Disney

THE LITTLE MERMAID

The Little Mermaid

1989 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

This is a world of adventure on the ocean floor, and a more optimistic take on a classic tale. Ariel, a mermaid, is fascinated with the human world. Her father, the Sea King Triton, considers the humans barbaric. Meanwhile, the Sea Witch Ursula is scheming to take Triton's throne and power for herself. What will do you, Jumper?

You arrive in this world a few hours before Ariel's musical debut, which she will skip if things go as expected. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

There are many options to choose from here. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. Your dependence on air will make much of the ocean a mystery to you.

[Free] Seagull

You are a seagull, though you have more control over your wings than one might expect, allowing you to use them almost as well as humans use hands. You possess the ability to fly, and can talk to other birds, as well as sea creatures including fish, crabs, and merpeople. You still need air to breathe.

[Free] Small Sea Creature

You are a small sea creature. You could be a fish like Flounder, a crab like Sebastian, or an eel like Flotsam and Jetsam. You could even be something different, provided it is not notably larger than Flotsam or Jetsam, and does not provide a special advantage not held by these examples.

You are able to talk to other sea creatures including fish, crabs, and merpeople. You can also talk to some water-adjacent birds, such as seagulls and penguins. Your ability to breathe is dependent on the specific form you chose for yourself.

[200cp] Merperson

As a merperson, you are half human, and half fish. You can choose the colour of your mermaid tail on purchase of this species.

Your human half affords you a great deal of manual dexterity, but you are also a swift swimmer far beyond ordinary humans. You are able to talk to humans, but also sea creatures (including fish and crabs) and some water-adjacent birds (including seagulls and penguins). You can breathe both underwater and on land, but your mermaid tail makes actually living on land impractical at best and impossible at worst.

[200cp] Shark

You are a shark, one of the apex predators of the sea. While many sharks in this setting are portrayed with animal-like intelligence and do not speak, you are exempt from these conditions. Specifically, you are on par with Glut (the shark who attacks Ariel at the beginning of the original film) in terms of size. You can be a different species of shark than Glut (a great white), as long as it is not larger than this and does not provide additional advantages.

You are able to talk to other sea creatures including fish, crabs, and merpeople. You can also talk to some water-adjacent birds, such as seagulls and penguins. You breathe underwater, but can’t breathe on land.

[300cp] Cecaelia

You are a strange creature that is half human, half octopus or squid. Your upper body is mostly human, though it is likely an unusual colouration such as purple or green. Your lower body is a mass of six or eight black tentacles. You have a great deal of control over these tentacles, allowing you to use them as additional limbs or hands.

You are a swift swimmer, far beyond ordinary humans. By spinning in place whilst underwater, you can even get a short burst of speed beyond this. You can release a black ink from your body, which is mildly poisonous (you are immune to this poison). You are able to talk to humans, but also sea creatures (including fish and crabs) and some water-adjacent birds (including seagulls and penguins). You can breathe both underwater and on land, but your lower body makes actually living on land impractical at best and impossible at worst.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Romantic

You're in love! Or, perhaps you will be? Humans and merpeople with this Origin may be a part of their respective royal families – though not especially close to the throne.

Supporter

You're the kind of creature that lives for making others happy, whether that takes the form of impressing a large crowd with a grand symphony, or simply looking after your children. As above, humans and merpeople with this Origin may be a part of their respective royal families.

Villain

You might *say* you live for the well-being of others, but that would be a lie. You're a wicked sort, and you've likely already started to build a reputation for yourself in this regard.

-Location-

Choose to begin at any of the following locations for free. You may want to consider your species choice and ability to breathe when doing so.

Atlantica Palace

Found under the sea, this is the home of the Sea King Triton and his seven daughters.

Ariel's Secret Grotto

Found under the sea, this is where Ariel keeps her hidden collection of human artifacts. Or will keep, if you are arriving earlier than usual.

Ursula's Lair

Found under the sea, and made from the bones of a long-dead sea monster, this is where Ursula has relocated to after her banishment from Atlantica.

Beach

The fateful beach, where Ariel will meet Prince Eric after gaining human legs. If you allow things to play out that way, that is.

Prince Eric's Castle

Located on the surface world, this is the home of Prince Eric. If Ariel is allowed her happily ever after, she will move in as well.

The Kingdom

If you don't want to begin in Eric's castle, you may choose to begin elsewhere in his kingdom, located on the surface world.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Romantic Perks

[100cp, Free for Romantics] Quite a Catch!

The heroes and heroines of these kinds of tales are usually quite attractive, and you're no exception. On purchase, choose whether this perk grants a great enhancement of masculine handsomeness, allowing you to match Prince Eric in terms of looks, or whether it grants a great enhancement of feminine beauty, allowing you to match Ariel.

[100cp, Free for Romantics] Watch and You'll See

Water can be quite the hazard when it comes to looking good, but not for you.

From now on, pruning is a thing of the past, and wet hair manages to come down in ways that complement your appearance, rather than ruin it. Finally, when singing, you'll find that nearby waves will tend to crash at times and in ways that add to your performance instead of interrupting it – though this last benefit will not apply to water specifically directed at you.

[200cp, Discounted for Romantics] Spectacular Singer

You have a great talent for singing, as well as an exceptionally beautiful voice to match. Your singing is so memorable that even a delirious or semi-conscious person that heard it would be able to recall it perfectly in their mind, and will recognise it immediately if exposed to it when conscious.

[200cp, Discounted for Romantics] Part of Your World

Adjusting to new and different cultures can be quite challenging, but you have a much easier time than most.

When it comes to cultures you are not so knowledgeable about, you are quick on the uptake, and have great luck in avoiding serious faux-pas before you are aware that they exist. Further, smaller errors or oddities or your part (such as using a fork as a hair straightener) are taken as endearing quirks or amusing jokes.

[400cp, Discounted for Romantics] The Kiss of True Love

When you are kissed by someone who deeply loves you, you can elect to make any physical transformation magically imposed on you permanent. Likewise, if you deeply love someone, and you know they have a physical transformation magically imposed on them, you can make that transformation permanent by kissing them.

This perk only applies to changes to the physical form – mental or spiritual changes cannot be made permanent. Enhancements to physical characteristics outside the form itself (such as magical buffs or enchantments) cannot be made permanent either.

Additionally, when you kiss someone you deeply love, or when you are kissed by someone who deeply loves you, you can choose for that kiss to be treated as "The Kiss of True Love" for the purpose of magical or supernatural effects that require or benefit from such a thing.

[400cp, Discounted for Romantics] Daring Deckhand

Want to get out on the water, but are only a human? This perk may come in handy.

You have the necessary knowledge and skill required to operate the many ships that can be found in this world. You can get the best performance out of these kinds of vehicles, such that even partially damaged or old ships would (somehow) become usable in your hands. Finally, you are also quite good at handling these vessels in tough conditions, allowing you to handle storms and even navigate whirlpools.

[600cp, Discounted for Romantics] *I'm not gonna lose her again!*

Love is a powerful force. It brings people together, and allows them to accomplish the near impossible. Thanks to this perk, you'll come to know this more than most.

When you are in serious danger, allies will naturally be drawn to your location. These allies must either already love you, or be both romantically compatible and available. Provided it is even remotely plausible, you are guaranteed at least one ally, with decreasing odds for each ally after that (this doesn't prevent allies who could arrive without this perk from showing up to help). You can toggle this aspect of this perk as you like, allowing you to only attract existing lovers, only attract potential new lovers, or not to attract anyone at all.

Additionally, when those that deeply love you, or who have just been drawn in via the above effect, act in order to protect you from imminent harm, they receive a temporary but impressive boost in

both luck and general competence. Handy if you are a sailor being rescued from drowning by a mermaid, or if your love needs to fight off a giant monster to keep you safe.

Supporter Perks

[100cp, Free for Supporters] Court Composer

Like Sebastian, you are an excellent musical conductor, and have a great talent for composing symphonies. You're sure to be a hit at the palace with such skills.

[100cp, Free for Supporters] The Newt Play the Flute

Choose a single musical instrument. You are now an expert in playing that instrument. Additionally, you are now able to play musical instruments underwater without damaging them.

With talent like this, I'm sure Sebastian will be able to find a role for you.

[200cp, Discounted for Supporters] Proper Parenting

Children can be troublesome, but you are up to the challenge.

You have a natural talent for parenting. In particular, you have an excellent sense for just how strict you can be, when your lectures will scare your children (adopted or biological) into obedience, and when they will simply drive them into the very acts you'd rather they avoid.

[200cp, Discounted for Supporters] Kiss the Girl

Sometimes love needs a helping claw.

Musical efforts led by you, whether you singing, playing instruments, or even conducting, are notably more effective at creating a romantic atmosphere than they would normally be.

Additionally, when you are trying to create or maintain such an atmosphere, most sounds of nature add to the ambience, or at least don't detract from it. Deliberate attempts to interfere with the mood, or incoming danger, can still ruin the atmosphere.

[400cp, Discounted for Supporters] Commanding Presence

You give off a natural commanding aura, which makes efforts to intimidate far more successful than they would otherwise be. Servants may find themselves spilling secrets to you out of a fear you already know. Just be careful not to go overboard, lest you drive loved ones away.

Additionally, those who covet your power or station are less inclined to directly attack you for such things, and are more likely to wait until they have something to leverage against you, even if they despise their current conditions.

You can toggle one or both of these effects on or off as you like.

[400cp, Discounted for Supporters] Swim to Safety

You aren't always going to be part of the food chain. In this case, running (or swimming) away is the best option.

From now on, when you are trying to flee from an enemy, you will find yourself moving noticeably faster, and with a higher agility, than you otherwise would be able to. In such situations, you will maintain a good presence of mind, enabling you to find routes or hiding places that your pursuer(s) cannot, should they exist. You will also experience a minor boost in luck, which makes projectiles thrown or fired at you less likely to hit.

These skills will help you stay out of hot water, sometimes quite literally.

[600cp, Discounted for Supporters] Legendary Leader

It takes more than a crown and a trident to rule the seas.

You are an exceptionally talented leader, both in terms of maintaining the trust and goodwill of your subjects, and in terms of handling the day-to-day logistical issues that are required of such a role. Even massive kingdoms are likely to do well under your rule, unless they face truly dire circumstances or you actively shirk your duties.

Additionally, while you are in a leadership role, legends of your rule will begin to spread to the world around you. The speed of this spread and how far these legends reach scales with how large the organisation, nation, etc. you lead is. These legends will generally present you in a manner of your preference, though will not completely lie about your actions. They can spread even when the general existence of you or your kingdom is disputed, not unlike sailor's tales of Triton and mermaids. You can toggle this aspect of this perk on or off as you please, but toggling the perk off will not undo the existing spread of legends.

Villain Perks

[100cp, Free for Villains] First Rule of Villainy

If you're going to be evil, you've got to have style!

To help you in this regard, your ability to act has somewhat improved, and you've picked up a good sense of dramatic timing. Useful tools when trying to pull one over a princess, or just indulge in some good old showmanship.

[100cp, Free for Villains] Villain's Laugh

What better way to gloat or to revel in your villainy than an evil laugh?

Fortunately, you've now developed a distinctive, villainous laugh. If used frequently, it will quickly be associated with you. Every villain needs a trademark, after all.

[200cp, Discounted for Villains] Eel in the Reeds

You're a sneaky sort, aren't you Jumper?

You are quite skilled at tailing others without being noticed, finding suitable hiding place from which to spy on your target, and moving quietly from place to place.

A useful talent for a henchman, or a villain that likes to take things into their own hands.

[200cp, Discounted for Villains] Les Poissons

You are an excellent cook, more than qualified to be working in Prince Eric's castle.

Your specialty is seafood dishes, intended to be eaten by humans. De-boning fish, cutting them up, and other seafood related prep work comes easy to you, and these types of dishes simply turn out better than they otherwise would thanks to this perk.

Naturally, such talent is far less appreciated in Atlantica than it is amongst humans.

[400cp, Discounted for Villains] Poor Unfortunate Souls

"It's too easy!"

That's the kind of thought you'll have after taking this perk.

From now on, you have exceptional luck when it comes to finding suckers – people that, whether by circumstance or nature, are prime targets for exploitation. The kind of people that would take a bad deal because they don't have alternatives, or that can easily be manipulated into working towards your own ends.

You can toggle the effect of this perk on or off as you like – perhaps you want more of a challenge?

[400cp, Discounted for Villains] The Boss Is On A Roll

Of course, finding a sucker is just step one. What comes next is the important part.

You are now an expert at negotiation. Controlling a conversation is generally easy for you, allowing you to keep the other party on the back foot, and not thinking clearly. You are good at framing clear wins for you as good deals for others, and you have a sense for when pulling away or pretending to lose interest will hook them in, and when it will drive them away.

With skill like this, it won't be long before suckers are signing their lives away. How evil!

[600cp, Discounted for Villains] Sea Witch

Fortunately, you know a little magic. It's a talent you've possessed since buying this perk.

Your magical prowess is equivalent to that of Ursula the Sea Witch. This allows you to cast the same spells as well as brew the same potions – provided you have access to the same resources and ingredients. See the Notes section for more information.

General Perks

[Free] Under the Sea

Musical numbers under the water seem to defy common sense, and yet they are commonplace here. This perk will let you carry this strange but fun quirk with you.

From now on, sounds you generate, including speech, song, and musical instruments, will travel through water as easily as it would through air. This also applies to others, but only whilst you are present.

This perk does not allow one to breathe underwater on its own, which may make actually singing in the first place a challenge. Nor does it provide a means of understanding fish or other aquatic life; if one can't already understand them, that singing will fall on deaf ears regardless.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Romantic Items

[100cp, Free for Romantics] Whoseits and Whatsits Galore

You've amassed an impressive collection of items from the human world. Many of the items are damaged, and nothing here is especially valuable. Nonetheless, these items would be of great interest in Atlantica, though present the risk of drawing the Sea King's ire.

For humans, you might find a few salvageable items amongst the junk.

[200cp, Discounted for Romantics] Birthday Statue

A statue of your likeness (current or previous), perhaps received as a birthday present.

While the statue is an impressive piece of art, it serves a greater purpose. Should someone other than yourself spend large amounts of time in its immediate vicinity, it will gradually strengthen existing romantic feelings that person has for you. This requires them to have some existing romantic feelings for you in the first place. Particularly imaginative people might even find themselves using the statue as a means of daydreaming conversations with you. You can toggle this love strengthening effect or on off as you please, though toggling it off will not undo any strengthening that has already occurred.

Should the statue be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, Discounted for Romantics] Relation Ship

A well-made ship, luxurious by the standards of this world.

The ship has rudimentary defences, but its true purpose is for high-class functions, such as royal weddings. It comes with an appropriate human crew, who can take care of every aspect of maintaining and captaining it. They count as followers, but will never choose to leave the ship.

Post-jump, your ship (and its crew) will be stored in a special subspace at the start of each jump until you wish to deploy them, but cannot be returned to this space mid-jump. Post-chain, you will have the opportunity to store your ship in this space once every ten years.

Should your ship be lost or destroyed, a replacement will appear in an appropriate location controlled by you after 24 hours. Any crew that has been lost will be replaced at the start of each new jump. Post-chain, this will occur every ten years.

[600cp, Discounted for Romantics] Royal Abode

On purchase, choose whether you receive an underwater palace or a seaside castle. It can be found somewhere appropriate, relatively close to your starting location.

In either case, the property is grand in scale. Optionally, it can come with staffed with servants to defend and maintain it. If you chose the palace, these staff will be made up of merpeople and other sea creatures. If you chose the castle, it will be made up of humans. In either case, the servants count as followers but cannot be made to leave the property.

In future worlds, you may choose for it to be attached to your Warehouse by a special gateway (which is guaranteed not to accidentally flood it), or to be placed somewhere appropriate, close to your starting location.

Should the palace/castle be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

Supporter Items

[100cp, Free for Supporters] Crown

A wonderful golden crown. It has the special property of automatically adjusting to fit your form – useful if you've been shrunk down into a polyp, or grow to a giant size.

Should your crown be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Supporters] Human Outfits

This wardrobe is filled with a large variety of outfits, similar to those found in Prince Eric's kingdom. Both male and female outfits are present, and the outfits will adjust in size to accommodate any potential wearer. Quite useful if you need to clothe a woman who washed up on the shore, draped in a ship's sail and nothing else.

Should the wardrobe be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. Lost or destroyed outfits will reappear in the wardrobe after 24 hours – unless they were given away, in which case a new copy of that outfit will appear in the wardrobe after a week.

[400cp, Discounted for Supporters] Married By Sunset

It can be easy for a royal to snap their fingers and expect a wedding to magically appear, but someone's got to organise it. Thanks to this item, it won't be you.

This special ticket can be redeemed by you at any time, simply by holding it and willing it so. At the earliest convenience, a wedding will be arranged on your behalf, at no additional charge. In this world, this ceremony will be on par with the wedding between Ariel and Eric. In other worlds, the ceremony will be of an equivalent standard, accounting for the differences in resources, space, and population between settings.

Of course, you don't have to use this wedding for yourself; in fact, you can use a ticket twice when organising a wedding for people other than you. Handy when your Prince accidentally gets hitched to a Sea Witch before they find their true love. Naturally, this item cannot force people to marry against their wishes, so use it wisely.

At the start of each new jump, you will receive a new ticket if the previous one has been used. If the previous ticket has been half-used, it will instead be reset. Post-chain, this occurs every ten years. Should your ticket be lost or destroyed other than by being used, a replacement will appear in your Warehouse after 24 hours.

[600cp, Discounted for Supporters] Magic Trident

A copy of Triton's Trident, a magic item reserved for the ruler of the seas.

Just as powerful as the original, your trident can be used to fire magical bolts of energy – which can also be used to write, somehow. It can create storms, manipulate water to create whirlpools or simply allow a merperson to rise high out of the water's surface. It can generate ice, as well as create small rainbows. It can even be used to turn a merperson into a human, or vice versa.

When in the hands of someone with existing powerful magic talent, the trident is capable of greater feats still. Growing to an enormous size, or forcing others to bow before you are but examples of what you could achieve.

Should your trident be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Villain Items

[100cp, Free for Villains] Pair of Eels

A twin pair of eels, mirroring each other in appearance.

They are intensely loyal to you and have a human level of intelligence. If you had the powers of a Sea Witch, they would make a good tool to scry through, and forming a magical link with them would be easy.

Should something happen to one or both of them, they'll be back the next day, good as new. So, don't feel to bad about accidentally destroying them, okay?

[200cp, Discounted for Villains] Shell Necklace

This shell necklace is a perfect vessel for storing 'voices' that have been removed from people by supernatural means.

When speaking or singing, the wearer can choose to utilise one of the voices stored inside the necklace instead of their own – the necklace will glow whilst it is being used in this way. There is no limit to the number of voices that can be stored inside at once, and there is no difficulty in using the voice you mean to.

The necklace comes pre-loaded with a copy of the voice of a single character from The Little Mermaid (including the television series, Return to the Sea, and Ariel's Beginning if they were added via the toggle).

If the necklace is destroyed, voices obtained during the current jump will be released, and will return to their respective owners if possible. The pre-loaded voice, and voices acquired in prior jumps will disappear instead, and can be found in the replacement necklace. Post-chain, voices become "guaranteed" in this way after ten years of storage. You can also choose to permanently give up a voice stored in the necklace at any time; if possible, it will return to its original owner – if not, it will simply disappear.

Should the necklace be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Villains] Cauldron and Ingredients

A magic cauldron, suited for a Sea Witch.

Were one to possess the magic of a Sea Witch, or similar powers, they would find the cauldron to be an excellent medium to scry with, and a wonderful vessel from which to brew potions. Even if one does not, it has another feature. The cauldron is able to interpret your desires, and project images, lights, and smoke, outwards accordingly. A very handy feature that allows you to augment your proposals with style, and gives other parties a clear idea of what they are getting into.

This item also comes with a replenishing supply of all ingredients required to create the potions used by Ursula. You'll still need to have the appropriate magical ability, but this cuts down on annoying material gathering, and ensures you'll be able to brew in all sorts of worlds.

Should your cauldron be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted for Villains] Monstrous Lair

A villain's lair, built from the bones of a long-dead sea monster. On purchase, you can choose whether it is underwater or built on land.

Regardless of this choice, your lair is impressive in scale, and its monster-like appearance naturally wards away unwanted visitors that lack a specific reason to intrude. Somewhere in your lair is space for a polyp garden. Beings that have been transformed into a polyp or similarly useless creature, and left in this space can follow you between jumps if you wish them to. Once they have travelled across jumps in this manner, they become unable to change into a useful form, use any powers or abilities, or leave this space until post-chain. Post-chain, you can decide for each individual being whether they remain under these limits or are released from them. Your polyp garden will expand internally as needed to accommodate any number of polyps or similarly useless creatures – making it a perfect place to keep your new pets and remind yourself of your own superiority when the mood strikes.

In future worlds, you may choose for it to be attached to your Warehouse by a special gateway (which is guaranteed not to accidentally flood it), or to be placed somewhere appropriate, close to your starting location.

Should your lair be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

General Items

[50cp, Free for Merpeople] Seashell Bras

A mermaid's got to protect her modesty, and to do so you have obtained a collection of seashell bras.

These bras come in a variety of colours and designs, and they will resize themselves as needed so they always fit you appropriately. Despite their hard material, they are surprisingly comfortable to wear.

Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Film and Series

A copy of The Little Mermaid (1989), The Little Mermaid (television series), The Little Mermaid II: Return to the Sea, and The Little Mermaid: Ariel's Beginning, on your preferred form of physical media. These underwater tales are yours to view at your leisure.

Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

A lot of Little Mermaid related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Little Mermaid branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Pet Dog

This shaggy dog is now your new best friend.

It is intensely loyal to you, and is a great judge of character. It will be very affectionate towards the kind-hearted, but snarl at the wicked – even when they are disguised.

Should anything unfortunate happen to them, they'll be back tomorrow, good as new! This is a Disney movie, after all.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Little Mermaid (including The Little Mermaid tv series, The Little Mermaid II: Return to the Sea, and The Little Mermaid: Ariel's Beginning if you've included them via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any Disney Princess settings, former Disney Princess settings, or settings that have a demonstrated shared continuity with either, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether The Little Mermaid (television series), The Little Mermaid II: Return to the Sea, and/or The Little Mermaid: Ariel's Beginning are a natural part of this world's events. Any inconsistencies may be smoothed out in a manner of your preference. These stories take place both before and after the events of The Little Mermaid.

[0cp] Early Start

Must include the events of either The Little Mermaid television series or The Little Mermaid: Ariel's Beginning via the Direct to Jumpchain toggle.

Using this toggle, you can arrive in this world anywhere up to twelve years earlier than usual, providing you with an opportunity to involve yourself in the events of Ariel's Beginning or The Little Mermaid television series. This will extend the total length of your stay in this world.

[0cp] Extended Stay

Must include the events of The Little Mermaid II: Return to the Sea via the Direct to Jumpchain toggle.

Using this toggle, you extend the length of your stay in this world up to an additional ten years, providing you with an opportunity to take part in the events of Return to the Sea.

[+100cp] That's a Snarfblatt!

By taking this drawback, you will lose a large amount of knowledge pertaining to the human world – ensuring that you are no greater informed on it than Ariel at the start of the film. Fortunately, any human knowledge provided from a perk you have acquired is safe from this drawback.

You will re-gain this lost knowledge at the end of the jump, and may also re-learn information during it – just try not to make a fool of yourself in the process.

[+100cp] Guppy

You've become quite cowardly, Jumper.

Overcoming this cowardice is possible, but will be challenging. Perks or powers that would assist in this endeavour are diminished, and those that would outright remove the challenge are completely ineffectual.

[+100cp] Terrible Temper

You are angered more easily than usual, particularly when you feel others aren't following your directions. When you become angry, you find it much harder to keep quiet as well.

Be careful not to drive your loved ones away, Jumper.

[+200cp] Voiceless

You have given away your voice in exchange for points. For the duration of this jump, you are unable to speak, sing, scream, or make other noises from your mouth or throat.

I hope you know a thing or two about body language, Jumper.

[+200cp] Shark Bait

It seems that sharks have taken a liking to you, and not in a pleasant way.

Should you enter parts of the sea that aren't Atlantica proper, you can expect to be attacked by one or more almost immediately. You'll have to watch where you swim if you wish to be free from their bloodlust.

[+200cp] Banished

As a result of past bad behaviour (real or imagined), you have been banished from a kingdom. Humans are banished from Prince Eric's Kingdom, whilst non-humans are banished from Atlantica.

Your presence in this area won't be tolerated; expect to deal with local guards or worse should you choose to ignore this punishment.

[+300cp] Underjumper

Oh no! An unfortunate bit of magic has reduced you to your Body Mod, and rendered you a runt of your chosen species (you retain the benefits of your species choice, besides any diminished strength caused by the loss in size). A shark would be most affected, reduced to the size of Flounder, but all species options are impacted to some degree.

Attempts to adjust your form, including by shape changing or alt-form switching will fail for the duration of the jump. The sole exception is being turned into a polyp, whether by Ursula directly, or

via the *Go Ahead and Sign the Scroll!* drawback. Being freed from that state will return you to your runt-sized form.

[+300cp] Trident Trouble

The fate of the Triton's trident is strongly tied to the course of this world. Now it's been tied to the course of your chain.

Before your time in this world comes to an end, you must claim the trident for yourself and draw upon its power. Should you fail to do this, you will fail your chain.

Unfortunately, regardless of your reputation or efforts, you won't be trusted to have the trident by anyone (those you bring into this jump, such as companions, are not influenced by this). Should you attempt to take it by force, you will face the might of Triton and the rest of Atlantica. Should you attempt to work with Ursula, she'll betray you before you can be allowed to wield it. It will take serious power or cunning to defy these odds and preserve your chain.

[+300cp] Go Ahead and Sign the Scroll!

Want some extra points? Go ahead and sign here…

…ha! It's done then. You've signed yourself over to Ursula the Sea Witch. For the duration of the jump, you'll be expected to work for her. Refuse, or act directly against her, and you'll be reduced to a mere polyp. A truly horrifying experience, if the screams of her existing collection are anything to go by.

If Ursula comes to an untimely end, you will be released from your obligation to her. If you are already a polyp at this stage, you will remain so for the rest of the jump – a small penalty for disloyalty. If you have been reduced to a polyp and Ursula still lives at jump's end, you will fail your chain and remain a polyp for the rest of your days. You can of course just go along with her wishes and continue on your chain penalty-free.

You are not required to go above and beyond what is requested of you, you cannot be ordered to do something you are incapable of, and you cannot be ordered to harm yourself. You are not obligated to provide information not requested, or any information relating to this drawback specifically. Attempts to break this contract, prevent your transformation into a polyp, or transform out of the polyp form outside the rules of this drawback will all fail.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Part Of This World: You choose to remain in this world. Your chain ends here.

Wanderin' Free: You choose to continue your chain. Proceed to the next jump.

My Collection's Complete: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On talking to sea creatures and/or birds:

Species purchased here that can speak to sea creatures or birds can still do so after leaving this jump. This does not noticeably increase the intelligence of such creatures though, meaning in many worlds your conversations will be quite simplistic.

On the Sea Witch perk and Ursula's magic:

On screen, Ursula has demonstrated the following spells:

- Scrying: Ursula has set up a magical connection with Flotsam and Jetsam, her eels. When they are next to each other, Ursula can peer through their eyes. In the original film, she requires her cauldron as a medium for this scrying. In the television series, she sometimes uses bubbles to scry through instead.
- Magical Contracts: Ursula can summon a magical contract, complete with fishbone quill, as desired. These contracts can give Ursula magical ownership of a person who signs them – it seems that the other party must be fully aware of what they are signing and agree to the terms. The ownership can be immediate or conditional: Ariel had three days to kiss the Prince otherwise she would belong to Ursula, whereas Trion traded himself for Ariel. It is very likely Ursula must hold up her end of the bargain for the contract to work. Once Ursula owns someone, she is able to easily transform them into a polyp. On her death, all polyps reverted back to normal.
- Voice Taking: Ursula is able to steal the "voice" of a person, and store it in an appropriate vessel (she kept Ariel's voice in a necklace). This seems to require the other person willingly giving their voice up.
- Mind Control: When she had access to an exceptional voice, Ursula was able to control Eric. This effect was limited to him, so either only one person could be controlled at a time, or Eric's existing attachment to Ariel's voice was a necessary component.
- Magic Channelling: Ursula is able to take advantage of other magical sources to enhance her power. In the original film, she is able to become gigantic when wielding the trident. In the television series, she is able to redirect a stray shot from the trident to briefly enhance her natural poison ink.
- Small Magic Blasts: In the television series, Ursula is capable of firing off weak magic attacks unassisted.
- Enchantment: In the television series, Ursula enchants several tridents so they could fire energy bolts. These were nothing close to the level of Triton's trident, and possessed no other effects.

On screen, Ursula has created the following potions:

- Transformation: Most notably, Ursula was able to uses her potions to turn both Ariel and herself into humans. Ariel's transformation had a fixed time limit of three days, whereas she was able to cancel the effect on herself at her discretion. Ursula's true appearance was still visible in her reflection. Her cauldron indicates she is able to make merfolk more attractive,

but the details of this aren't specified. In the television series, she was able to briefly increase the size of her eels, but taking damage disrupted the spell. She also turned herself into a crab to fool Sebastian; this too lasted for as long as she desired.

- Animate Objects: In the television series, Ursula used a potion to animate mundane human objects and have them attack those nearby. She was able to use this potion while scrying without being near the objects. Damaging the objects ends the effect. Ursula had an antidote potion prepared, but did not end up using it.

On Go Ahead and Sign the Scroll!:

Ursula does not initially have any knowledge of your nature as a Jumper. If you have a taken a background in this world, she may have some knowledge of that if it would make sense for her. She does already know you are magically contracted to her.

So, what exactly happens here, anyway?

Note: this synopsis only covers The Little Mermaid (1989) in its entirety, but indicates where the other films and animated series fit in.

[Should you include it via the toggle, the prologue of The Little Mermaid: Ariel's Beginning takes place approximately 11 years before the events of the original film. The main story takes place about a year before the events of the original film.]

[Should you include it via the toggle, The Little Mermaid television series occurs prior to the events of the film.]

King Triton attends a concert organised by Sebastian to show off his daughters – especially Ariel, for it is to be her musical debut. However, Ariel no-shows, which enrages Triton.

Ariel and her friend Flounder are exploring a sunken ship. She finds a fork, but doesn't know what it is due to lack of knowledge of the human world. A shark attacks, but the pair manage to escape. They visit the surface to see Scuttle, a seagull. He tells them the fork is a 'dinglehopper', which humans use to straighten hair. Ariel realises she forgot the concert and rushes back, as two eels (Flotsam and Jetsam) watch from a distance. Seeing through their eyes, a Sea Witch named Ursula bemoans her current state of banishment and exile. She instructs Flotsam and Jetsam to keep watching Ariel, as she may be the key to her revenge on Triton.

Triton dresses down Ariel for missing the concert, and becomes even angrier when he learns that Ariel visited the surface again. He doesn't trust humans, and doesn't want her hurt. Unfortunately, he refuses to listen to her side, which upsets her. After she leaves, Triton orders Sebastian to go after her and keep her under constant supervision.

Sebastian tails Ariel and Flounder to a secret cavern full of human items Ariel has collected. He is caught, and Ariel and Flounder ask him not to tell Triton. They are interrupted by lights and noises from the surface. Investigating, Ariel finds a ship shooting off fireworks; it is a celebration for Prince Eric's birthday. Watching from a distance, Ariel becomes smitten with Eric right away. Grimsby, Eric's advisor, presents Eric with a statue of himself. A sudden storm arrives, and lightning hits the ship, igniting it. The crew are all able to get to a lifeboat, but Eric goes back for his dog Max. He is able to rescue Max, but gunpowder on the ship explodes and Eric is knocked unconscious and sent into the

water. Ariel rescues him and takes him to shore. She sings to him as he wakes, but flees before Grimsby arrives and takes Eric back his palace. Eric claims that he was saved by a girl with a beautiful voice, but Grimsby thinks Eric was hallucinating due to swallowing too much seawater. Meanwhile, Flounder and Sebastian both see this; Sebastian plans to hide this from Triton to protect himself. Flotsam and Jetsam also see it, and Ursula decides to use this to her advantage.

Ariel's unusual behaviour tips off her sisters that she is in love, and they tell Triton. Sebastian ties to convince Ariel to forget about the surface, but she sneaks off instead. Sebastian is called to Triton, who wishes to know more about Ariel's (presumed merman) love interest. Under the impression that Triton already knows, Sebastian reveals her interactions with the humans.

Flounder takes Ariel back to her secret cavern, where he reveals that he managed to transport Eric's statue inside. Triton tracks down Ariel. Enraged, he destroys Ariel's collection, in an effort to dissuade her from thinking about humans. Ariel is left alone and upset when Flotsam and Jetsam arrive; they convince her to come with them to Ursula. Sebastian sees Ariel and tries to dissuade her, but she won't listen, so Flounder and Sebastian follow after her.

Ariel meets Ursula, who proposes a deal to her: She will turn Ariel into a human via a potion. This transformation will last for a period of three days. If Ariel can receive a kiss of true love before that time ends, she will become a human permanently. If the sun sets on the third day and this has not happened, she will return to being a mermaid, and she will belong to Ursula. Additionally, as payment, Ariel must give her voice to Ursula, preventing her from talking, singing, or the like. Ariel agrees to these terms, signing a contract. Ursula collects Ariel's voice, storing it in a shell necklace, and then transforms her into a human. Sebastian and Flounder, who were present but prevented from interfering by Flotsam and Jetsam, quickly get Ariel to the surface before she drowns. Sebastian agrees not to tell Triton, and to help her with Eric.

Eric and his dog Max happen to come across Ariel. Eric initially believes Ariel to be the one that saved him, but changes his mind when he learns she can't speak. Nonetheless, he takes her back to his castle, under the impression she washed up from a shipwreck. Despite some misunderstandings, Ariel settles in nicely, and Sebastian manages to avoided being killed by the cook. With Ariel missing, Triton realises that he has mishandled his relationship with his daughter.

Eric takes Ariel out on a tour of the kingdom, followed by a boat ride. Sebastian sets the mood and Eric manages to learn Ariel's name, but Flotsam and Jetsam are able to interfere before Ariel and Eric kiss. Concerned that Ariel will manage to kiss Eric at this rate, Ursula takes matters in her own hands, transforming herself into a beautiful human woman.

That night, Eric resolves to give up on the girl who saved him and focus on Ariel, but Ursula in human form uses Ariel's stolen voice to ensnare him and put him under a spell. The next morning Scuttle informs Ariel that the prince plans to marry this afternoon. Thinking she is to be the bride, she hurries downstairs, but discovers that "Vanessa" (Ursula) is to marry the prince. The wedding is to be held on a ship at sunset (the last sunset before the potion wears off).

Ariel is heartbroken, but Scuttle discovers that the girl is Ursula by seeing her reflection in a mirror. Ariel is warned, and she goes after the ship. Scuttle recruits some animals and stalls the wedding so Ariel can catch up to the ship, and Sebastian goes to inform Triton.

Amidst the chaos, Max the dog manages to destroy Ursula's seashell necklace, and Ariel's voice is returned to her. Eric is freed from Ursula's spell, but the sun sets before he kisses Ariel. She is returned to her mermaid form. Ursula changes back into her Cecaelia (octopus) form, and kidnaps

Ariel, taking her back into the sea. Triton stops Ursula, but is unable to destroy the contract that gives her ownership of Ariel. She proposes an exchange; she will give up Ariel if she gets Triton instead. Triton reluctantly agrees. Triton is turned into a polyp, and Ursula claims his crown and trident. Having pursed Ariel, Eric appears and strikes Ursula with a harpoon. She sends her eels after him, but Sebastian and Flounder battle them. Ursula tries to shoot Eric with the trident, but Ariel causes her to miss and kill the eels.

Using the trident, Ursula grows to a tremendous size, conjures a storm, and creates a large whirlpool that incidentally raises a wrecked ship to the surface. As Ursula focuses on Ariel, Eric manages to board this ship. He steers it into Ursula, impaling her with it and killing her. This restores the merfolk turned to polyps, including Triton. He decides to use the trident to give Ariel a human form once more. Eric and Ariel marry with Triton's blessing, and the merfolk are less closed off to humans, showing up for the wedding.

[Should you include it via the toggle, the prologue of The Little Mermaid II: Return to the Sea occurs when Ariel's daughter, Melody, is less than a year old. This means it occurs at most a few years after the events of the original film. The main story occurs when Melody is 12.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) Minor typo fixes.