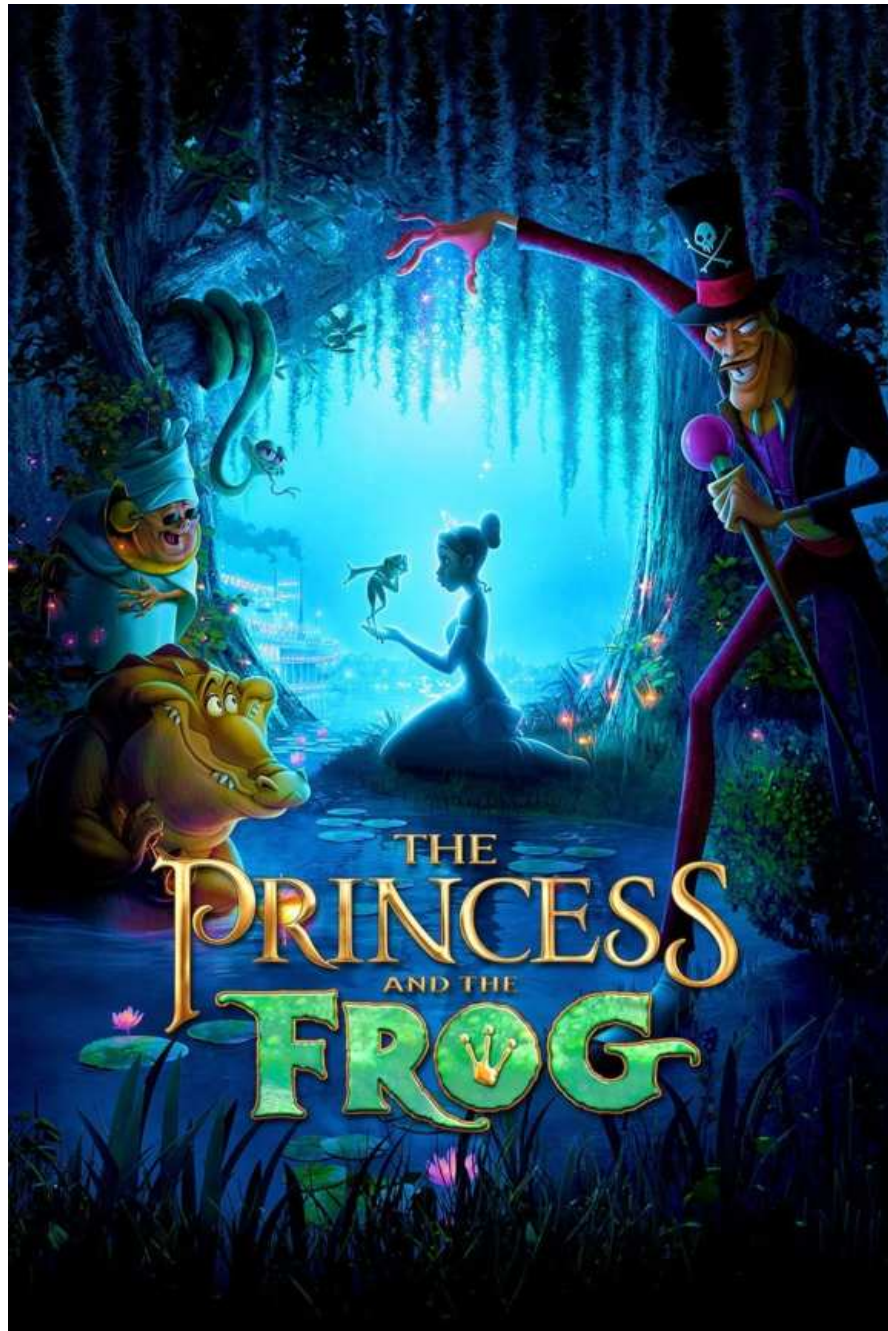


Disney's The Princess and The Frog (2009)

Welcome, welcome, settle in, my dear Jumper. Welcome to the world of Disney's "The Princess and The Frog". A place of Voodoo magic and transformation. A place of music and partying. A place of romance between the most unlikely of people. New Orleans is gearing up for Mardi Gras and the mysterious Doctor Facilier is concocting a most devious plot. He just has to sacrifice a few souls to do it.



Locations

Where will you begin this journey?

Roll 1d8 or pay 50cp to choose for yourself:

1. Duke's Cafe. A comfy little diner where Tiana works her day job. Be sure to try the beignets.
2. New Orleans Garden District. Where the rich people live in their fancy mansions. Charlotte and Big Daddy LaBouff live in this area.
3. Dr Facilier's Voodoo Emporium. Looking for a little magic, hmm? I hope you can afford it.
4. The Bayou. Filled with gators and other wild animals, as well as a few humans. I hope you're not a frog unless you want your legs gnawed off. You might run into Ray or Louis if you're lucky.
5. Mama Odie's Treehouse. As you may have guessed, this is where Mama Odie lives. She may be blind, but she can see right through you.
6. A Steamboat on the Mississippi River. The band is playing, people are dancing, and the drinks are flowing like water. You'll pull up to the docks in New Orleans in a few minutes, so enjoy it while it lasts.
7. The Graveyard. A spooky place to start your story to be sure. Some of the names on these headstones look familiar...
8. Free Choice. Lucky you, you can choose to start wherever you want.

Origins

Discover who you are. Choose your age and gender for free.

Drop-In: You are a lowly nobody. You're so unnoticeable that you could have appeared out of thin air and no one would have seen it. You fall on the lowest rung of the social ladder. No friends, no family, no connections. Just the clothes on your back and the stuff you buy here.

Royalty: Whether a true royal or not, everyone agrees that you stand out from the rest. You have been raised in the lap of luxury, showered in attention, and swimming in admiration. The world is but a plaything for someone like you.

Shadow Man: You've made some Friends. Powerful Friends. The kind of friends who would devour you on the spot if you fail. But, you won't fail, will you? Some may look at you and see a charlatan, but you know what lies hidden in the shadows of this world. You know about the Other Side. And you're going to use that power to take what you want.

Voodoo Queen: While some may try to pervert the art, you understand that Voodoo is supposed to be a force for good. It is a give and take relationship between yourself and those who give you power. Perhaps you trained under Mama Odie herself, or one of the other Voodoo Queens, either way you understand the true nature of Voodoo.

Perks

Standard 50% discount applies to perks under your origin.

General

Traditional Animation (free): This is a beautiful place, isn't it? This was one of the last traditionally animated films Disney released before they transitioned to CGI animation. If you would like to carry a little spark of the old school Disney magic with you, then take this. Now everything you see will have the same look as this movie. More importantly, everything will look better. Even ugly characters have their charms after all. This is purely an aesthetic filter, and you may toggle it on and off as you wish.

A More Forgiving History (100cp): Your nature as a Jumper means that you will find yourself in a time or place that is, well, not as *progressive* as you may be used to. Now you don't have to worry about it. Something about you just convinces people to leave their bigoted views behind, regardless of the culture or time period. It isn't just people who change either, as the laws and societal norms will be permanently altered as well.

Drop-In

I Work Real Hard Each And Everyday (100cp): Much like a certain young woman, you have a perfect sense of taste and smell that allows you to cook delicious meals. Growing up you studied every recipe book you could get your hands on, gaining a large repertoire of cuisine to draw on, and can easily do the math necessary to turn a meal for four into a meal for forty.

Look Out Boys I'm Coming Through (200cp): There are people in this world who are so different from you, people who have lived in a reality so far removed from yours, and yet somehow you can still become friends. What should be an obstacle becomes a stepping stone to a lasting, lifelong friendship between you. You're just

the sort of person that can get along with anyone, to the point that they will make exceptions for you, even if they normally wouldn't.

I Know Exactly Where I Am Going (400cp): You never lose sight of what's important. You can't be tempted, corrupted, or bribed. You are strong enough to resist any attempt to tamper with your immaterial self. If you do not want to change your mind, your beliefs, or your morals, they will not change. Who you are and what you believe in can never be taken from you.

I'm Almost There (600cp): When you've spent your whole life working towards a goal, towards your *dream*, every setback is a crushing blow. When you're so close to getting what you want, only to be denied, it can feel easier to just give up. To throw in the towel and walk away. But you're not one to give in to despair, are you? You possess an unshakeable faith in yourself and your dreams, in your ability to keep going no matter how tough it is, and you will never stop unless you truly want to. You can see your path to success like a staircase. Each step is plainly marked, and you know exactly what you need to do to progress. Your willpower, ambition, and hope will carry you through every disaster or setback, and you will come out the other side untouched and ready for the next step upwards.

Royalty

When I'm Myself Again (100cp): My, oh my, aren't you just a tall glass of ice water in the middle of the desert. A fine specimen such as yourself could draw in admirers like flies to honey. From your perfect hair to the tips of your toes, you are the kind of beautiful that only exists in fairy tales.

Just The Life I Had (200cp): The love of your parents is important. Lack of it can severely affect the rest of your life. Luckily for you, your parents' love for you was overflowing. Some might even say you were spoiled. No matter what you do, no matter where you go, no matter who you are, your parents will always love you. In

future jumps this will extend to all of your familial relationships as well as your spouse.

That's The Way Things Are (400cp): There is dark magic in this world. The kind that can upend a person's life and turn them into nothing more than a beast. Many have fallen prey to the body-twisting curses of this world, but it's not something that you have to worry about anymore. You are immune to attempts to transform or alter your physical or mental form.

That's The Royal Guarantee (600cp): To undo a curse you must kiss a princess. But what counts as a princess? According to this particular story, anyone with a crown and a fancy dress can count. The boundaries of what *is* and *isn't* have a little more give when it comes to you. If a sword can only be pulled from a stone by a Knight, and you happen to be a member of the Charlotte Knights baseball team then guess what! You're getting that sword! If an evil dragon can only be slayed by a 'golden spear', you can slather a spear in gold paint and it'll work just fine. You are worse than a Rules Lawyer, my friend. You can always find creative ways to use and abuse vague wording and gaping loopholes.

Shadow Man

Don't You Disrespect Me Little Man (100cp): Most people don't realise it, but the most important part of selling magic isn't the magic. It is the sale. In order to tempt people into parting with their hard earned cash - or their soul - you have to know how to talk to them. You have to find a way to catch their interest. You know how to appeal to people - to their curiosity, to their pride, to any number of weaknesses - and convince them to give you a chance. Just a chance. But that's all you need, isn't it?

A Little Parlor Trick (200cp): You know the basics that any magician would know. Card tricks and tarot readings, sleight of hand, palm reading, various other kinds

of fortune telling, pulling things out of hats. Of course, it's not *real* magic but the average layperson doesn't know that.

Shake A Poor Sinner's Hand (400cp): Your shadow... IT'S ALIVE! Well, not quite. But it's certainly animated. Through dark arcane arts, you have granted your shadow a small amount of sentience. It can move around on its own, interact with the world at large, and disconnect itself from you in order to travel large distances. Your shadow is loyal to you and will follow your orders without question.

Friends On The Other Side (600cp): Sometimes we just need a little help. A little extra *something* to get us going. Fortunately for you, you have a tendency to attract powerful benefactors willing to lend you their grand power. There is a price of course, as there always is, but since you're so special you can always find a loophole here and there to escape any nasty consequences. However, dodging out of paying your share multiple times to the same being, or attempting to use the same trick too many times in a row, *will* come back to bite you eventually.

Voodoo Queen

Don't Matter What You Look Like (100cp): You have a reputation for being powerful that will drive away undesirables, while bringing in customers and people seeking your help. The more powerful you are, the less bad customers you will have to deal with.

I Told 'Em What They Needed (200cp): A good salesperson knows what a person wants. The *best* salesperson knows what a person needs. You are very good at sizing people up with just a look, and then guiding them towards what will fulfill them in that moment.

Blue Skies and Sunshine (400cp): When you want to make a potion or cast a spell, you usually have to seek out mystical and rare ingredients from the far off corners of the world. You, however, have figured out how to use mundane recipes as the

basis for powerful magic. Using gumbo for clairvoyance, pastry to cast blessing, seafood for curses, you weave magic into your cooking. Any spell or potion you know how to create can be converted into a standard, human recipe of similar difficulty.

Dig A Little Deeper (600cp): You wield the power of light and life. Most people consider Voodoo to be evil. Dark magic for dark purposes. It is misused by the ignorant masses, to cast dark spells that spread hatred and misery. They do not understand it and therefore they fear it. You, on the other hand, know both sides of the Voodoo religion. You understand that it can be used for good, and for evil, and in this understanding you have found power. You are a fully realised Voodoo Queen, able to commune with spirits, to heal a range of illnesses and injuries with only an invocation, and cast generation-ending hexes, among other mystical abilities. This also comes with an encyclopedic knowledge of Louisiana Voodoo, Haitian Voodoo, Hoodoo, and various other African diasporan religions.

Items

Items under your origin are discounted by 50% and the 100cp item is free. Any items purchased here that are lost, stolen, or destroyed will respawn in 24 hours. Properties purchased here can attach to your warehouse or follow you into other jumps.

General

The Bayou (400cp): To some this is a dank, smelly mess of a swamp, but to you it's home. A little corner of the world to call your own. It comes with miles of land teeming with gators, mosquitos, and fireflies, and other flora and fauna. You can rearrange and transform the landscape at will. Magic or mad science that you perform in this place will be ten times stronger. You cannot be followed or attacked in this place, as every living thing is loyal to you and will protect you. Your senses are connected to this place, allowing you to see and hear everything that happens without overloading you.

Drop-In

Spotless Apron (100cp): Any time you are doing messy work (cooking, painting, yard work, etc) while wearing this apron, it will deflect any potential stains or dirt away from you and your clothing. You could walk through an oil field and come out spotless.

A Tray of Endless Beignets (200cp): Everyone loves beignets! Especially when they're made with Tiana's special recipe. You now have a whole tray of them that never seems to run out. Try not to eat too many.

Lilypad Boat (400cp): While it may look like a small lilypad it's actually a fully functional speedboat. When you set it into water, it will grow to full size in a matter of seconds. It does not need fuel and if damaged will repair itself within 24 hours.

Jumper's Palace (600cp): A restaurant to call your own.

Royalty

Fancy Dress or Suit (100cp): How are you going to go to New Orleans, during Mardi Gras, without at least one nice outfit? Never fear, for you now have a fancy dress or stylish suit available whenever you need it. Always fashionable, always suitable for the dress code, and always in a colour you find flattering.

Bank Account (200cp): Every wayward rascal and bored royal needs a little pocket change to fund their travels. Now you have a near-bottomless account to keep yourself liquidated. Automatically available wherever you need it with no annoying fees or currency exchanges necessary. When in modern times, it comes with a universal bank card and top of the line banking app. In less than modern times you get a self-updating pocketbook or local equivalent to keep track of your cash. If you manage to actually drain your account it will take a week to recover.

Parade Float (400cp): A custom parade float that causes spontaneous parades.

Your Home Country (600cp): Your very own (smallish) country to rule.

Shadow Man

Top Hat and Stylish Suit (100cp): A sleek, stylish suit that helps you blend in to the shadows, and conceals your identity from your enemies.

Enchanted Tarot Cards (200cp): Tarot cards that you can manipulate to depict a target.

Dr Jumper's Voodoo Emporium (400cp): Your own business, stocking everything an aspiring mystic or voodoo practitioner needs.

Voodoo Talisman (600cp): An item that allows you to take and store people's souls.

Voodoo Queen

Seeing Eye Snake (100cp): A large snake (or reptile of your choice) who acts as a second (or first, in the case of those with ocular disabilities) set of eyes.

Gumbo Cauldron (200cp): An ever-burning, never empty cauldron filled with a scrumptious gumbo that can be used for scrying and seeing visions of the future.

Staff of Light (400cp): A simple wooden staff that can banish demons and creatures of darkness with a bolt of light. Does not kill them permanently.

Magical Treehouse (600cp): A large multi-room treehouse constructed out of a cruise ship. Built to your specifications. Warded to prevent evil and otherwise unwanted guests from entering.

Companions

Canon Companions (100cp/companion): Have you found someone you wish to spend the rest of your life with? Your Evangeline, as it were. Maybe they're just a friend who has had your back through this whole crazy adventure, and you want to reward their loyalty in the only way you know how. Regardless, each purchase of this grants you one (1) canon character to gain all the benefits of a companion, and to take along with you when the jump is over.

Import/Create Companions (50cp/companion or 200cp for eight): If you're not interested in any of the canonical characters, maybe you'd like to create your own? Or if you don't want any new friends you can bring along some old friends instead. For 50cp per companion, they receive an origin, any freebies or discounts that apply to them, and 600cp to spend as they please. If you instead paid the bulk price of 200cp for eight companions they will receive 800cp instead.

Drawbacks

Need more points? Then take as many as you can handle.

Disney Universe (+0cp): If you've been to a Disney jump before you may merge that history into this jump. How this may affect the plot of this jump is up to you.

It Is the 1920s (+100cp): The 1920s wasn't always a pleasant place for, well, anyone really. Disney may be happy to pretend otherwise, but you're not. You will experience all that the 1920s has to offer, including Prohibition, racism, women's suffrage, organised crime, and Anti-Immigration Policies designed to keep people out. There will be no gentle veil to hide the evil side of history here.

My Evangeline (+200cp): You've fallen in love. In love with someone you cannot have. Maybe they are far above your social class, maybe they are already married, or maybe your love is an animal or an object (or a giant ball of flame billions of kilometres away from the planet). Regardless of who or what they are, they are unattainable for you. But that doesn't matter to you. You will still dedicate your heart to them. You will pine and obsess over them until the end of your time here, and you will not be swayed to give up. Any amount of separation from them will make you miserable.

Later Gator (+400cp): You are now a large alligator. You can still communicate with humans, and have the ability to use your front feet with the same dexterity as human hands. This will undoubtedly cause issues for you as most humans will run screaming for you. Worse, there are those who will try to kill you.

Pay Your Debts (+600cp): You owe someone. Several someones. And they intend to collect what they are owed. It isn't just money that you owe either. No, that would just be too easy. No, you owe them a few dozen souls, and if you don't pay up they'll take yours instead. Before this jump is over, you will have to convince enough people to give you their souls, so that you can pay off your debt. Or you could just... steal them. How desperate are you, Jumper?

The Frog Jumper (+600cp): For the entirety of this Jump you will be afflicted by a strange curse. Randomly, whenever it would be most inconvenient, you will turn into a frog. A small, slimy, green frog. You will remain in this form for at least a day - possibly longer - and while transformed you will have no access to your perks, powers, and warehouse. The curse can be ended early if you are willingly kissed by a member of royalty, but most will be resistant to the idea.

The End

Go Home: You've had enough of this Jumping business. It's time to pack it in and head back to your old life. You keep all of the perks, powers, and items you gained on your journey. You wake up, safe and sound, in your own bed.

Stay: You've been charmed by the wiles of New Orleans, and you've decided to put down roots. I hope you've enjoyed yourself, Jumper. You receive **+1000cp** to spend on whatever you wish. Enjoy your new life.

Move On: Time to say your goodbyes to the friends you've made because it's time to go. There are still so many worlds out there to explore.

Notes and Version History.

Version 0.0 began on October 18th 2020. "Completed" on 2/12/2021.

Notes

Once again, writing is hard. I feel like I'm running out of words.