Frozen

By Valeria

Introduction

Far up north, where the snow falls most of the year, lies Arendelle. It's got a raging ice trade and they're preparing to crown the next Queen in a few weeks. Things seem to be going quite well for the populace at large but the situation for the royal family is not quite so happy.

Many years ago, the eldest princess Elsa discovered that she had magical powers over the element of Ice. While enjoying these powers and playing with her sister Anna, Elsa accidentally hurt her sister and was traumatised by the event, seeking to hide away her powers and also hide away from the outside world. The castle gates were shut and the princesses became isolated from the outside world. Only a few years later, the King and Queen died in a voyage across the sea and left the kingdom to be inherited by Elsa when she became an adult.

Now that that day is coming near, vultures from other countries are coming to try and take advantage, whether it be to secure trade deals for themselves or maybe even usurp the throne. Despite Anna's best efforts, Elsa remains isolated from all others in the kingdom. People are hopeful that the coronation will change that and bring back their beloved royals.

You begin a few weeks' time before the date of the coronation. You'll spend the next decade in this world, so have these 1000 Choice Points (CP) to spend below to make things a little easier.

Location

Arendelle

The jewel of the North. Wherever you come from, you'll be starting in the capital city of this country. Its cold most of the year but it does have its summers where things get a tiny bit less cold. It's quite a happy place, despite the distance of the current rulers and it'll only get better in the future, even if there's going to be a bit of trouble soon. As a Royal, you'll start off in the palace in your room. As a Townsman you'll be in your house in the city or just outside of it. As a Foreigner, you'll be waking up in a cabin on a ship that has just arrived at the docks of Arendelle. As a Nonhuman, you will start some ways outside of the city.

Origins

Any of the following origins may be used as Drop In origins. Yes, even Royal. Don't think too hard. It was probably the Trolls.

Royal

You're one of the Arendelle royals, sibling to Elsa and Anna. Your family has ruled the nation well and with love for many years now and though your parents have sadly passed away some time ago, your hopes as to the future remain high. It's only a few weeks before Elsa's coronation as Queen, when the castle will finally be open once more to the people.

Townsman

Born right here in Arendelle and proud of it, you're one of the thousands of citizens of this lovely country. You could be an ice farmer, a merchant, a craftsman or even some crazy guy living out in the wilderness. Maybe you could help out in the coming troubles. Or maybe just continue living the steady life.

Foreigner

Plenty of other countries in the world exist and many come to Arendelle, such as for trade deals or marriage proposals to the young princesses. You hail from one of these countries, having been sent as a dignitary of some sort for your country. You could be accompanying the Duke of Weselton on the trade venture or be another prince from the Southern Islands, accompanying little brother Hans to meet the princesses.

Nonhuman

You're definitely not human. The fur proves that at least. You're an animal or even some kind of magical beast, though not one with any real powers or unnatural biology. You can freely choose what kind of animal you are and retain your intelligence, though it must be a normal animal. You can be a bird, reindeer or even an elephant, strange as it may be to see one in these northern parts. Thankfully, the people around here get on fairly well with animals, so there won't be much fear of hunters.

Your age is 13+1d8. Your gender is whatever it was previously. Both of these may be changed for 100CP.

Perks

100CP perks are free for their origin and all other associated perks are discounted for their associated origins.

Singing- Free

Everyone has it in them here, even if they don't seem the type. You can sing with the best of them, both in terms of keeping your singing high quality even as you jump around or dance and in terms of coming up with songs on the spot. Why, you could run through a completely on the spot duet with someone and make it a total hit. Give it a bit of time, or some emotional weight, and you could start a whole trend with your singing.

Element Queen- 500

There is an incredible magical power within you. The power to command one of the elements on a grand scale is just waiting to burst out and be used by you. One of the elements, such as fire, water, wind, earth or ice is what you may choose and you can then create and control this element on an incredible scale. An ice controller could freeze an entire nation over in seemingly endless winter, create a flexible and intricate dress from ice or create an entire ice palace in just moments. Unlike Elsa, your power is entirely mastered and controlled by you from the first moment you wake up here.

Royal

Do You Want to Build a Snowman?- 100
People just don't know what's best for them sometimes. What's locking yourself away going to fix? Nothing! But they still do it and you've decided that, one way or another, you're going to get through to that special person even if they don't want you to. Your words and pleas easily pierce through any walls they try to set up between them and yourself. Whether they try to cover their ears with their hands or just harden their hearts to your words, as long as you care about them, they'll be forced to listen to and fairly, genuinely consider your words and requests. Now all that's left is finding the right words.

Sisterhood- 200
It's a special power, love, one not limited to being between those with romantic feelings for each other. A friend or family member can hold just as powerful a love for you as your lover could. It makes it all the more painful when you hurt each other, purposefully or not. But now, the love that exists between you will protect you from each other. As long as there exists a mutual, true and genuine love between you and another being, you won't be able to hurt each other without the desires of both parties. Even the vilest insults will be easily laughed off, attacks accidental or not slide off each other and your actions cannot even cause the other harm through reckless collateral damage. The only way you can harm each other is by permanently, irrevocably breaking that bond of love.

Loved By the People- 400
You've got royalty in your blood and that much is evident to all your subjects. You've got all the talent you'd need to be an excellent queen and on top of that, you happen to be extremely popular with everyone who you rule over. They'll always accept you for who and what you are, even if you held unnatural powers or beliefs they wouldn't bat an eye, except to exclaim how amazing you are for having those powers. They won't keep looking at you in this great light if you start purposefully hurting them for fun, not if it goes on, but as long as you at least try to be an effective ruler, your subjects will see you as being practically family to them.

True Love's Kiss- 600
Every fairy tale princess is saved by the kiss of their true love. But no one ever said that true love had to be a prince charming as well. If they did, they're totally an idiot. What is real however is the power of a kiss from someone you love. Even the worst of curses and magical maladies can be cleansed with the power of love in this way and this is a rule that applies to you and all those you love now too. With just a kiss from someone who truly loves you or giving a kiss to someone you truly love, you can heal them of even the worst wounds. Any curses disappear, wounds will heal almost faster than you can watch and even madness is cleared away from their mind. While True Love is a powerful force for good, it needs a little bit of time to work the magic. If you pepper your love with kisses, don't expect them to be healed unless the first kiss's magic has worked its way out of their system already. Once every ten years per person, you may even use this to bring someone back from death if you are there shortly after they died. This may also be used on you, though only once per jump total, no matter who kisses you.

Townsman

The Real Me- 100
Appearances can be deceiving. Sometimes this isn't something the person can control and sometimes it's a front they put up on purpose. Not everyone is ready to show who they really are to everyone, so maybe this little push will help you out. People, when you want, can easily see into the sort of person you really are. Even if you're a gruff loner with a bad temper, if it'd help you, people will realise you're actually a sweetheart on the inside. They won't judge you for whatever your true nature is, not unless you then do something that would make them judge you yourself.

Wild Man- 200
Humans can be…complicated. They've got all these biases, beliefs, preconceptions and stuff. Animals don't have that. Nice, simple and straightforward. A reindeer is never going to give you guff for not showering either. You get along so much better with animals, almost like you can speak to them and understand them. Even normally hostile creatures aren't too hard to get to calm down and be friendly with you, so long as you're not being threatening. You've also become a deft hand at wilderness survival, just in case you can't find a warm house or barn to shelter in over the night.

Nice Guy Syndrome- 400
Nice guys always get the girl. This is a fairy tale, you hear me? It's not about just being cool or handsome. When you do nice things for people, they really do like you back just for doing nice things. Being a genuinely nice guy will really get the attention of people, both friends and romantic interests. The more good and nice things you do for people, genuinely good things, the more you'll find them liking you. Of course, if they ask you to stop and you keep going, it might not count as nice things anymore.

Bit of a Realist, Mostly a Hero- 600
Is it really a fairy tale after all? This does seem awfully like the real world, excepting a spot of magic here and there. Perhaps it's just you being a reasonable guy? Your presences makes those around you more realistic, more serious and to think more about what they do, like making the world realistic…except with a bent towards being good. While people around you will be more reasonable and have more common sense, by doing this, people also become much more effective at reaching the solutions that are morally good and would genuinely make them happy, as well as not making stupid decisions. Happy ends are a whole lot easier to reach when you're thinking with your brain and you make sure of that. This effect applies to you and to anyone around you that you wish it to.

Foreigner

Prince Charming, Really- 100
My, aren't you a charming one. With a smile and a voice like that, one could even hope to charm a princess into marriage. But that's not the real you. The real you is a slimy, sneaky, devious little snake. It's a good thing you're fantastic at hiding that part of you and putting up just about any façade you like is a piece of cake. You might let the occasional slip go but on the whole, you could keep up the appearance of being a genuine hero for years on end when in reality, you're as villainous as they come.

Head Heir- 200
You may not be the first born but you're most definitely the favoured one regardless. You seem to be everything your parents could have dreamed of for a child and are loved and adored for being such, far above any of your siblings. You'll get the best treatment, the best toys, maybe even the best inheritance if you live long enough. You're siblings won't see this as unnatural either. You really are just their favourite, nothing to be done about it. It'll even work on adoptive or surrogate parents, people who view you as being practically their child if not biologically, though at a much reduced rate. You'd be a favoured son but not to the exclusion of your siblings then.

New Age Conqueror- 400
Not everyone is lucky enough to be born the heir to a kingdom. Some have to make their own fortunes. Saying you're unlucky in this way would be a little silly given what you are but hey, what kind of sneak would turn down an unfair advantage? In the art of ruling you're still unproven but in the art of taking the seat of rule for yourself, you're a master. Infiltrating courts and organisations, making yourself an established member and even slowly worming your way up the ranks, its child's play to you. Better yet, if someone higher in rank than you in that same court or organisation happened to die or disappear, you'd find any efforts to take their position massively boosted in terms of the chance of success. Moving up to the next highest rank would be easy as pie but the higher up that absent spot, the harder it'll be to manoeuvre yourself there even with this benefit.

Claim It for Yourself- 600
Without a dream, you're just going to flounder around. If you really want to rise to the top of the world, you can't keep hoping to have the position passed down to you. You need to seize the chances presented to you to accomplish your ambitions. Now at least, you'll always have that one chance. Whatever your current goal may be, you'll be given a prime chance to accomplish it or greatly increase your progress towards it once every year. The more absurd this goal is relative to your position, the less progress this chance will offer. Are you a prince visiting the court of a neighbouring country, seeking their throne? The queen and all viable heirs will shortly run away, be taken or otherwise made unavailable while you will be placed in a very favourable light as someone people look to for guidance. It won't put you on the throne by itself but if you can ensure that the queen and other heirs are not found, you might just be able to solidify your position. If you're instead wanting to rule the entire world? Perhaps you may just be offered the chance to gain a powerful ally or a store of great riches or a powerful magical weapon that could help you start on your journey to that goal.

Nonhuman

Talking Up a Storm- 100
Probably wouldn't be a very fun ten years if you were stuck without a working mouth, now would it? You don't even need one now, since you're able to make yourself understood in any form. Sometimes this may involve speaking even without the proper organs to do so, sometimes this may mean somehow getting across your exact point with just body gestures and facial expressions. Point is, you're always able to communicate with those around you, so long as you can still speak the language that they do and they'll always be able to understand you in return.

Memories of a Better Time- 200
There's so much cuteness in you, one could honestly mistake you for a personification of a girl's childhood memories of fun and innocence. No, really. You have an eternal wellspring of joy, happiness and innocence within you that allows you to continue those good feelings and experiences of wonder no matter what your life is like or how long you've been living. Other people can sense this wellspring too, making you both a lot easier to get along with and a lot harder to do nasty things to. A real bad guy could ignore this pretty easily but anyone not committed may find themselves hesitating for a few moments when they look into your eyes.

Troll Magic- 400
The secret magics of the trolls are now yours to command. You won't be freezing over kingdoms with this but it should still prove to be useful enough. You can heal others to a degree, such as healing serious bodily wounds or significantly weakening powerful curses on people, and alter memories precisely such as changing what one object appeared to be in someone's memory of a specific event, though this does take time to do these memory changes, especially for larger scale ones.

Abominable X Man- 600
You're not just some animal anymore. You're a real deal magical being made from something that really shouldn't be moving on its own. A living snow man, a golem made of ice or a creature formed from living rock. You're made of a single common natural material such as ice, rock, snow or steel. Despite being made solidly of this material, you're still perfectly capable of functioning and you don't even need the same things as a normal person, such as eating or sleeping. It's pretty hard to kill you, you'd have to be mashed up into lots of bits to really die but you do share any weaknesses that the material you have chosen might have. Snow and Ice melt in the heat, metals will conduct electricity and so on.

Items

100CP items are free for their origin and other connected items are discounted.

Lute- 50
A traditional music instrument. You're not very good at using it yet but you know how to play at least a few songs on it. It also makes for a pretty good club and won't break even if you're using it to beat down a pack of wolves.

Winter Supplies- 100
Its Ice. Lots and lots of ice. And snow too. One might even say an unlimited amount of ice and show to be dispensed from your warehouse. What use might you have for an unlimited amount of ice and snow in a winter wonderland? The ice cutting business would probably pay a bunch of this high quality ice you have. Or you could use it to keep yourself cool even once summer comes around.

Royal

Power Clothes- 100
Shouldn't a dress made of ice be a bit unwieldy to move in? It looks like this was so finely crafted as to remove that problem entirely and add a little more on top. This outfit is a magical one in that it is able to form itself out of any element you can control or the four basic elements of fire, water, wind or earth. The clothes can take on any form of cloth that you wish and will look fantastic whatever you choose. The clothes, despite their material, will not be able to harm you or any other person.

No Magic Gloves- 300
A pair of well fitted gloves in a colour of your choice. When worn, these two gloves can conceal your powers and prevent them from activating without you will. They also make the powers much easier to control, a good help if you're trying to train to one day have control of them even without the gloves. If the gloves fall off, their protection will instantly disappear.

Ice Town- 600
Your very own Nordic city. It's not quite the equal of Arendelle, at the very least it's not a country in and of itself, but this new town of yours is pretty huge regardless. A few thousand people at least live in the town surrounding the large palace at the centre of the area that you live in. You're the owner and ruler of this town and have a generally good reputation amongst the citizens. The small city will follow you to future worlds and adjusts itself to fit the environment it finds itself in. An icy environ will see it be like Arendelle but perhaps being found in a desert or jungle will change its theme to match.

Townsman

Winter Clothes- 100
Big, fluffy and dark, the winter set will keep you warm and dry in even the coldest of climates. This rugged set of clothing will ensure that you won't get cold or sick even if you take a quick dunk in arctic water and it can stand up to even the most biting winds up in the mountains. It dries super-fast and in an emergency, can even be used as an effective blanket or covering to block out the wind from a cave entrance.

Mountain Traveller- 300
They cost you more than a few pennies but they're yours. A brand new, tricked out sled and trust reindeer to move it. They're not just any ordinary combo either. The reindeer seems to be almost as intelligent as a person and is agile enough to effortlessly race through a forest while pulling your sled without colliding with anything. The sled is damn near unbreakable too and even falling off a mountain or being attacked by a giant golem won't see it scratched. If you happen to lose either, they'll quick return to you in a few hours. The reindeer is extremely loyal and friendly to you as well and will even fight alongside you if need be.

Troll Child- 600
The guys who brought you up aren't exactly normal or even human. You were raised by supernatural beings in a secret place and they really grew to love you. Enough that they're willing to do a whole lot for you with very little other than your love in return. Perhaps they'd be willing to use normally secret magics to help out your friends or roll up to assist you in a battle. They won't do quite anything for you but they do think of you as a loved family member. There's a few dozen members in this group and while they won't be changing the world on their own, they've got a fair few powers to offer. In future worlds an appropriate to the setting supernatural community will look upon you in the same way.

Foreigner

Coming of Age Present- 100
Ah, what a fine blade you have there. A gift from your father, though he might have only done it grudgingly. It's a very sharp, very sturdy and quite fancy thing, not the sort a commoner runs around with. You could definitely sell it for a fair sum but if you do choose to use it in combat, you'll find the blade will never break or shatter no matter what you hit with it. It might just bounce off your target but at least you'll be able to turn around and stab the next target without scrabbling around for a new weapon.

Sailing the Seas- 300
A grand galleon, fit for a prince. Maybe that's because you are one. One of the largest sailing vessels in the modern world and fully crewed with an expert team of sailors that don't even look to ask for payment, they just serve you out of loyalty. Ain't that nice of them. It's a fast, sturdy ship and is almost impervious to danger from the rough seas. It'd take a full blown natural disaster for the natural environment to damage or sink this ship. Actual hostile intent won't be protected against however.

Line of Succession- 600
Arendelle is hardly the only kingdom in the world. There's countless royal families and lines of succession, with you now taking your place in a fairly major kingdom of your own. You are a prince or princess of a sizeable kingdom with a position that puts you at most three places away from being the heir to the throne, though it won't make you the first in line. A lot more power and influence and this position will carry over to a similar kingdom in all future jumps. Royal origins who take this will be first in line for the Arendelle throne, though they will only gain the normal use of this item in future jumps.

Nonhuman

Jumpies- 100
Now who are these cute little guys? They look awfully like you. Teensy tiny yous, only about ankle height. They're real mischievous and often get into trouble on their journey to find something fun to do. They'll do their best to not cause any damage for you to clean up, unless they think you'd find it fun. They especially like it when you're having fun so they'll do their clumsy best to help that goal come about…when they're not distracted by something fun themselves. There's about a dozen jumpies in total and they'll come back a few minutes after being killed, if anyone could be so heartless.

Valley of the Living Rock- 300
A very isolated little valley, not too far from where you start. This is a peaceful, tranquil place that will remain such no matter what happens to the outside world. Even if the entire country has been frozen over, this valley will remain untouched. There are signs of life but it seems whatever used to live here have since left as there's only a large number of boulders left in the valley, aside from all the plants. It's warm still and as long as you know how to survive in the wild, you'll find plenty of edible plants and good shelter here. It's also very difficult for anyone else to find the valley if not being led there by you.

Mount Ice- 600
Home sweet home, huh? Home's an awfully large place for you then, judging by the size of your new mountain. It's a very large, snow-capped mountain near your starting location that you have special powers on. When on the mountain, you'll be able to exert control over the weather around the mountain, summoning up blizzards or causing huge amounts of ice to form where you will. The mountain even has a rather fancy ice palace pre-made at the top. If you happen to have element or weather based powers, being here will greatly increase their scale and power.

Companions

Import- 50CP per

The trusty companions stick by their good friend and with this, you're just making it a little easier for them to help you out. Every time you purchase this option, you may import one existing companion or create a new companion. They gain a free origin, all associated freebies and discounts, as well as 600CP to spend on perks as they choose.

Canon- 100CP per

Got a little bit of Frozen Fever have you? It's no wonder, everyone is these days. Every time you buy this option, you'll get the chance to take along one existing character in this universe with you. You'll need to convince them to come but by taking this, that person will be predisposed to like you and you'll meet in good conditions several times before your time here is up. Use the time well.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

Childhood Story- +0

Your stay here is going to be for a little while longer. Instead of starting a few weeks before Elsa's coronation, you'll be starting thirteen years before it, around the time Elsa and Anna were just two little girls having fun. Elsa has only just discovered her powers and the horrible accident with Anna has not yet happened. Even their parents are still alive right now. You'll be staying for twenty three years in this world now, until you would normally have left the jump. You may choose to knock thirteen years off whatever age you rolled as well or to keep your actual roll.

Weasel- +100

You hail from wease-Weselton, eh? That place doesn't exactly have a high reputation around these parts and now, neither do you. People believe that you are a genuinely nasty, selfish person who would lie, cheat, steal and sell their own mother for some extra coin. At best you'll be distrusted and at worst, if you're reckless, you could even find yourself being blamed for crimes you didn't commit.

Princess Innocence- +100

Who on earth marries a guy they just met? That's crazy! But it's also the sort of thing you'll find yourself doing. You're way, way too trusting and reckless with other people. It could be caused by a sheltered upbringing or being just too nice of a person. You'll get yourself way in over your head often, put your trust in people that definitely don't deserve it and more than likely get into danger more than a few times.

Human, No Go- +200

For one reason or another, humans really don't like you. You might appear to be a monster to their eyes or have committed some great crime but the result is the same, they don't want you anywhere near them. While there may be the rare human with kindness enough to accept you, the vast majority will run you out of any town you appear in and force you to live out alone in the wilderness, pursuing you in a hunt if you continue to force the issue.

Let It Go- +200

You never learnt to control yourself when you were young and you remain a wild thing even in the current day. Both your personality and your powers have little to no restraint, lashing out and running wild as they please. You'll have little to no emotional control and will often go into outbursts, sometimes even violent if the situation calls for it. If you have any powers, they'll go out of control during these times too and lash out at random at those around you, though they'll never hurt you yourself.

Snow Man Plight- +300

From head to toe, you are made of snow. That may not be so bad in the icy environment of Arendelle but the fast approaching summer is about to change things. A ten year long heatwave of a summer is about to hit the world and for a guy who melts when it gets above room temperature, that's going to be a rough time. Going into the sun for more than a few minutes will be a death sentence and you'll need to stick to the shadows and try and gather as much cool stuff as you can to last. There'll be brief breaks around the end of the year that will allow ice to form, so try to stock up then.

Loveless- +300

Oh Jumper, did you really think they were there for you? One of your companions is not at all who you think they are, at least for the course of your stay here. They secretly want to take what is yours for their own and they're perfectly willing to kill to do it. You won't know which one, or even remember that you took this drawback until your time here is over. If you don't happen to have any companions, you'll find yourself in a friendship with a new person who you are convinced is a companion you've been with for years. Hopefully you won't be caught off guard when they strike.

Ending

And the timer is up. It's time to make the usual choice.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of Frozen?
Do you want to *Continue On* to a new world of adventure?

Notes

Thanks to the adorable honey bee that makes this all possible. You know who you are.

Element Queen- Same as below. Common physical elements, like those you'd find in an RPG game, are okay. Weird, obscure or supernatural stuff ain't. You can go for metal or fire or ice, you can't go for darkness or magic or space.

Abominable X Man- don't be an idiot with common materials. Getting things with innate powers or special properties isn't going to work nor can you pick things from other worlds. Wood, metal or gemstone is okay- antimatter, adamantium and neutronium is not.

If you buy Element Queen and Mount Ice, you can theme Mount Ice around whatever element you chose instead.