one that has stood the test of time (at least a thousand years) and achieved an enviable international reputation: Uagadou. The largest of all wizarding schools, it welcomes students from all over the enormous continent. The only address ever given is 'Mountains of the Moon'; visitors speak of a stunning edifice carved out of the mountainside and shrouded in mist, so that it sometimes appears simply to float in mid-air. Much (some would say all) magic originated in Africa, and Uagadou graduates are especially well versed in **Astronomy**, **Alchemy** and **Self-Transfiguration**. The wand is a European invention, and while African witches and wizards have adopted it as a useful tool in the last century, many spells are cast simply by pointing the finger or through hand gestures. This gives Uagadou students

a sturdy line of defence when accused of breaking the International Statute of Secrecy ('I was only waving, I never meant his chin to fall off'). At a recent International Symposium of Animagi, the Uagadou School Team attracted a lot of press when their exhibition of synchronised transforming caused a near riot. Many older and more experienced witches and wizards felt threatened by fourteen-year-olds who could turn at will into elephants and cheetahs. The long list of celebrated ex-students produced by Uagadou includes Babajide Akingbade, who succeeded Albus Dumbledore as the Supreme Mugwump of the International Confederation of Wizards. Students receive notice that they have gained entrance at Uagadou from Dream Messengers, sent by the headmaster or headmistress of the day. The Dream Messenger will appear to the children as they sleep and will leave a token, usually an inscribed stone, which is found in the child's hand on waking. No other school employs this method of pupil selection.

Jumper's School of Magic: Oh? Are you so unsatisfied with these schooling options, that you want to create your own one? Well, it won't be an easy journey, that's for sure! You will be sent back to the **Founder's Era**. This Era is not at all like the modern one, Witches and Wizards are either hunted down for their abilities or their powers are abused by the non-magical folk. You will have to find other people of your similar thought, finding them would be especially difficult as most magical-folk hide their powers so as to not get burned. Just for this option, you will be allowed entry into Britain as it is nothing like it would be in the future, so go and meet people, make friends, learn magic, and create a damn school that you can be proud of.

Outlaw: Perhaps being a member of one of the countries or schools of magic is not for you, then you are an outlaw, a person without citizenship, if discovered you will be wanted in all magical communities to either include you in their communities after re-educating you, or jail you. This option offers you unique magic powers that you or others outlaws have discovered without the help of the magic communities, being specifically well versed on **Warding Magic** and **Secrecy Magic** like the Fidelius Charm, on the other hand you don't have any knowledge of the common courses of magic and wizardry, like transfiguration, charms, herbology and all other schools of magic.

Perks - General:

Obligatory Magic Perk (Free): You gain the ability to cast magic as a Potter-Verse style wizard/witch. This also gives you an immunity to various types of muggle-repelling charms/spells, a lengthened lifespan (Average lifespan is 138 years old) and the ability to access unplottable locations. This is also a hereditary trait that is biologically passed down to your children.

Occlumency (100): Ah yes, the basics of the Mind Arts, The ability to defend your mind from Legilimens, a person able to read and manipulate your thoughts. With this perk, you have experience in Occlumency akin to someone who has been studying the art for a couple of years, enough to build on your own!

Half-Breed (200): You're a hybrid between humans and other human-like species. This can be Goblins, House Elf, Veela, Dwarves or a Giant. Depending on the species this gives you some built-in biological and/or magical advantages.

- Goblins have enhanced intellect, darkvision, and their own type of wandless magic (which you can learn as a half-goblin),
- House elves are magically powerful and have silent and wandless household magic along with a silent and wandless elven apparition ability.
- Veela are supernaturally beautiful and can charm humans and transform into a humanoid harpy-like creature.
- Dwarves are supernaturally strong, tough, have darkvision and have their own type of wandless magic (which you can learn as a half-Dwarf).
- Giants are supernaturally strong, tough and are resistant to a wide variety of poisons and magic.

This will also alter your appearance and size based on what species you pick. Your appearance is up to you so long as it has obvious traits and traces of your half-(species). This choice also affects your general size, Goblins, House elves, Dwarves are shorter than the average human and Giants are larger than the average human. After this jump, this form becomes an alt-form which you can transition into and out of at will. This also gives you an optional background with parents of both species, identification paperwork etc. Keep in mind that this also affects your social standing as some wizard societies/schools look down on half-breeds.

Curse Proof (400): Any non-lethal negative effect that would either cause you damage or degrade you in some way, doesn't work on you. This would protect you from things like being slowed, being put to sleep, paralyzed, tripped, being magically bound, having your wand ripped out of your hand, etc.
This does not work on things similar to the Unforgivables and does not protect you from mind/body control, pain or instant death effects. You are pretty good

pretending that these methods were successful and you have an instinctive knowledge of how someone should act under such effects.

The Forgiven Unforgivables (400): Simply put you are immune to the Unforgivable Curses and powers, abilities and technology that would result in effects like them. That is to say that you are immune to instant death effects, pain causing effects and mind/body control effects. You are quite good at pretending that such methods were successful and have an Instinctive knowledge of how someone should act under such effects.

Incarnation Of Magic (800): You are the physical manifestation of the concept of "magic", and this grants you many advantages above your peers. First, your understanding of magic is miles away from other beings, and you can master spells that an average wizard takes hours to learn effortlessly. Even highly complicated spells can be mastered at amazing speeds, even with incomplete information. Another advantage of this is that using magic is like breathing for you, magic requires much less concentration and attention compared to others. Magic itself requires half as much power and the result is twice as powerful as normal. Your final advantage is that you have a skin-tight field that reduces the power of all magic cast on you, whether indirectly or directly, by half as you absorb half of its power. This field can be expanded as your control and power over the magic of the world grow.

Post-Jump this Perk applies to any form of esoteric energy that you have access to such as chakra or other types of magic.

Origin Perks - Student:

Book Smarts (100): You have a gift for learning from the works of others, rarely forgetting anything you read, and being able to apply it with relative ease. You also find it easy to get into the good graces of your teachers, and are often offered additional advice or tricks that they have discovered or learned themselves.

Teacher's Favourite (200): Like any gifted student of a school, you are favoured by teachers for being an example for others. This has granted you many privileges in comparison to your fellow classmates such as private lessons from a teacher or permission to purview advanced resources such as the restricted section of the library.

Gifted (400): Everyone has different talents that they excel in school whether it is in athletics or educational subjects. You now have an affinity towards one of the following subjects: Potions, Herbology, Defence Against the Dark Arts,

Transfiguration, History of Magic, Astronomy, Charms, and Flying. In your chosen subject, you learn faster than others and show greater power in comparison.

Champion (600): You are now a champion of your school like Cedric Diggory, Viktor Krum, and Fleur Delacour. As the champion of your school, you now represent them to the wider world. Also as the champion, you are more advanced in comparison to your classmates. Your charisma is so great that your fellow students are more open towards you. Your Magic is so powerful that it rivals wizards and witches at their adulthood. You grasp knowledge faster than your peers. You are now beyond your peers that only others that are born great can match you. Your potential is so great that even the likes of Dumbledore is not out of reach if you put in the effort.

Merlin Reborn (800): You have a gift for magic that has not been seen since the days of Merlin, what you lack in power compared to some others, you more than make up for with ingenuity and control, curving and turning spells mid flight, changing the colour or using the name a movements for one spell for another. Given some time and effort you could even pioneer an entirely new way of casting magic, with new rules of your own design and discovery, though the looser the rules the harder it is for others to learn. Perhaps you could create a form of magic cast by using phone apps, and spells built through coding. Thankfully you never have to fear anyone stealing credit for your work and can be assured that your name shall be remembered.

Origin Perks - Noble:

Potent Linage (100): Your lineage is a potent and storied one, with a great many famous wizards and witches who share your name. You also have a natural gift for a single type of magic, of your choice, that has been tied to your lineage through centuries of practice and refinement by your ancestors. You also have a number of books containing information on it.

Power of Names (200): Names have a power that few know of and even fewer can use due to the more forgotten parts of your lineage. You can take the names of others and bind them to your will, however they must freely, if unknowingly, offer you their name. This perk also grants you an immunity to similar effects, serving as a fiat backed ownership of your own name and free will.

Enchanted Blood (400): Over generations your lineage has been infused with magic like few others, allowing you to empower rituals, potions, spells and enchantments by sacrificing your blood, and few would dare imagine what you could achieve with **Blood Magic**. This trait also grants you a sort of magical immune system, making you immune to both conventional and magical illnesses, that is capable of naturally fighting off most curses and harmful potions given time, as well

granting a weak form of magical resistance. This is also a hereditary trait that is biologically passed down to your children.

Forgotten Tongue (600): You can, should you so choose, speak the language of magic itself, casting powerful spells by speaking sentences. This language is impossible to learn but instantly understood by all magical entities and to cast spells you must unify your words with your will, willing it as much as saying it. Though you are limited to single words, at least for now, you are among the upper echelons of power. Through its use, you could tear through powerful wards by simply saying "*OPEN*", or kill a man by telling him to "*DIE*". Your magic borders on reality warping only limited by the amount of magic available to you, do remember that sufficiently powerful objects and individuals can weather your attack. Not to mention the damage such a language does to the untrained throat.

Ancient Line (800): Your lineage is truly old, perhaps the oldest in the world, predating all of recorded history, your ancestors were slinging spells and learning the intricacies of magic when the rest of humanity still lived in caves and worshipped the sun. You are beyond powerful, a match for Dumbledore in his prime with the Elder Wand. The natural force of your personality makes you seem larger than life, with some effort you convince people that you are a god or at least descended from one. One form of magic, you may choose, comes as easy as breathing. Perhaps you can cast spells that alter the flow of time itself, manipulate the mind to create true love or manipulate the dead so completely that some would think you are death itself.

Origin Perks - Teacher:

Dedication & Caffeine (100): Your need to Sleep and all other bodily needs can be filled with caffeine, among other things this allows you to pull all nighters without adverse side effects.

Acceptable Eccentricity (200): The truly great wizards like Albus Dumbledore are able to act as they please, and while they may get a reputation for madness there are no real consequences. You're much the same way the more valuable you are to your current employers or society at large the more… oddness they will accept from you.

Every Hercules Needs a Chiron (400): You are a truly excellent teacher able to take lessons that should require months and break them down in such a way that even your dullest students could understand in an afternoon. As if this weren't enough you are also able to pass down your perks and powers to your students over time.

They Must Be Ready (600): While you are likely loath to use this gift it is one you possess and should not discount, you are THE master of manipulation bar none. While this could allow you to wield substantial political influence even as a humble school teacher, this perk is at its strongest on the small scale. With a bit of focus and work it would be possible to arrange the life of a single person so that it plays out exactly as you desire.

This Place is Under My Protection! (800): You are able to place a single geographical location under your protection, this has many effects on the land and on you. While a place is under your protection it cannot be corrupted without you allowing it, every aspect of that location artificial or natural will rise at your command to drive out invaders, and while you are within the confines your magical powers grow to such a degree you could be best described as a Demigod.

Origin Perks - Politician:

Double Talk And DoubleThink (100): You are a master of duplicity able to conceal your true feelings effortlessly, however unlike most your lies reach your thoughts. You can actively decide what your thoughts appear to be to any mind readers.

Academic Decree (200): In your hands authority seems almost intended to be abused, you are able to stretch your powers to the limit on flimsy justification or even not bother with justification as well, it won't make you many friends but no one will be able to question the legality of your actions.

Smear And Erase (400): You are an expert at muckraking and coverups, able to conceal even the revival of a dark lord while making his biggest rivals out to be senile and power hungry, but why would you do that?

Power Blocs (600): Real power is consolidated in the people and the most powerful people are the ones who can reduce a human being to a braying sheep dancing to their tune, you are a master of rhetoric and all the other dirty tricks used to win over the public and keep them eating out of your palm. At this point it would take a public scandal of epic magnitude to oust you from any office you hold.

Modern Day Alexander (800): More now than a simple player of the game, you are a true leader of men, you would be able to take a tragically mismanaged industrial hellscape and within 10 years bring it to a golden age of almost utopian prosperity.

Origin Perks - Law Enforcer:

Ritualistic Enhancement (100): You Jumper, have gone through several magical rituals that have made your body far more capable than that of the average witch or wizard. You are a blur to the normal-eye, and capable of lifting up to a single ton of weight. With more strenuous exercise and exhausting yourself everyday, you might just be able to take it further.

'What Is It That You Truly Desire?' (200): You Jumper, are able to spill the deepest & darkest desire of anyone you talk to, be it your bewitching presence that would make people feel safe, or your silver-tongue isn't clear.

Satanic Presence (400): In combat or even outside of it, if you so desire. You have a presence that would be compared to Satan himself, Anyone who is a bit weaker than you will be pissing their pants (robes?) in fear. Those who are much weaker than you? Well, they would get knocked-out by your demonic presence alone. This will have a calming effect on your allies, they will feel much more confident, even if they were terrified before, they will be twice as powerful, if they were fighting alongside you.

'Let's Dance' (600): Just like Madara Uchiha, you are capable of taking on an army on your own, casually defeating people left and right, having reflexes that would make the best duelists, like Dumbledore, Grindelwald or Voldemort look like first-year children. You're always aware of your surroundings to the point Alastor Moody would beg you to teach him. If something *somehow* could get past your range, you would get a vision of it just a second before, if it's truly lethal such as the Killing Curse, only once per battle though.

'Do You Wanna Have a Bad Time?' (800): You are the one who will deliver Justice to the world, when you look at a person you can see a list of all the sins that they've committed, the more sins that the person has committed when in combat against them, the more powerful you get. If you're fighting a minor criminal who stole a bit, it wouldn't be much of a boost. But, if you were fighting Dark Lords such as Grindelwald or Voldemort, everything about you would be increased hundreds, if not a thousand times over. So go on, deliver **True Justice**, oh and give 'em a bad time for me, yeah?

Origin Perks - Researcher:

Lucky Find (100): Oh you lucky bitc- *cough* Whenever you need a certain spell, or knowledge to create something that you have in your mind, it will randomly fall in your lap, not in that way. Let's give an example, you need a spell to connect two or more objects together, oh the next bookstore you visited just so happened to have that book, right on the counter as it was being thrown out. After all, who would write such a detailed book on a single charm, no?

Like-Minded Folk (200): Throughout your journey around the world, you will meet several people who are of similar mind to you, those who want to reach the deepest secrets of magic and explore them. These people will be geniuses in their own right, to get them to join you, is on your own.

Hardened Mind (400): What good is a researcher that can't even handle his own work, thankfully you have none of those issues. When working you can simply turn your emotions off, becoming a creature of facts and logic. You are also immune to hazards and corruptions that could otherwise occur for someone in your line of work.

Von Hohenheim's Heir (600): You have a gift for biology, both magical & mundane, you stand among the greatest healers in history with ease, this extends to even DNA, you can read those helixes like books, making edits and corrections as you choose, given time you could perhaps even create your own creatures from the ground up, however to do so would be a true challenge even for one of your gifts..

Da Vinci's Spark (800): Within you lies the same spark of greatness that Da Vinci had, an incredible intellect and an unmatched creativity. Your creations are centuries ahead of their time, doing what others would think is impossible with ease. Your mind is among the greatest to ever walk the earth, capable of everything from designing 3d models of your creations solely in your mind to carrying out complex calculations in seconds. But where you truly shine is Techno Magic combining magic and science to create the impossible, like perpetual motion machines, and generators with more than 100% efficiency.

Origin Perks - Occult:

Enigma (100): You know how to encrypt and decrypt messages, and how to send a message to someone else without it being detected by anyone you wouldn't want it to be found by. This also comes with all such techniques and mannerisms being used by the Order of the Occult, to ensure you don't stand out.

Honey or Vinegar (200): You are a master of theatre, being able to act and fake emotion so well that not even magic can pick the lie, not on your thoughts, not in your body language, and not on anything else. One of the benefits of this is your capacity to befriend or annoy even the most patient person.

Tapestry threading (400): Like a big Tapestry being made from the interaction of numerous threads, you are able to instinctively understand the key components of any situation and how to use them to accomplish your goals, you will know who

needs to die, be defamed or befriend to ensure your mission is completed, this won't give you any information you didn't had before, but rather how everything you know relate to each other.

Fate's Ear (600): Congratulations! It seems you are favoured by Fate! That should give you a warning every time before you would get into dangerous situations or your plans would fail, ensuring you can change your plans to ensure your safety or that of your plans, making them immune to interference by luck and plot armour, needing actual actions directed to them to unravel. Also comes with a great talent for Divination, that is different from all others, you are able to direct and choose, sure you can't select exactly what you want to see, but you are able to direct it to related topics and are able to turn the ability on and off.

Grand Ritual (800): The Secret Knowledge of how to make Grand Rituals is now yours! Now you can make rituals that encompass greater things! Like a taboo that affects the whole planet or to target more esoteric things like the restrictions of certain magic making it impossible to be explained to those not allowed. To any magic you know now you can make it into a grand ritual, knowing exactly when to cast it, with how many people, with what reagents or conditions are needed to cast it, what's more, any such ritual that involves you doesn't have a maintenance cost and are more resilient to disruptions.

School Perks - Beauxbatons:

French Elegance (100): Your every action reeks of refinement, you never make a social faux-pas or resort to using the dessert fork on the steak.

Eternal Beauty (200): Do you perhaps have some Veela in you? It's the only explanation that could describe your beauty. Even as a Male you could enthral a large crowd simply by your presence, but as a Female you could drive a man to sell his first-born for a kiss.

Student of Flamel (400): Perhaps not in truth but you would be a good candidate for such a position if the old alchemist were looking, you have truly phenomenal talent for the field of Alchemy able to, if forced, recreate the Philosopher's Stone from scratch in a mere fifty years. Who knows what you could create after grasping eternity.

Power of an Artist (600): Your magic is naturally beautiful and elegant able to invoke wonder and whimsy in even the hardest most jaded of hearts, but that is the least significant aspect of your power, by using magic as it was originally intended, to bring joy and merriment rather than domination and death, you can drive evil from the hearts of men and monsters alike. Let your power be a light that erases all that is corrupt and profane.

School Perks - Durmstrang Institute:

Mysteries of the North (100): Your school is a place of secrets and rituals, and as a consequence you've developed a talent for both. Keeping secrets comes easily to you, as does the study of more primal bloody magic.

A Fortress of Forbidden Lore (200): Durmstrang has long collected and embraced knowledge most would consider evil or wrong... but some knowledge can corrupt and it would be a tragedy for a student seeking to master darkness be mastered by it in turn, you are immune to the corruption of forbidden knowledge, as well as the mental ramifications of whatever spells you cast.

Dumbledore's Equal (400): It is said that Grindelwald was the great master of **Necromancy**, the one who reshaped the craft to fit his own vision, and any books on the topic would agree, slapping his name over numerous spells and discoveries, you now share his genius in a field of your choice able to redefine the art in the span of a few short decades.

The Making Of Monsters (600): You have mastered one of the oldest and foulest arts known to Wizard-kind, the creation of grotesque mockeries of life to be bent to

your will. In time you could make dementors, basilisks or even stranger and more powerful abominations.

School Perks - Ilvermorny:

Independence (100): You are fiercely independent, able to shake off mental compulsions and even the dreaded imperious far easier than anyone else.

Remember Our Roots (200): Perhaps due to the fact that one of the founders of your revered school was a No-Maj, you are able to look past your own biases far more easily than most to genuinely accept people for who they are.

Justice Be Done (400): You are a firm believer in honesty and rooting out the guilty. This is an excellent mindset to take along with a natural talent at mental magic, your arts are stronger and more subtle than any others able to root out any lies or evidence of wrongdoing, let all be laid bare before the law.

War Mage (600): Magic is the strongest weapon of a Magical but often the one least developed, you however are a genius for turning spellcraft to the business of war, far beyond a mere duelist you are closer than any other to a one-man army. You also have a natural gift for turning any spell into a 'war-spell' allowing you to send off a 'wave' of any spell albeit weakened.

School Perks - Castelobruxo:

Touched by Nature (100): Due to the location of Castelobruxo being located deep within the rainforest away from muggle eyes similar to Hogwarts, students are advanced with the art of Herbology and Magizoology in comparison to other schools.

Potioneer (200): Castelobruxo students is located deep within the rainforest and has produced a number of students that have been regarded as famous Potioneers. This has granted you a natural talent for brewing and creating potions!

Animal Lover (400): You are an animal-lover, well it's the other way around as well. Animals, magical and non-magical alike, will feel safe in your presence, you know instinctively what the animal needs, and how best to approach the situation, even animals that are usually in a state of anger or are violent by nature such as the Hungarian Horntail feel safe and stay calm.

Blessing of the Nature Spirits (600): You have a unique gift, due to your closeness to nature, magic has deemed you safe enough to grant you a powerful boon, **Nature Magic**. Oh at first it'll be a weak boon, in your presence plants will grow

faster, say a year in eight-months instead! Over-time you could well, turn into Hashirama with Magical Plants, throw a Mandrake in the enemy-camp and grow it to adult, it's scream killing your enemies.

School Perks - Mahoutokoro:

Traditional Education (100): The school of Mahoutokoro takes students from the age of seven, although they do not live on campus until they are eleven. This has granted you deep knowledge on certain traditions from around the magical world, as well as a knowledge about more unconventional practices, leaving you with a more well rounded education than a member of most other schools.

The Gift of Flying (200): You are a natural flyer, beyond even Harry Potter, or even some professionals! You could look at them, and scoff at their meagre flying skills. As soon as you touch a broom, it will never go out-of control, your magic will instinctively fight off any attempts to jinx or curse the broom and even hurt the person who would try such a *despicable* action.

Academic Prowess (400): As the colour of your robe in the school increases, so will your learning speed, if you're barely passing then you wouldn't get anything, but if you're an 'EE' or 'O' student, you'd be learning almost five to ten times faster than your average student.

Blessing of the Fujin (600): You Jumper, have been blessed by the Japanese God of Wind Fūjin allowing you to manipulate 'air' as a whole, in a 100m radius that surrounds you, within it you could sharpen wind into a blade, even take away all the oxygen from a person, as usual this boon will start off extremely weak, barely able to blow out a candle. Though after some years, you'd be the badass hurricane throwing guy.

School Perks - Uagadou:

Wandless Magic (100): Bah, those stupid European-folk and their crutches, unlike those wizards, you don't need a crutch like that, you're a true wizard! You can do the most complex of spells wandless, and silently if you want. So go off, shoot silent, wandless Patrnous and Killing Curses if you want.

Transfiguration Expert (200): Your talent in the art of Transfiguration is awe-inspiring to say the least, if it took Albus Dumbledore a hundred-years to become as skilled as he did in Transfiguration, you could do it in *twenty.* So go on, Jumper! Transfigure an army of a hundred-thousand golem and animate them to your will, go take the world by fire.

Emperor of Dreams (400): Your school has long been in the business of sending messages through dreams, but you took it farther than any before you. You are an unparalleled master of the dreaming world, able to travel where you please to the dreams of anyone across the world and influence them as if you were a potent reality warper . You are also able to transfer any damage done in the dream to the target's true body. Sleep is your domain and those who dream are your subjects.

Magical Animagus (600): Uagadou has a secret… a big secret, they've discovered how to turn into a magical-animagus, a feat that is unheard of, in the magical world. Every year the top five students are given an option to learn to be an animagus under an Unbreakable Vow to never reveal the secret unless the person being taught has taken a similar oath. A wild Dragon could take down hundreds of magical-folk, now think of a smart one, a smart Dragon could simply stay high in the air blasting the magical-folk with white-hot flame…

School Perks - Jumper's School of Magic:

Blending In (100): Considering the fact that you've been thrown back a thousand years back in time, you can hide & blend in extremely well, far too well. You're a natural at disguising yourself, capable of blending in with the shadows or a crowd, and being so good at it, that even people trained to find you won't be able to notice you even passed by a place.

Magic Talent Sense (200): You have a talent for sensing people much like you, people with the gift of magic, and not only their ability to use magic, but you will know what they are more talented at by the differences in their magic, perhaps a wizard that can be a prodigy in herbology will have a green aura, or one that has flowers on it, perhaps even smells like herbs. It doesn't matter how it's showcased, you will know what they are good at, and by the strength of their senses, a rough estimate of their potential power. Moreover Fate itself will conspire for you to meet such people, and powerful individuals at that. It is your job still to convince them to create a school.

Close-Knit Menagerie (400): It's in hard times when our true face is revealed, and it would truly be a tragedy if the people you trusted betrayed you or sacrificed you, well, now you don't have to worry about it, you can unite and instil a sense of camaraderie, loyalty and belonging to even the most different of groups, ensuring that the group members will remain close knit and won't have rebellions nor be abandoned by its member, after all you know from the deepest of your heart the truth that together we are stronger.

Founder's Artefacts (600): Ravenclaw's Diadem, Helga Hufflepuff's Cup and Salazar Slytherin's Locket, Gryffindor's Sword, all famous and powerful magic artefacts, who wouldn't like to create items such as these? Well now you can, being able to enchant and craft items with the best of them, all items you make are functionally eternal, being able to be used again and again for centuries before showing even the minimum amount of wear, not only are you able to enchant object to replicate or use spells you know, you are also able to base your items on existent things, even if it wouldn't make sense otherwise, like artefacts that replicate your perks whole or in part, being able to alter them a bit without truly changing their powers, like attune a "fire perk" to the same but on water, or increase the area of effect to a massive scale, with the caveat of the artefact only working in a determined zone, for example a book that inform you of every magical baby born on a single country being based on the magic talent sense, or perhaps you would like to replicate feats or innate abilities of people? Like a necklace that allows the wearer to speak on parseltongue if you knew Salazar Slytherin, or a ring that give you the learning ability of Rowena Ravenclaw, perhaps even basing an artefact on an event, like the alignment of the stars or a comet, that would then let you make rituals around it as if that event were happening at that moment. This and more you will be able to make in time, of course if the item is destroyed you are short of luck, as it won't repair itself, but with the remnants of the artefact you can remake it again, without it losing any property, and depending on your difference on skill at the moment of the creation, even becoming stronger.

School Perks - Outlaw:

Deep Magic (100): Your magic is unique, containing a certain depth that is unheard of in almost any other save a few. This quirk of your magic causes your spells to be altered in unexpected but most often beneficial ways allowing you to do what most others would consider impossible. Such as an animation spell becoming permanent leading to a twisted form of true life, or a fire spell creating haunting flames that never burn out.

Eldritch Mind (200): Something about your mind is twisted, you think in patterns that would seem completely alien to any outsider, making grand leaps in logic that make sense only to you, combining different schools of magic, and making seemingly impossible shortcuts in your work. As a side benefit your mind becomes nearly impossible to navigate to even the most skilled Legilimens, even driving those who linger too long mad due to the unnatural nature of your mind.

Impenetrable Fortress (400): Your non standard upbringing has brought you great benefits in the area of Warding magics, with the wards themselves as twisted and unknowable as your magic is for other casters that are not yourself, with any ward or protection created by you gaining two important benefits, the first one being chaotic threads, that is the wards are woven in an impossible way, and thus needing impossible methods to unravel, while the second benefit being that your wards and protections are eternal, meaning that every time they are unravelled or damaged by others they will regenerate, even from nothingness itself, seemingly alive. This also grants a lesser talent for impossible architecture, doors lead to places that they shouldn't, and an overall theme that may remind you of MC Escher's stairway.

The Hidden Ones (600): Congratulations! You belong to a secret society, nobody knows who they are or what they want, nobody knows how many there are or even if they exist! As such you too are now an expert of Secrecy Magic, being able to conceal and hide anything in such way that it can't be broken with any method aside from the caster dismissing the effect, you have a mastery of different spells like the Fidelius charm such that you are able to cast it instantly and even focusless without much effort, or a personal spell that prevents others from noticing you, the effect of your actions or even the "lack" of your presence, making those you don't want to know to forget that you even existed and many such spells!

Items:

Origin Items - General:

Enchanted Weapon (100): You may choose a melee weapon of your choice to be made of goblin silver, enchanted to always return to you, and be made indestructible.

Closet Trunk (50): This shrinking/growing trunk, which starts as the size of a pack of cards and expands to become the size of a closet, contains unlimited outfits, including shoes, socks, outerwear, underwear and accessories of assorted styles and colours (valuable materials (gold, silver etc) can be picked as a colour but are not actually that material). The clothing inside of it will automatically resize itself to fit the first person to put it on. The clothing itself has mild enchantments to repel dirt and to be more durable then normal. This Trunk can either be a separate trunk or it can integrate into other such magical trunks. The trunk is locked to you but you can designate other individuals who are allowed to open it.

Library Trunk (50): This shrinking/growing trunk, which starts as the size of a pack of cards and expands to become the size of a large bookshelf, can be opened to reveal two bookshelves with a podium on one side. The podium has an adjustable magic light for reading on it and it also has a magical copy-function, allowing you to copy any book, scroll or other media format device in a few minutes onto a magically created but mundane item/device. Books can be stored in the endless bookshelves, which sorts itself based on what it senses you are looking for. This Trunk can either be a separate trunk or it can integrate into other such magical trunks. The trunk is locked to you but you can designate other individuals allowed to open it.

Potions Trunk (50): This shrinking/growing trunk, which starts as the size of a pack of cards and expands to become the size of a bookshelf, can be opened to reveal two sets of shelves with a fold-out desk on one side. The desk has a magical “bottomless” top-quality cauldron and an auto-stirring wand (which can be programmed to stir in particular patterns and at set times) both of which can be swapped out. Potion ingredients can be stored in the endless shelves which auto sorts itself based on what it senses you are looking for. This Trunk can either be a separate trunk or it can integrate into other such magical trunks. The trunk is locked to you but you can designate other individuals allowed to open it.

Room Trunk (50+): This shrinking/growing trunk starts as the size of a pack of cards and expands to become the size of a 1.5(w) x 1(d) x 1(h) Metre Storage trunk.

Inside of it is a ladder which leads down into a room that is 10(w) x 10(d) x 4(h) metres with mundane furniture of whatever type that you like. Facilities like lighting, water, sewage and electricity are also provided. You can pay **50WP** to expand the room, either by simply expanding the dimensions by 10x or by adding additional rooms (with doors and with other facilities/furniture in them) at various sizes using that expanded space, you can have these be specific rooms like a bedroom or a kitchen or you have a mixed furniture room. You can purchase the expansion multiple times. Other similar magical trunks can be imported into this one for free. The trunk is locked to you but you can designate other individuals allowed to open it. This can also have a "muggle-worthy" appearance option for free, letting you hide it as a suitcase or as a plain deck of cards.

Origin Items - Student:

Pre-Done Homework (100): The homework for your entire educational career is already done, and will appear in an ornate wooden box 24 hours before it is due, and done at a high but believable level for someone your age. You also automatically receive all knowledge that you would have if you had done the work yourself.

Instant Shenanigans (200):
This is an enchanted moleskine pouch that contains an endless supply of prank-worthy items. Things like fireworks, both mundane and magical, Peruvian darkness powder, pranked sweets, Canary Creamers, Mildly cursed items, etc.

Endless school supplies (400):
In a small 1(w) x .75(d) x .5(h) metre chest you have an endless amount of school supplies of both the magical and mundane variety. Every time you open the chest the school supplies you want will appear. Examples would be but are not limited to things like printer paper, mini-fridges, computer printers, laptops, ramen noodles, microwave burritos, microwaves, staplers, tape, blank books, pens, paper, parchment, ink, mundane quills, Magic Auto-writing dictation quills, Magic spelling and grammar checking quills, Magic copy quills. Basically anything you could find for sale that would be considered to be typical mundane and/or magical school supplies and can fit within the 1(w) x .75(d) x .5(h) metre chest.
You could open your own store with these and sell them to other students if you wanted.

Magic map (600): This is something akin to the marauders map, only more so. This map is more like an enchanted Atlas book in that it has (endless) pages within initially the size and shape of an ordinary atlas. This is significantly enhanced as it not only provides a map of your surroundings out to about 1 km and continually updates itself adding areas wherever you take it. It is like the marauders map in that it automatically labels every sapient being within it along with every secret

entrance, tunnel and hidden spot and the requirements, passcodes or tricks to get into them. Each page of the map is presented like a touchscreen tablet-page, where you start off with an overview of the map's contents, with its common name of the area at the top of the page, but you can pinch to zoom-in and out of the map, spin it around and select different elevations/floors on the page. The real benefit of this version is that wherever you go, it'll retain a continually updating map of the area where you were, which you can assess at any time. For example if you are in Diagon alley, you can flip back to Hogwarts and watch people walking around.,
The map does not have any locations within it when you start, you must visit the desired locations at least once for it to generate a map-page for that area.

Origin Items - Noble:

Wealth (100): As someone of noble descent it should come as no surprise that your family has accumulated a rather large sum of wealth, both liquid, spendable currency, and invested in businesses that continue to earn you more. For each purchase the wealth of your family increases 5 fold, with the first granting you ownership over one mildly profitable business and one million Gallons.

Noble Estate (200): Your family owns a large swath of land, about 100 acres, on which your family manor rests, with powerful wards placed around it, it is as much a fortress as it is a home. The opulently decorated manor contains enough rooms to house more than a dozen people without it feeling crowded, in fact you could spend the day inside and never see another person rather easily given its size. Containing an expansive if shallow library, a full size ballroom for all of your party needs, and dozens of hidden passages and rooms to hide both yourself and anything you would rather not have others discover. The forests and lakes that surround your home are home to a number of plants and animals both normal and magical.

Family Vault (400): You have inherited a magical vault within which you can store objects of value. At about three miles square there is plenty of room to store anything you desire. It is only accessible by you and can be accessed by simply imaging yourself within it. Additionally you may summon from and banish to, anything that you can reasonably carry.

Famed Library (600): Your library is no simple thing, containing the combined research of hundreds of witches and wizards in most fields of magic at at least a basic level, though three fields of you choice are the most researched containing information that is entirely unknown outside of your family, alternatively you can choose to have single subject in which your family is unmatched for example enchanting that can surpass the goblins, or rituals that create new magical creatures. It also contains a number of books that contain knowledge that has been thought to have been lost either through intervention of an outside force or simply

lost to time due to any number of reasons. Will update each Jump with the relevant knowledge.

Origin Items - Teacher:

Insta-Homework Grader 2001 (100): Why waste time reviewing your students homework? Spending hours of your valuable time checking for spelling errors? Checking carefully with complicated spells to make sure they haven't cheated in some way? Yes, you get paid for it but you also deserve to have a life outside of the classroom or your office, this wooden box checks any homework that is placed inside, examines it for any spell, any type of Quill used to cheat, be written by someone else, even just being copied from another assignment, you also grade it correctly based on your own knowledge and in the same way you would that assignment from that same student, it will be graded according to your criteria and standards and you will get the memories of having spent the necessary time to have graded it correctly, the box has truly infinite interior space but only things you are going to grade and books and other sources of knowledge can be placed inside if you also have Library Trunk or Famed Library you can use it to get the memories of reading books placed in the box, another function of this box is that being connected to any kind of container storage whether it is a trunk, a suitcase or a Vault as long as they have adequate space and required compartments you can organize what is stored in the box according to your preferences, be it potions, essays and others, by student, by type of assignment, by House, Alphabetical Order and others, any of the storage objects supported by Fiat (whether from this jump or another) will always have the necessary space and compartments to organize them properly.

Instant School Teachers (200):
You have a small hoard of house elf followers, thirty of them in fact which are all experienced teachers. They can set up demonstrations, come up with lesson plans, grade and create homework, create and grade tests and teach students. They cover a wide variety of subjects up to the American “senior high school level” aka the British “A level certificates” level including muggle subjects like physics, mathematics, physical education and home economics. You can alternatively just use them as house-elf followers in more traditional house elf positions.
They have ID’s, their own houses/apartments, lives and relevant paperwork making them “official” and legal with whatever body of government you are working for/with.
You can purchase this multiple times, multiplying the amount of house elf followers by ten each time.

Endless school supplies (400):

In a 1(w) x .75(d) x .5(h) metre chest you have an endless amount of school supplies of both the magical and mundane variety. Every time you open the chest the school supplies you want will appear. Examples would be but are not limited to things like printer paper, mini-fridges, computer printers, laptops, ramen noodles, microwave burritos, microwaves, staplers, tape, blank books, pens, paper, parchment, ink, mundane quills, Magic Auto-writing dictation quills, Magic spelling and grammar checking quills, Magic copy quills. Basically anything you could find for sale that would be considered to be typical mundane and/or magical school supplies and can fit within the 1(w) x .75(d) x .5(h) metre chest.
You could open your own store with these and sell them to other students or teachers if you wanted.

The "must have been inherited" House (600):
This is a massive cosy mansion of a blend of mundane and magical style in a "Queen Anne Victorian" style separated from the surrounding houses by a large yard. It has thirty large bedrooms, grand marble bathrooms for each bedroom, a massive library with nearly every book on magic within it, eight separate "office" rooms, a massive "modern commercial-style" stainless steel kitchen with a walk-in refrigerator and freezer, two separate living rooms, a parlour, a "game" room and a massive dining room suitable for a hundred people to dine in. It has a massive garage which can also fit a Boeing 747 aeroplane within it.

This house is located within a major city and is heavily enchanted with powerful defensive wards, is unplottable and has a subtle notice-me-not spell that forces muggles to ignore bizarre and magical things happening around and inside your house. Allowing you to interact with your neighbours and receive packages and mail while your spaceship is parked out front.

It has a secured connection to the floo network, of which you control the access to or any sort of similar transportation network in future universes.
You will never have to pay taxes, utilities or any other form of other outside expenses for this house, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this house "legal" and in your name is provided and already on file at whatever government facility/organisation that requires it. Just to make it clear it also saves any interior or exterior changes you make to it and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.

Your house also has ten sets of paired vanishing cabinets with unlimited range and a controlled access list. The cabinets are indestructible and require no maintenance, these cabinets are a convenient means of secured transportation that you can deploy to locations.

It also comes with a set of twenty house-elf followers, who have their own very nice private bedrooms, bathrooms and living room with furniture and entertainment devices sized to them. The house elves will cook, clean and do the groundwork to maintain, clean and keep the mansion in top notch condition.

The house is fully stocked with what you would expect to have inside of it and it is modernised with common mundane equipment from 2020 including things like air conditioning, computers, digital “whiteboards”, coffee makers, etc. All equipment does not need maintenance and works just fine in magical environments.

The kitchen also magically restocks itself with an endless supply of food, the contents of which can be changed by applying labels to the shelves to designate specific foods and drinks for that shelf to hold.

Post-Jump, you can decide if this house is dropped ahead of you on the next world, held in your HammerSpace until you place it, or attached to your Warehouse, assuming you have those things.

Origin Items - Politician:

Printer (100): This is a magical industrial printer which requires no paper, ink, magic or electricity to work. It will generate posters, flyers, banners, newspapers and even entire fully bound books that you desire. It can be hooked into any computer you want either locally or remotely but it also has its own computer-like interface on the printer itself you can use. The printer works fast and can spit out one thousand books (each with three hundred pages) in full colour which are all fully bound in leather every minute and this printer is even faster with easier to print things like newspapers.
All printer outputs are the highest quality you can ask for on whatever printer medium that you want, both from the mundane side and the magical side. You can print entire magical moving-picture newspapers in colour with this if you want and have it printed on mundane waterproof and tear resistant kevlar-reinforced paper.

Instant political workers (200):
You have followers, thirty of them in fact, who are all experienced at running election campaigns and managing your politics, these are generalists who can do an ok-job at nearly everything. They can write scripts, handle your PR, setup meetings, interviews and debates with others, come up with strategic plans for (re)elections, or otherwise handle paperwork and your political career after you've been elected. You can trade these generalists in to get an equal amount of specialists (like a scriptwriter) in particular fields and these folks will be top-notch in their fields but aren't as good at doing other things.

They have ID's, their own houses/apartments, lives and relevant paperwork making them "official" and legal with whatever body of government you are working for/with.
You can purchase this multiple times, multiplying the amount of followers you receive by ten each time.

The Small Box of Bribery (400):
Politics is a dirty business but you know how to grease these wheels. This small fancy and heavily decorated .5(w) x .25(d) x .25(h) metre rectangular wooden box when opened in the presence of one additional person will have inside it something that will be suitable to bribe them if they are amenable to that sort of thing. This box will generate these items, which will be legitimate and have any needed paperwork alongside them. Anything that can fit inside of the box can be generated. Plane tickets, cruise tickets, rare collectable cards, concert tickets, a new identity with IDs and passports, fancy wine or champagne, rare foods, a gold bar and even just straight cash.
Now this doesn't mean that they will successfully be bribed to do anything you say they might be too greedy for. This just provides the things they do want that fit inside of the box, which might not be enough to do whatever it is that you are asking them to do.

Lordly Estate (600):
First this is a large mansion, suitable for the wealthy and powerful. A mansion of your own design which could house thirty people in opulent luxury.
But secondarily and more importantly you own the land of the surrounding 5km area. This becomes your territory and any buildings that exist on it are now renting their land from you. You have the relevant deeds, forms and already-in-place agreements for rent.
You can place your estate (and gain ownership of the surrounding land) anywhere outside of the established territory of major cities so long as your owned area also does not include military bases, government-owned buildings or major airports (you can include those areas but they are exempted from your ownership).
You will never have to pay taxes, utilities or any other form of other outside expenses for the mansion or any property on your territory and it will never be damaged by anything but deliberate attacks. All paperwork that would make this house "legal" and in your name is provided and already on file at whatever government facility/organisation that requires it. Just to make it clear it also saves any interior or exterior changes you make to it (or people renting from you) and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.
All property on your property will go with you when you leave the jump/universe.

Post-Jump, you can decide if this mansion is dropped ahead of you on the next world, held in your HammerSpace until you place it, or attached to your Warehouse,

assuming you have those things.

Origin Items - Law Enforcement:

Police Officers (100):
You have followers, ten of them in fact, who are all experienced at various “magical” police jobs. These are generalists who can do an ok-job at nearly everything. They can do a bit of detective work, know most of the common laws in a given area and can do a bit of magic. You can trade these generalists in to get an equal amount of specialists (like a detective, curse breakers, etc) in particular fields and these folks will be top-notch in their fields but aren't as good at doing other things.
They have ID’s, their own houses/apartments, lives and relevant paperwork making them “official” and legal with whatever body of government you are working for/with.
You can purchase this multiple times, multiplying the amount of followers you receive by ten each time. Only the first purchase is discounted to free, discounts are 50% on further purchases.

Bobby Trunk (200): This shrinking/growing trunk, which starts as the size of a pack of cards and expands to become the size of a large bookshelf, can be opened to reveal several drawers on one side and a small armoury on the other. The drawers contain both magical and mundane police supplies. The armoury contains uniforms, weapons, ammo and body armour that are used in both the magical and mundane police forces.
Any items removed from the trunk will be replaced if you close it and reopen it.
This Trunk can either be a separate trunk or it can integrate into other such magical trunks. The trunk is locked to you but you can designate other individuals allowed to open it.

The Station (400):
On the outside this looks like a very famous blue police box, on the inside it’s a rather nice police station suitable for a hundred officers to operate from, including interrogation rooms, the main entrance, offices, conference rooms, break rooms, lockers, a temporary holding jail, evidence lockup. It also has typical spells on it like muggle repelling charms and its blue-box exterior is indestructible.
This is of course a magical police station and has things that are found within the typical magical police stations around the world, things like underage magic-usage tracking maps, auto-sorting filing systems, magical case files which also

auto-update with any information “some” police organisation/officer has discovered.

Wizard Prison (600): You now own a near exact copy of Azkaban, complete with hundreds of dementors that follow your command. It is a soul crushing place that prevents magic from being cast by any not keyed to the wards. Built of blackstone on a dark island surrounded by an enchanted perpetual fog it is impossible to reach without a guide. Knows what the suffering of those with could be used to achieve, perhaps with great effort you could even find a way to extract and use the souls that were consumed by your Dementors.

Origin Items - Researcher:

Research Team (100):
You have followers, ten of them in fact, who are all experienced at researching various topics. These are generalists who can do an ok-job at nearly everything. They can do a bit of engineering, know physics, can fill in as a mediocre general doctor, can do a bit of chemistry and do a bit of magic. You can trade these generalists in to get an equal amount of specialists (like a medi-doctor or a theoretical physicist) in particular fields and these folks will be top-notch in their fields but aren't as good at doing other things.
They have ID’s, their own houses/apartments, lives and relevant paperwork making them “official” and legal with whatever body of government you are working for/with.
You can purchase this multiple times, multiplying the amount of followers you receive by ten each time. Only the first purchase is discounted to free, discounts are 50% on further purchases.

Medical Trunk (200): This shrinking/growing trunk, which starts as the size of a pack of cards and expands to become the size of a large bookshelf, can be opened to reveal several shelves and drawers on both sides.
 The drawers and shelves contain both magical and mundane medical supplies, potions and equipment.
Needles, typical mundane vaccines, skel-e-grow, Blood pressure monitoring devices, medical gloves, respirators, Wound healing potions, de-petrification potions. Also included are various medical books from both mundane and magical sources, these are the “standard” books currently in use.
Any items removed from the trunk will be replaced if you close it and reopen it.
This Trunk can either be a separate trunk or it can integrate into other such magical trunks. The trunk is locked to you but you can designate other individuals allowed to open it.

Department of Mysteries (400): A copy of the secrets department, containing information forbidden to the public about some of the deeper secrets of magic, like time, death, and love as well as the tools and materials to continue such research. It also contains an updating archive of all prophecies currently active in the world, however it falls to you to interpret them.

The Medical Centre (600):
This is a massive hospital and a medical centre complex, a combination of the best mundane medicine and magical medicine facilities the world can provide. It is the pride of an entire continent and it's suitable for tens of thousands of patients to be seen simultaneously if you had the staff for it. Operating rooms by the hundreds, exam rooms by the thousands, ICU rooms by the tens of thousands. Massive industrial and "magical" fully-automated kitchens which can feed hundreds of thousands of people every day.
Medical research facilities are also provided alongside specialised medical facilities like laboratories and pharmaceutical chemical factories.
This massive combined complex is essentially a city-unto itself, with a few commercial shops, movie theatre and hotels for patients with its own small public transport system. The complex also has an endless supply of mundane emergency food/drink/equipment(wool blankets, tents etc). It even includes condo apartments for staff to use and/or have as residences along with long term patient recovery rooms. This facility has all required paperwork needed to run as a hospital, is exempt from all taxes, and requires no outside utilities or mundane supplies to operate.
You also have permission from the government that this facility can also treat muggles should you want to do so, with the caveat that the muggles also need to have their memories altered a bit to make it seem that it was a mundane treatment before release. In future jumps this might not be necessary.

The Medical Center's exterior is heavily enchanted to be indestructible to hostile forces.

Origin Items - Occult:

Order's Make up kit (100): This is the standard Order's make up kit, that has all the needed items to allow its user to play its part in any meddling the Order needs, this works by giving the user a perfectly unnoticeable makeup, that could temporarily change their height, bone structure, skin, eye or hair colour and more for a month, plus giving them all papers needed to their new background, with a few tools of the trade and for dummies guides needed to fake the trade of your disguised person. Normally you would receive a kit with the needed materials for the role you are supposed to act, but your version just needs you to give it a few sentences explaining your new role and it would give you all the tools and changes directed to

that new role. Moreover this kit can be integrated with the closet trunk for ease of access and organisation.

Cache of Materials (200): Each day you will receive a box with all the supplies you would need to make rituals, of course the materials will not be rare, and rather easy to get, but you would receive them for free. The second advantage is that you can save the materials and have them “upgraded” in quantity and quality, with more rarer or harder to get materials showing, after a week you can pass from using simple rituals that only affect you to some serious ones, after a month you could affect a whole country or make impossible defences or changes on a small area, after a year you could affect the whole planet or change how things work on one country, and after 5 years of saving materials you could alter the setting in a single thing, who knows what would you be able to do if you save them for 10 years or more. Moreover this cache can be integrated on any trunk as an extra zipper or space depending on how your trunk works, for ease of access.

Black Book of debts (400): This small black leather book has a really powerful ability, it allows you to collect any debt incurred to you or to those that hire/allow you, now normally this would be easy and not need a book right? Well this book is special because not only it shows a little bit of the current description, connections, resources and skills of the debtors and all the debts they incurred with the people that you are allowed to collect them from, but it also let you collect them from a distance and in an unnoticeable way, with the events, instinct and people surrounding the debtor changing in impossible to notice subtle ways to make the debtor act in a way that repays their debt in the way you want, this can be from the physical like they destroying a shop that you wanted destroyed or selling their properties to the immaterial like giving their magic to you, all of this is shown to any who investigate it as a completely natural way to act, so no risk on your meddling being discovered in any way when using this book, and the best part is that when you collect the debt nobody else is going to know, so then you or the one who owes the debt can then go and collect it in person! Just be warned that life debts or things mystical in nature will show themselves as solved when you use the book, so you may need to program the payment or have someone else to collect it while you are saying “it's all been paid” or similar things to sell the act.

Order of the Occult (600): Congratulations Jumper, now you are the Boss and Master of the Order of the Occult, with all their resources at your disposal, from ancient knowledge or species already forgotten for the world to their vast network of agents completely loyal to you and the order that would never betray you under any circumstance, they range from simple bakers to all the leaders of the world, creating a web of connections, research and resources impossible to surpass in this setting, that can be imported for free in all future jumps, with the upgrades and changes you make being retained in between jumps unless you decided you don't

want some or all changes to be kept, which can be decided in a case by case base before you arrive in any setting.

Drawbacks

A Different Tournament (Free): You most likely know of the tasks of the Triwizard Tournament and if you have done another Harry Potter jump, it's quite likely that you completed it yourself. As it would be boring to rehash the same old tasks, you may freely edit the tasks, how and how many champions are there, what schools are participating or even the structure of the tournament itself, although there are a few things to note. First is that the task puts all the champions on a level playing field, meaning that if you participate with knowledge of the tasks beforehand all of the other champions will receive the same knowledge and you cannot cheez it as all other champions can also cheese it as well. Second is that the reward scales with the task's difficulty and danger, so having a an easy adventure in a safe dream environment will net you a pat on the back, handshake and your name on the trophy, while a permadeath souls-like experience could result with you it gaining rare resources like liquid luck or a Elixir of Life beyond just the prize money. And third is that the champions can and will quit if its certain death for them, which would lead to the tournament being cancelled or you can choose to have the tournament cancelled part way through either due to incompetent or disaster, although do remember whatever you do, the one who flees from death will seek other methods of regaining his power.

Alt-form Lock (100): You are stuck in whatever body you picked on this jumpdoc (and whatever half-breed option you picked if you have that perk) and cannot significantly alter your appearance for more than a few minutes at a time. You cannot use other alt-forms or species changing abilities and illusions covering your body will rapidly degrade and fail. This also affects potions like polyjuice potions and age potions which will degrade rapidly and only last up to ten minutes.
The only exception to this is the deathly hollow cloak which will work as normal and allow you to be invisible as long as it covers you, other invisibility cloaks will not work for you.

World at War (200): Rather than start in the traditional timeline you are instead present during WW2, and through a series of events you will be drawn into the focus of the war and be forced to participate in at least two major battles.

The Bad Twin (200): You've got a twin who somehow keeps getting all the credit for any and all of your good deeds while you seem to get the credit for any of their bad deeds. This will get you into serious trouble as they are actively malicious and evil, they will be studying things like the dark arts and will actively set you up to take the fall for various crimes. They are charismatic and easily make friends, including with the teachers and your friends and followers which will let them weasel out of any

“caught you red-handed” situations. All of your reputation, blame-shifting and charisma perks are disabled for the duration of the jump.

Bad Press (200): There are always some reporters, journalists or similar people stalking you who like to publish reports on your misdeeds. If you have none of those then they will make up some fake news from time to time framing you in a bad light. There will always be at least some (influential) people who will believe those fake news. After 10 years the frequency of these fake news will decrease to once per year.

Modern Muggles (300): Instead of starting in the 80s/90s, the “traditional” timeline will begin in the 2010s, where CCTV and mapping via satellites is already within the possibilities. It will be a lot more difficult for the wizards and witches to stay hidden due to that. If you start in the Founder’s Era, the muggles will instead already have technology from the Renaissance Era (giving them a few centuries worth of advantage).

Outlaw (300): It seems that for one reason or another (if you are an outlaw then for your forbidden knowledge) you can be wanted by the international community if they ever learn about your existence, it is fiat backed during this jump that you can’t convince others of letting you be, and while you can convince individuals, the closer the are to the government or the international community the harder it would be, with a public reveal being impossible to hide or convince others, the result of that would be you being mind wiped of all that dangerous knowledge, of all your past story (in jump, they won’t be able to access your out of jump memories, so don’t worry about being a lab rat for this drawback), and give a fake background to go back to “civilization”, if you have the perk Impenetrable Fortress they won’t learn anything, but it wouldn’t help with the mind wipe, and while you remain with those memories obliviated you lose access to all outlaw perks and items for the duration of the jump.

Magic Disruption Disorder (300): Your ability to use magic has been crippled, your “power” is 1/10th as strong as it would otherwise be and additionally you have “performance issues” where your magic will misfire 1/3rd of the time and do something else instead of whatever you intended.

Perk’s Lock (300): For the first 10 years of this jump you can’t use any perks that were not bought on this document.

Item’s Lock (300): For the first 10 years of this jump you can’t use any items that were not bought in this document, and all the properties or out of jump powers of imported items will be disabled, except from the sentience of items, with all their other powers or abilities being nullified. This meant that you can’t use your warehouse, weapons, armour, and items, nor any location, for the first 10 years of the jump.

Companion's Lock (300): You can't import any companion in this jump, with all and any companion or follower being hidden in stasis in an inaccessible room inside the warehouse, in the cases of items with sentience, the item will be imported but the sentience of it will be hidden in the warehouse, unless you also take the item's lock drawback, in which case you can't import your sentient items.

The Too Close Twin (400): Congratulations you will never be alone for this jump as you have a twin that literally connected to you. That's right you have a conjoined twin, you can't be separated either for the duration of this jump. You can pick the specific arrangement of your body along with theirs, so long as they are roughly 40-60% of your conjoined mass. You share sensations so that it's easier to coordinate your movement together. Spells and potions that affect one of your bodies affect the other body. After this jump you can be separated and they can become a free companion, so long as they agree to the separation and they agree to the companion-ship.

Squib (500): You can't use magic during this jump. You technically still have magic in you but it's the smallest amount of magic that is just enough to let you go through muggle repelling charms and use some already-charged magical items. Anything that relies on your magic being added to it (this includes creating potions) will fail or be unusable for you. All purchased items in this jump document are already-charged and are usable by you even as a squib (the potion-trunk is usable by you so long as you use the auto-stirring wand).

Time Extension (100): You can extend the length of your stay another decade. You may take this drawback as many times as you wish.