



**We begin in New York in 1926.**

**This great city sparkles with the jewels of man's invention. Movie theatres, automobiles, the wireless, electric lights – all dazzle and bewitch us. But where there is light there is shadow, friend. Something is stalking our city, wreaking destruction and then disappearing without a trace.**

**Anti-wizard sentiment is on the rise in the city as the New Salem Philanthropic Society preaches doom, destruction and witchcraft on street corners.**

**The wizarding world collectively holds its breath, the question on every lip—  
Where is Gellert Grindelwald?**

**Surely a dark wizard feared by many cannot simply disappear and every wizarding government is making efforts to ensure that his dogma of wizard superiority and threats to the International Statute of Secrecy do not bear fruit**

**Today an Englishman named Newt Scamander arrives in New York with a hope to release his thunderbird (Frank) into his natural habitat in the wilds of Arizona. Fate, however, has other plans for Mr. Scamander and perhaps for you as well. You will be here for 10 years.**

**YOU HAVE 1000 CP**

# IDENTITIES

Your background and history. Roll 15 + 2d8 to determine your age. You may pay 50 CP to change your age or gender.

## DROP-IN

You are standing in a large crowd in front of a bank as a woman shouts about witchcraft. A portly man with a moustache falls over the case of an Englishman immediately to your left while trying to get to the bank and you're sure you see something black and furry scurrying up the bank steps.



## AUROR

You are the elite when it comes to tackling dark wizards and excellent grades in school were required for you to get to this point. You are currently working for or closely with the Major Investigation Department of MACUSA and have been working tirelessly to ensure the no-majs don't find out about magic, no mean feat in the wake of the panic spreading across the wizarding world as Gellert Grindelwald remains at large.



## MAGIZOOLOGIST

After an expedition around the world in search of new species you arrive by ship to New York City and have become acquainted with the only other wizard aboard, a strange English fellow who seems to share your passion for fantastic beasts. After comparing your notes on grindylows one last time you join the crowd waiting to disembark.



# EDUCATION

You're a wizard, Jumper. And a thumpin' good'un now you've been trained up a bit.

Choose a school (and country of origin) to have attended when you were a child. Drop-Ins get the magical know-how and skills they would otherwise get but do not gain distinct memories of going to their school.

## HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY

Commonly referred to (mostly by former students) as the finest school of witchcraft and wizardry in the world. Situated in Scotland and currently boasted the already acclaimed Albus Dumbledore amongst its staff, Hogwarts takes students from the British Isles. Perhaps you were a contemporary of Newt Scamander. Your education is likely to be well-rounded and it is not without reason that some of the most powerful wizards once learned in these halls.

## BEAUXBATONS ACADEMY

Located somewhere in the Pyrenees, wizards from all over western Europe send their children to Beauxbatons. Far famed for its stunning castle and grounds (which were likely funded by gold donated by one Nicolas Flamel) it also boasts a sterling academic record and a fierce rivalry with the other European magical schools (with 62 wins of the Triwizard Tournament to Hogwarts' 63).

## DURMSTRANG INSTITUTE

Situated somewhere cold in the north of Europe (or possibly western Russia), Durmstrang has a dark reputation, not least because the widely feared Grindelwald studied here prior to his expulsion. For a long time they have had an emphasis on dark and martial magic.

## ILVERMORNY SCHOOL OF WITCHCRAFT AND WIZARDRY

Started by a long suffering descendant of Salazar Slytherin and her muggle husband, Ilvermorny's humble origins go some way to explain its culture as an accepting, inclusive and democratically run school. It stands at the top of Mount Greylock in Massachusetts and has grown over time into an internationally respected school that has taught the majority of wizards in North America.

## CASTELOBRUXO

Hidden somewhere deep within the Amazon rainforest, Castelobruxo is said to resemble a large, square, golden temple and takes students from all over South America. Due to unrivalled access to the vast amounts of magical flora and fauna in the forest, students tend to be particularly advanced in the fields of Herbology and Magizoology.

## MAHOUTOKORO SCHOOL OF MAGIC

The smallest of the great wizarding schools is situated on the small (supposedly) uninhabited island of Minami Iwo Jima in Japan and takes students from the age of seven (with younger students getting to and from school on the backs of giant storm petrels). Appreciated across the world for its high quality of education, Mahoutokoro has also produced a disproportionate amount of exceptionally fine Quidditch players.

## UAGADOU SCHOOL OF MAGIC

Situated in Africa (the only address ever given being the "Mountains of the Moon"), Uagadou is the largest wizarding school and has been reported as being carved into the mountainside and shrouded with mist. Students from Uagadou often boast some skill at using magic without a wand (the wand being a European invention) and receive an education with particular emphasis on Astronomy, Alchemy and Self-Transfiguration.

# PERKS

Your skills, abilities and special powers (on top of the whole being a wizard thing). Discounts cost 50% of full price.

## DRACO DORMIENS NUNQUAN TITILLANDUS

Perhaps it's because your school was obnoxious to navigate and was filled with silly shit but you have a distinct talent for thinking on your feet and thinking of (occasionally bizarre) solutions to problems that both work and leave any spectators dumfounded. You will occasionally have very real and potentially game-changing breakthroughs and moments of inspiration that seem quite mad right up until they work.

**200 CP, FREE HOGWARTS**

## CHARMANT!

Your magic is elegant and, above all else, extremely nice to watch. People would happily sit and watch you do magic for hours for it has an undefinable grace and beauty about it that they will not be able to help but admire.

**200 CP, FREE BEAUXBATONS**

## DUBIOUS REPUTATION

You actually learned the Dark Arts while at school rather than that defence rubbish. As such you can cast the so called Unforgivable Curses with ease and a great deal of power behind them as well as turn dead bodies into shambling undead inferi.

**200 CP, FREE DURMSTRANG**

## ACCEPTANCE

Perhaps your time at school has rubbed off on you for you are seen by those around you as accepting and someone who invites confidence in others.

This affords you a much better reputation with beings that would usually see your kind as arrogant or untrustworthy and you find it significantly easier to persuade others to be more tolerant and less elitist.

**200 CP, FREE ILVERMORNY**

## HERBOLOGY HERO

At a glance you can detect the special qualities in plants and fungi, an invaluable skill in a world of mandrakes and venomous tentaculas. You are also able to harvest the parts of plants with such efficiency that you seem to get significantly more ingredients in this way than even other experts in this field.

**200 CP, FREE CASTELOBRUXO**

## HIGH FLIER

Whether on a broom or a giant bird you fly with such an effortless grace and speed that it seems as if you were born to soar. You feel extremely comfortable and exhilarated on taking to the air and seem to be able to squeeze so much speed and perform such manoeuvres that those watching would be forgiven for thinking some sort of magic is involved. After all there probably is.

**200 CP, FREE MAHOUTOKORO**

## SELF TRANSFIGURATION

You may not be a true animagus but you have such a foundation that you doubt it would take you long to learn. You have a particular proficiency for transfiguring your own body parts to take on the appearance and qualities of animals you've encountered. This discipline while dangerous and tricky in the hands of another comes to you exceptionally easy and with minimal risk.

**200 CP, FREE UAGADOU**

## ACTOR

You are an exceptional actor and can easily pick up all the habits and quirks of a person by watching them to successfully impersonate them. Why with some polyjuice potion you could convincingly pretend to be a well-known and respected public official from another country for months without anyone noticing anything was amiss.

**100 CP, FREE DROP-IN**

## DO YOU THINK YOU CAN HOLD ME?

It is remarkably difficult to keep you contained as your magic seems to surge whenever you are bound or imprisoned causing ropes to loosen or locks to click open. It would take a very well designed cell to keep you for long.

**200 CP, DISCOUNT DROP-IN**

## WHAT MAKES ALBUS DUMBLEDORE SO FOND OF YOU?

While some people may still find you annoying you find that the people who matter often have a great fondness for you as long as you share a goal.

People with significant sway or power and with goals or principles aligned with your own will make it their business to try to get to know you as well as aid and protect you as best they can.

**400 CP, DISCOUNT DROP-IN**

## OBSCURIAL

While usually an unstable, parasitical and uncontrollable dark force that bursts from abused, repressed wizards in lieu of normal magical powers you, uniquely, have the ability to change into your obscurus form at will and control it. This effectively amounts to being able to turn into a huge swirling cloud of smoke and light that occasionally resembles cobwebs or ash and is capable of huge destruction to structures and living creatures alike.

**600 CP, DISCOUNT DROP-IN**

## INVESTIGATOR

You are a gumshoe of some note, capable of making connections that others would miss and you are keenly observant allowing you to get a much more accurate idea of the situation with a simple glance at a crime scene than an ordinary person would get by combing it carefully.

**100 CP, FREE AUROR**

## LEGILIMENS

You are a natural legilimens, easily knowing when someone is lying to you and also able to read the surface thoughts of those around you. While occlumency may be performed to try to keep you out it would take a powerful occlumens indeed to do so.

**200 CP, DISCOUNT AUROR**

## APPARITION ACE

You can apparate extremely quickly and efficiently allowing you to flit from one place to another as easy as breathing. As one of the world's foremost apparators you can also apparate far further than normal wizards are able, capable of crossing countries, seas and even continents with barely more effort than usual.

**400 CP, DISCOUNT AUROR**

## DUELIST CHAMPION

Your skill and speed in combat make you among the most dangerous magical combatants the wizarding world has ever seen. Even highly trained aurors can be swatted aside as little more than nuisances. Not only is your skill prodigious but you seem to simply have more magical power behind your spells than other wizards and witches whenever you are in combat.

**600 CP, DISCOUNT AUROR**

## CONSERVATIONIST

You are adept at the disciplines required for protecting species, both in the design of suitable artificial habitats and in your hands breeding programmes are astoundingly successful.

**100 CP, FREE MAGIZOOLOGIST**

## SPECIAL QUALITIES

You can almost immediately discern the special or magical abilities of fauna and you can nearly always think of a myriad of clever ways to use them to your advantage.

**200 CP, DISCOUNT MAGIZOOLOGIST**

## TALK WITH THE ANIMALS

You and beasts just get along. For one thing they seem to understand human speech when it's from you and for another they seem unusually inclined to make friends with you, even if their nature is usually vicious and aggressive. You also have a nose for when an animal (or monster) is being mistreated and can zero in on their location with unerring accuracy. Beasts rescued will recognise you as their saviour and become very loyal.

**400 CP, DISCOUNT MAGIZOOLOGIST**

## WORRYING MEANS YOU SUFFER TWICE

You no longer worry about the bad things that might happen to you. You can still think about these things and you will continue to act in such a way as to prevent them from happening but panic and worry about things that may or will happen is now a thing of the past.

**100 CP**

## SEEKER

Your skill at catching things is downright unnatural, you could catch an inaccurately thrown cockroach in a teapot from across a large room. Your ability to accurately predict the path an object is going to take in the air is uncanny and your hand eye coordination is such that you can make catches others would think are impossible.

**100 CP**

## BAKING

There are machines that can create hundreds of donuts an hour but they are nothing like what you can do. Without magic you can create almost magically delicious breads, pastries and cakes and with magic you can do the same thing but it takes no more time than a flick of your wand as long as you have the ingredients.

**100 CP**

## OFFICE GOSSIP

Whenever you are in a group regularly you find that people are far more open and seem to revel in telling you the all the latest and juiciest gossip. Even with things they really shouldn't be telling you it will be difficult for them to stop themselves.

**100 CP**

## BOMBSHELL

You're one of the most beautiful creatures to ever don robes. Whether it's in the cute way you bite your lip or something else entirely people will generally make allowances for you far beyond what others get because you're just that damn attractive.

**200 CP**

## PEOPLE LIKE YOU

You've got a way about you that makes people just like you. You could be sweating copiously while sitting across from someone who can read your mind and they'll still usually come away thinking of you fondly. Treat people decently and you'll have more close friends than you know what to do with.

**200 CP**

# ITEMS

Your belongings, properties and companions. Discounts cost 50% of full price.

## WAND

A wand with a wood and core (from this setting) of your choice. You may import a previous wand freely and this will grant a great boost of loyalty within your wand.

FREE

## WARDROBE

A wardrobe with an endless amount of clothes fashionable in the 1920s. Fortunately with just a flick of your wand you can change outfit.

50 CP

## CIGAR

A cigar that shows you are a wizard (or witch) of means. After burning down it magically replenishes. Gives the impression that you're a bigshot.

50 CP

## GIGGLEWATER

A replenishing bottle of Giggewater, one of the more popular wizarding drinks in the US. Tastes great, is reasonably strong and taking a shot causes one to giggle for a moment.

50 CP

## MUGGLE WORTHY SWITCH

A switch that can merge with any given lock (and removed as you like). When the switch is pressed it makes the contents of whatever is behind the door or in the container appear mundane and unremarkable. A briefcase will appear full of documents for instance and a cupboard with a skeleton will appear skeleton free.

50 CP

## DEATH CELL

A pure white room with a chair floating above a pool full of a rippling death potion. Replays the happiest memories of a person's life as the potion envelopes them to keep them sedated during execution. A warehouse addition.

100 CP

## PENDANT

A pendant with a design of your choice. No matter where it is you will always know the direction and distance of the pendant as well as who is currently in possession of it. Comes with instructions to make more.

200 CP, DISCOUNT DROP-IN

## MAGICAL EXPOSURE THREAT LEVEL MEASURER

A clock that shows how close muggles are to finding out about magic. In future jumps its hands will instead represent different secrets, either of yours or of setting based conspiracies, and it will continue to warn about how close those ignorant are to finding the truth.

200 CP, DISCOUNT AUROR

## JOURNAL

A self updating journal of the animals and magical beasts you've encountered providing a fact file about them including their behaviours, diet and habitat as well as various notes on how best to care for them.

200 CP, DISCOUNT MAGIZOOLOGIST

## BAKERY

A small but immensely popular bakery known for the high quality of its baked goods. The friendly staff seem capable of running it without you but will happily follow your lead (and stupid pastry designs) if you wish to have a more hands on role. In following jumps you will inherit a similar bakery.

300 CP, DISCOUNT BAKING

## SPEAKEASY

A poster that when put on a wall and told a password (or when approached by people fitting a dresscode) of your choice grants access to a speakeasy owned by you and staffed by House Elves with strong New York accents. Attracts friendly if unsavoury types, makes a good profit and has an endless amount of booze.

400 CP, DISCOUNT DROP-IN

## REAL-TIME HEX INDICATOR MAP

A map of your current continent that lights up whenever magic is used. With some tinkering you can cause it to only light up when specific sorts of magic are used.

400 CP, DISCOUNT AUROR

## CASE

A briefcase that is far bigger on the inside and has numerous sections with different habitats for various beasts. The habitats magically adapt to best suit any beasts inside. Comes with a free *Muggle Worthy Switch*.

400 CP, DISCOUNT MAGIZOOLOGIST

## COMPANIONS

You may import (or create) companions for 50 CP each, 100 for 4 and 200 for 8. Each get natural magical ability, a history in this setting, an *Identity* and *Education* of your choice and 600 CP to spend. Magizologist companions only get an extra 200 CP to spend on *Beasts*. Created companions are extremely loyal and of your description. Alternatively you may take canon characters as companions for the same prices although they do not receive CP, an *Identity* or any *Perks*.

50/100/200 CP

# BEASTS

Your monstrous pets and beastly chums, all are highly loyal and consider you their best friend. Each will exist either on magically concealed land you own near your starting location or in your **Case** if you purchased one.

**Further purchases of the same species are discounted.**

**Magizoologists get an extra 400 CP to spend in this section alone.**

## BILLYWIG

A large and extremely fast blue insect with a stinger. Stings from Billywigs can cause giddiness and/or levitation



50 CP

## DIRICAWL

A plump, fluffy-feathered and flightless bird with the ability to teleport at will. Muggles are aware of the diricawl as the dodo and believe they have hunted them to extinction (although it appears the diricawl's true appearance has been lost to them).



50 CP

## MOONCALF

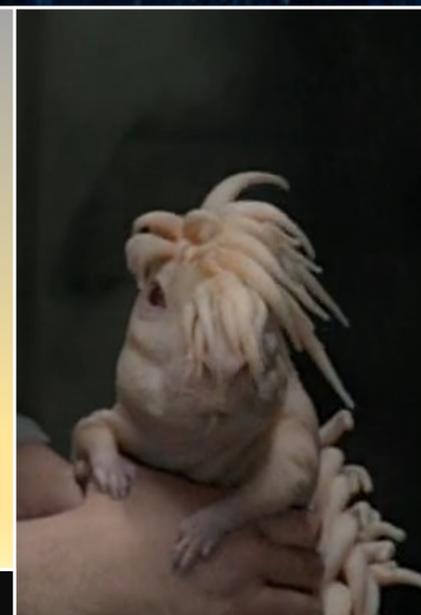
A shy creature that only leaves its burrow during a full moon. Their mating ritual creates geometric patterns in wheat fields that confuse muggles. Mooncalf dung is a fantastic fertilizer for magical plants if harvested before the sun rises.



50 CP

## MURTLAP

A bald porcupine like creature with tentacles. The tentacles produce a substance with restorative and anaesthetic properties. Bites can cause profuse sweating and dazedness in muggles.



50 CP

## FWOOPER

A bird whose twittering song drives people totally and irreversibly insane. Each has to be sold with a silencing charm. You are curiously immune to the song of this particular fwooper.



100 CP

## BOWTRUCKLE

A small twig-like creature with long claws. When threatened it attempts to gouge the eyes of the threat. Eats woodlice or fairy eggs if it can get them and generally lives in trees of wand quality. Will be more than happy to ride around in your pocket and can also pick most locks with its long claws.



100 CP

## NIFFLER

A small mammal, very skilled at digging and with a great love of shiny things. Nifflers have kleptomaniac tendencies as a result and they can fit a vast amount of valuables in their pouches. Good for finding treasure but they wreck houses if let loose.



100 CP

## GRAPHORN

Large quadrupedal tentacle beasts that were driven to near extinction due to the value of their hides which is more durable than a dragon's and repels the vast majority of spells.



200 CP

## ERUMPENT

With an appearance like a giant, bulbous rhinoceros the Erumpent is capable of vast amounts of damage capable of charging through stone walls and steel gates. Anything the Erumpent pierces with its horn will explode.



200 CP

## OCCAMY

A winged serpent that lays eggs of pure silver. Shrinks or grows to fit the space available to it although when truly outside of an enclosed space or room they seem to remain the same size. Comes with a teapot and a cockroach in case you accidentally let it out in a warehouse.



200 CP

## DEMIGUISE

Resembles a small primate with large eyes. Can turn invisible at will as well as magically predict the most likely outcome of any given situation making them exceptionally difficult to catch. They are also able to look after or "babysit" other beasts if left to it.



200 CP

## SWOOPING EVIL

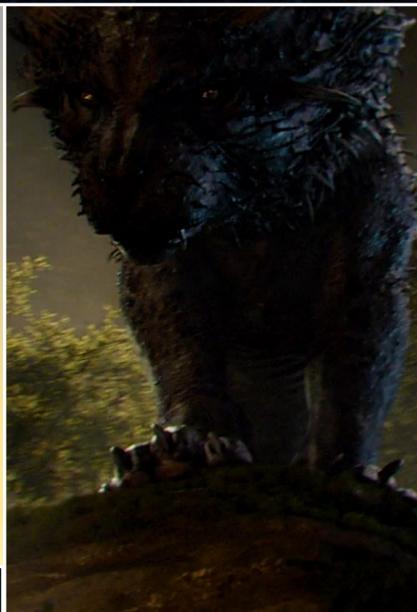
A winged vaguely reptilian creature with a skeletal head. Capable of shrinking into a small green ball that can be tossed by its handler causing it to swoop aggressively at a target before returning as a ball to its handler's hand. Can suck out people's brains and, when diluted, its venom can remove bad memories.



200 CP

## NUNDU

A large creature that resembles a barbed big cat that can puff out its throat. Moves completely silently and is capable of exhaling a disease virulent enough to eliminate entire villages.



200 CP

## THUNDERBIRD

A huge bird with six huge wings closely related to phoenixes. A thunderbird can sense danger approaching and can summon rain and storms with a flap of its wings. Its tail feathers are used as powerful wand cores.



300 CP

# DRAWBACKS

You may take *Drawbacks* for extra CP. You may take up to +600 CP of *Drawbacks*.

## OFF TO SCHOOL

So it's not 1926 at all and you are significantly younger than your age roll. Tomorrow is your first day of school so you get to experience all the joys of going to a wizarding school in the (probably) early 1900s. Hopefully the punishments won't be too draconian. In 1926 events will start lining up to make a trip to New York difficult to turn down. Your Identity text and references to you being a fully grown wizard are no longer correct.

+0 CP

## THE LONG HAUL

Instead of the usual 10 years, you will instead remain in this setting until the end of 1945 as apparently the films are going to be set between 1926 and 1945.

+0 CP

## MERLIN'S BEARD!

You're unlucky in a slapstick sort of way. From getting a face full of erumpent musk with an erumpent in heat to getting your wand stolen by a monkey, ridiculous and occasionally dangerous bouts of misfortune happen to you far more regularly than is normal.

+100 CP



## TRAUMATIC UPBRINGING

You have memories of being physically beaten as a child and as such your mental state is rather delicate. Unfortunately this means that when you get upset (and you will) your supernatural abilities will become increasingly erratic.

+200 CP

## NIFFLERS

Nifflers manage to sneak through any door you walk through around half the time and you just can't bring yourself to harm the little blighters. While they will usually manage to stay out of sight of no-majs they do tend to wreck houses (or cosmic warehouses) in their search for shiny objects.

+200 CP

## OBLIVIATED

Who are you again? Oh dear, you seem to have forgotten everything about your past (including any multi-dimensional capers you may have had). I do hope you didn't have any dangerous powers you might use by accident.

+200 CP

## DO YOU KNOW ANYTHING...

...about the wizarding community in America? No matter where you go you just cannot keep wizarding law straight in your head. This will inevitably result in some altercations with law enforcement who may start to see you as a serious risk to the international statute of secrecy.

+200 CP

## MURTLAP POISONING

You have been poisoned by a murtlap and had an adverse and permanent reaction to it. You constantly sweat profusely and feel a little light headed and giddy at times.

+300 CP

## NO-MAJ

You no longer possess any supernatural powers. This is unfortunate as events will conspire to push you into the company of Newt Scamander.

Cannot be taken with *Off to School*.

+300 CP

## FUGITIVE

Whether as a supposed ally of Grindelwald or for some crime of your very own you are wanted by every magical government in the world. You will not be able to clear your name and any attempts to dismantle these governments will draw the ire of Albus Dumbledore.

Cannot be taken with *Off to School*.

+300 CP

# FUTURE

In 1936 you will be given a choice, regardless of your decision any *Drawbacks* will leave you.

## GO HOME

You wake up in your own bed with a niffler sitting on your pillow looking down at you.

OR

## STAY

You decide to stay in this world forever, perhaps to give you more time with your pets or to see how things turn out.

OR

## MOVE ON

You go on to the next setting. After all, to the well organised mind, moving on is but the next great adventure.

# NOTES

- Purchased *Beasts* regenerate weekly if they die (although they will stop reappearing if killed by you and harvested for parts).
- Cool cats don't trip.