
Disney
Pinocchio

Pinocchio

1940 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Like a bolt out of the blue
Fate steps in a sees you through
When you wish upon a star
Your dreams come true

Pretty, huh? I'll bet a lot of you folks don't believe that... about a wish coming true... do you? Well, I didn't, either. Of course, I'm just a cricket singing my way from hearth to hearth, but let me tell you what made me change my mind.

-Jiminy Cricket tells the story of Pinocchio



You arrive in this world as Jiminy Cricket slips into Geppetto's Workshop for the first time. 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-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. Some people have to go through great ordeals to possess such a form, so treasure it.

[Free/+200cp] Cricket

Choosing this species may give you an additional 200cp to spend, as explained below.

You are an anthropomorphic cricket. You are extremely small, which might make it easier for you to avoid detection, but may also make it much harder to meaningfully impact the world around you.

If you'd like to gain an additional 200cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

[Free] Animal

You are an anthropomorphic animal of some kind, such as a fox or a cat. So long as your size is roughly that of a human's, and your forms does not possess any advantages over that of a human, you are free to choose which kind of animal you are.

[Free] Living Puppet

You are a wooden puppet that has been brought to life by magic. You can talk, move, smoke, and even cry. You don't experience pain, so you might not react if you are set on fire – though it still presents a danger to you.

[1200cp] Fairy

Like the Blue Fairy, you are a powerful magical being.

Normally, you appear human, with the exception of large fairy wings that sprout from your back. However, you can also choose to appear as a dove, a small mote of light, or a star. You can also appear partially transparent in these forms.

You have a huge amount of magical power. With it, you can teleport vast distances, open locks, grant life to inanimate objects, and alter the forms of others. This alteration can range from altering it entirely (such as turning a puppet into a human), or altering a specific part (such as enchanting someone so their nose grows each time they lie). So long as an effect remains within this scope of power, it is likely that you could learn to perform it with your magic as well.

-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.

Naïve

This Origin is for those who have yet to commit to good or bad behaviour, like Pinocchio at the start of this tale.

Good Influence

This Origin is for those generally good types, whether they seek to give happiness to others, to reward others for good deeds, or to act as someone else's "conscience".

Bad Influence

This Origin is for those who put themselves first, typically at the expense of others. Misbehaving children, small-time con artists, or masterminds behind cruel schemes – this is the Origin for you.

-Location-

You may freely choose to begin at any of the following locations.

Geppetto's Workshop

This workshop is the residence of the woodcarver Geppetto. It is here that Pinocchio will be brought to life, and later turned into a real boy, provided events aren't taken off-course.

Stromboli's Caravan

The caravan of showman and puppeteer, Stromboli, who has recently arrived in town. Stromboli is quite greedy; be careful not to be taken advantage of.

Red Lobster Inn

An inn frequented by many insidious characters. Here, the Coachman will cut a deal with Honest John and Gideon.

Pleasure Island

Framed as a place where young boys can freely act as hooligans, this island is actually part of a scheme by the Coachman to turn boys into donkeys and sell them off. You might not want to stick around, unless you want to be a donkey too.

Bottom of the Sea

Why do you want to start here? Are you looking for someone? In any case, you probably want to make sure you can breathe underwater before choosing this location.

Swallowed By Monstro

Are you *really* sure you want to start here? Okay then. You have just been swallowed by Monstro the whale. You may want to devise a means of sustaining yourself, or escaping, else your stay in this world won't be a long one.

-Perks-

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

Naïve Perks

[100cp, Free for Naïve] Star Attraction

Well, aren't you just adorable! You have large, expressive eyes that give you an impression of both cuteness and innocence, and your clumsiness tends to add to your charm instead of detracting from it.

This effect can be toggled off whenever you like, in the event you wanted to appear a bit more mature, or just less cute.

[100cp, Free for Naïve] I've Got No Strings

You've become quite a good dancer. In addition to general talent at dancing, you are particularly skilled at improvising your dancing to fit the situation or complement other performers.

Perhaps there's a future in the theatre for you?

[200cp, Discounted for Naïve] ***Could any of you tell me where to find Monstro?***

Heading to the bottom of the sea, are we?

Thanks to this strange quirk of toon logic, you are now capable of breathing underwater whilst in forms that would not otherwise be capable of such a thing. Additionally, you can also talk underwater. Speaking underwater produces a minor gargling effect to your voice, but you can otherwise be heard as easily as you could normally.

[200cp, Discounted for Naïve] Growing and Growing

How curious.

On purchase of this perk, choose one body part of yours (such as a nose), as well as a trigger condition (such as when you lie). From now on, when the trigger condition is met, your chosen body part will grow longer. This will never be harmful to you in and of itself, though it may be unwieldy to deal with. At maximum growth, after multiple triggers, the body part can be as long as several times the size of the rest of your body.

While you can choose any body part, if it is something you have multiple of, you must choose one specific part (such as your right arm). The trigger condition must be something you activate yourself; you cannot choose having someone else lie to you, for example. Fortunately, you aren't dependant on someone else's magic to fix this growth, and can reset the effect whenever you like.

At the start of each new jump, you will have an opportunity to change your chosen part and/or trigger. Post-chain, you will receive this opportunity every ten years.

[400cp, Discounted for Naïve] Don't Be A Jackass

Don't want to be turned into a donkey? Who could blame you?

From now on, you are highly resistant, but not immune, to unwanted attempts to impose transformations on your physical form, or limit your ability to speak. For example, were someone to try and turn you into a donkey, you might end up with just donkey ears and a tail.

Repeated exposure to the same effect will allow it to eventually get through, so if you realise you are being changed against your will, you might want to get out of there as soon as possible. This resistance does not apply to attempts to straight up harm you directly; if someone's idea of turning you into a donkey was lopping your ears off and sewing a donkey's on, this perk would be of no help.

This perk does not interfere with immunities you already have, or acquire in the future.

[400cp, Discounted for Naïve] A Real Boy

Oh, it seems you have already demonstrated bravery, truthfulness, and unselfishness.

For each non-human alt-form you possess, you gain a special transformation that makes you appear human. While in this transformation, you will be able to access any of the non-human form's powers, except those that require a specific body part you lack (such as a tail).

That's not all. Once per jump, should you perish, you will not fail your chain and will instead revive in perfect health a short time later, either at a nearby safe place or where you perished (if no safe place exists). Post-chain, this revival power operates on a ten-year cooldown.

[600cp, Discounted for Naïve] Fairy's Favour

Powerful good-natured beings, as well as fairies, are naturally positively disposed towards you. They will be inclined towards forgiving minor slights, such as lying to their faces about things that are not especially important to them, but this perk on its own will not prevent your relationships with these kinds of beings souring for specific reasons.

If such a being is on good terms with you, then this perk will encourage them to go out of their way to get you out of a bind once or twice when they otherwise wouldn't. These perk-assisted aids do not reset, but are tracked separately per being. In addition, such beings on good terms with you will be generally more inclined to share information with you.

Good Influence Perks

[100cp, Free for Good Influences] QUIET!

Trying to get to sleep, but surrounded by annoying noises? This strange bit of toon logic is just what you need.

By yelling "Quiet!", you can cause nearby noises around you to stop for a short period of time. This will stop unconscious acts such as loud snoring, and the movement of certain objects, such as a ticking clock. This power cannot be used for any purpose other than making your surroundings quieter, and will not prevent deliberate noises or movements made by others.

After all, enough's enough.

[100cp, Free for Good Influences] Little Wooden Head

Like Geppetto, you are highly skilled in the art of woodcarving. With such talent, producing all kinds of toys, clocks, and even puppets, is possible for you.

A very handy talent to have, whether you intend to earn a living with it, or simply use it to spread joy to others.

[200cp, Discounted for Good Influences] Fishing Fiend

You are now highly skilled at fishing.

Beyond this, you have quick reflexes and a good aim. Should a swarm of fish be pulled past you on a wave, you'd be able to catch most of them.

If you were ever to be trapped in the stomach of a whale, you'll appreciate this perk.

[200cp, Discounted for Good Influences] Beautiful Blue

Wow, aren't you something special!

On purchase, you must choose whether you receive a boost in feminine beauty, putting you on par with the Blue Fairy, or an equivalent boost in masculine handsomeness.

Regardless of your choice, you also put out a special radiance, which helps you to stand out and impress others. This radiance can be toggled on and off as you like – helpful if you wish to remain a bit more low-key.

[400cp, Discounted for Good Influences] Belly of the Beast

You have acquired a special sort of luck that helps you survive when the worst comes to pass.

Thanks to this luck, should you be put in a perilous situation, events will line up to allow you to survive. For example, should you be swallowed by a large whale, you might be able to set up within its mouth for a while, feeding on the fish that it swallows. This same luck will also help those who are seeking to rescue you or save you from peril find you in time.

These effects are not absolute; should you deliberately and carefully be killed, it may not be possible for events to line up to spare you. In the whale example above, you may not be able to sustain yourself indefinitely. Should others be trying to rescue you, if it is simply not feasible for them to get anywhere near you in time, then this luck won't be able to assist them either.

[400cp, Discounted for Good Influences] Rewarding Good Deeds

Even if you aren't powerful now, you are likely to be in the future. For those looking to pay it forward, there's this perk.

From now on, you are significantly better at noticing or finding out about the good deeds of others. Should you be moving around on the individual scale, you will pick up rumours incidentally as you go about your business. If you are looking over a wide area from afar, you will be able to notice as individuals perform good deeds.

Information gained via this perk will be easy for you to remember, but will not overwhelm you or distract you from what you are currently up to, allowing you to go back to it at convenient time.

[600cp, Discounted for Good Influences] When You Wish Upon A Star

Sometimes when you wish, things really do come true. At least for you, after taking this perk.

From now on, you can attempt to make a wish on a star. There are some conditions to this. First, in order to have your wishes granted, you must amass good deeds. As a benchmark, were you to spend decades bringing joy to others by providing them with toys and generally being a good person, you would be able to have the wish of granting life and a human form to a puppet. The more good deeds you amass, the greater the wish you can have granted, but good deeds above what is needed will be retained for the next wish. Second, you must genuinely want your wish to come true. Third, your wish must not be malevolent or cruel in nature.

The manner in which your wish is granted will depend on the setting you are in, but it will never cost you anything extra. Generally, wishes granted by this perk cannot exceed the power of the Blue Fairy, but in settings where existing wish magic (or similar powers) exists, the power cap will higher if those systems would enable more powerful wishes.

Bad Influence Perks

[100cp, Free for Bad Influences] Pool Boy

You've become quite skilled at the game of pool, and can pull off a number of special trick shots. You've also learned how to smoke tobacco properly, without taking longer drags than you can handle.

With such things, you'll get along quite well with Lampwick.

[100cp, Free for Bad Influences] Coachman's Countenance

At will, you can cause your face to take on a truly demonic appearance. Such a trick may come in handy when trying to intimidate or frighten others.

Of course, you could also just take this kind of face on when revelling in evil – it would definitely be appropriate.

[200cp, Discounted for Bad Influences] Hi-Diddle-Dee-Dee

You are quite good at both improvising new lyrics to existing tunes, as well as creating new songs wholesale.

Such a talent will definitely be of value if you are putting on a show, or if you just want to mask your fast-talking with an upbeat tune.

[200cp, Discounted for Bad Influences] Making Some Real Money

Want to make money? Don't care too much about how you make it? You'll appreciate this perk.

From now on, you'll have a significantly easier time finding work that is either generally unscrupulous or outright criminal in nature. Not only will you be able to find those who would pay for such deeds, but you'll also find it easier to convince these types that you can be trusted with the job.

This perk only applies to work you would actually be inclined to do. While this does save you from a lot of unnecessary legwork when looking for a pay day, it does mean the perk is not very helpful if you actually wish to *stop* crime. This perk does not create additional crime; it simply helps lead you to the work that is already there.

[400cp, Discounted for Bad Influences] Not So Honest

You are a natural-born con artist, Jumper.

You are good at finding the right marks to ply your talent on. You are an impressive fast-talker; with your skill, you could persuade a healthy person that they are quite sick, and may even be able to hit the same target multiple times, after they have already fallen for your words before.

I'm sure a crafty fox like you can find plenty of uses for this.

[400cp, Discounted for Bad Influences] Getting Away With It

In worlds like this, you would expect that the dastardly villain gets what's coming to them. Surprisingly, this doesn't quite seem to be the case here. You now benefit from similar good fortune.

From now on, should a victim of your crimes escape from you, they will be strongly inclined to leave you be, and focus on their own life. In many cases, they won't even think to go to the police or similar kinds of help. Only the most righteous of individuals may act otherwise.

Of course, this perk won't be of much help if you choose to go after the same victim again and again. Sometimes, it is best to just let things go.

[600cp, Discounted for Bad Influences] Give Them Enough Rope

You have gained access to a special kind of magic, which can be used to punish those who behave poorly.

To begin with, you are able to use this magic on those close to you who are acting like a jackass, such as drinking, smoking, or fighting for the sake of it. This will transform them bit by bit into a donkey.

With time and effort, you may learn how to apply similar transformations to other kinds of mundane animals that ironically represent some form of poor behaviour. You may also learn how to enchant objects or places to perform these transformations for you, and at a greater scale. Perhaps there is some way you can make money from this?

General Perks

[Free] Sing-Along

Whether performing, or simply pulling a fast one, the people in this world are quick to break into song.

Thanks to this perk, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved, ensuring you can do the same.

[50cp] Give a Little Whistle

Whistling is a neat trick, though for some it can be troublesome to learn.

Thanks to this perk, you can now whistle in any form you possess, even if that would not typically be possible.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Discounts do not stack.

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.

[Free and Exclusive to Fairies] Magic Wand

This is your Magic Wand, which Fairies use when performing their magic. You are free to determine its design on purchase of this item.

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

[50cp] Film

A copy of the 1940 Pinocchio film, on your preferred form of physical media. This classic animation can be viewed at your leisure.

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

[50cp] Merchandise

As you might expect from a Disney movie, a great deal of merchandise related to Pinocchio has been made over the years. Now, you have a large chunk of it for yourself.

This item provides you with a large variety of Pinocchio related collectibles, which a superfan is sure to enjoy.

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

[50cp] Storybook

This nicely bound book features your name on the cover. It recounts the events of the chain leading up to this point, including wonderful illustrations No matter how long the chain gets, it will never

become overly heavy or large, and the reader will always be able to navigate to the desired page with ease.

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

[50cp] Pet Goldfish

This goldfish, complete with bowl, is your new pet!

The goldfish is surprisingly intelligent, which allows it to understand human speech. It cannot communicate back, however. Should anything unfortunate happen to it, it'll be back tomorrow, good as new! This is a Disney movie, after all.

Should the goldfish bowl be lost or destroyed, a replacement will appear in your Warehouse the following day.

[100cp] Pet Cat

This adorable cat is now your new pet!

The cat is surprisingly intelligent, which allows it to understand human speech. While it cannot communicate back, it is intensely loyal to you and will follow your commands. Very handy if you need someone to help you fish, or just open a window.

Should anything unfortunate happen to it, it'll be back tomorrow, good as new! This isn't that kind of movie.

[100cp] Mallet

A mallet, similar to the one carried by Gideon.

If the mallet hits a hat-wearing person on the head, in addition to any damage that would be caused, their hat will be comically stuck on their head, which obscures their vision until they can pull it off. On top of that, when swinging the mallet you can elect for it to not do any kind of permanent damage, making it just as useful for a slapstick prop as it is a weapon.

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

[200cp] Jumper's Caravan

This multi-purpose, horse-drawn carriage is all yours.

The caravan features a small theatre, designed for puppet shows. It also has some living space. In combination, the caravan will enable you to move from town to town and put on a show.

The horse that accompanies the caravan is well-trained, and loyal to you, but nothing special. Should something unfortunate happen to it, it will be back the next day, good as new.

Should the caravan itself be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Coach and Coin

This horse-drawn coach is now your property. The coach is quite large and sturdy, allowing it to comfortably transport many passengers at a time.

The horse that accompanies the coach is well-trained, and loyal to you, but nothing special. Should something unfortunate happen to it, it will be back the next day, good as new.

This item also comes with a good amount of gold coins in a bag. It is enough to pay a couple of con artists to lure targets to your coach for the night. Do you have some reason for them to do so? In each future setting you visit, you will receive an equivalent amount in the local currency.

Should the coach itself be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] Jumper's Workshop

You've taken ownership of this large workshop.

In addition to plenty of space for you to work, it also has a good amount of living space and a bedroom. Included with the purchase of this item is a replenishing supply of woodcarving materials, as well as woodcarving tools. With the right talent, you could start a business or simply share your creations with the world. All bills associated with the workshop will be covered for you.

In future worlds, you may choose for the workshop to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should any woodcarving tools be lost or destroyed, replacements will appear in the workshop after 24 hours (if the workshop is not available at that time, this will occur once it is). Should the workshop 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.

[400cp] Red Jumper Inn

This inn, which carries a sinister vibe, has fallen under your ownership.

The inn comes with a few human followers, which can run it for you. All bills associated with the inn are covered as well.

Perhaps most interestingly, the inn tends to attract a clientele of ne'er-do-wells and criminals. Fortunately, those scoundrels attracted to the inn by this effect will not plan on stealing from or attacking it; instead, they will use it to plot evil ventures and exchange information. This could be a way for you to find some work, or keep on top of what the local thugs are up to.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the inn 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.

[600cp] Jumper Island

This enchanted island has come under your control. It can be accessed by boat, and in fact a moderately sized one comes with this item.

On the surface, this island appears to be a fantasyland for stupid young boys, with plenty of alcohol and tobacco, tents that encourage senseless fighting, and model houses that are intended to be smashed up and destroyed for fun. However, there is a strange magic at play here; those who partake in these activities will find themselves turned into donkeys, with which you can do as you like. Individuals that go "missing" in this way, or donkeys sold off will not arouse suspicion from the general public.

You are able to selectively apply this strange magic, allowing you to selectively include or exclude specific targets, or even categories of people (for example, you could have the magic only apply to young boys). You can change this decision at any time.

The island comes with a small force of hooded human followers, who are loyal to you and will maintain the island on your behalf. Damaged buildings will repair overtime, and consumables such as alcohol and cigars will also replenish as needed to ensure the island can be used as often as you like.

At the start of each future jump, you may choose whether this island appears out in the world, or is connected to your Warehouse by a special gateway. Post-chain, you can make this decision once every ten years.

Should the island be destroyed, a replacement will appear in the same location after 24 hours. If placed out in the world, and that location is no longer available, it will instead be connected to your Warehouse by a special gateway. Should the boat be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Whale of a Whale

Somehow, you've managed to befriend this gargantuan whale, which is on par with Monstro in terms of size.

This whale is intelligent, and understands human speech. It cannot communicate back, however. The sheer size of the whale makes it a serious threat to most sea-faring vessels. Most kinds of sea life will naturally fear the whale; even in the event that it is not the apex of the sea it swims in, it will likely be left alone anyway.

Inside the mouth of this whale is a small shipwreck that could be made into a base of sorts, and the whale will happily carry you about in its mouth if that's what you would like, making sure to keep its mouth supplied with fish if possible, so that guests can survive. Fortunately, it will always manage to be aware of when its guests would like to leave, so that you don't have to struggle to escape each time.

Should something unfortunate happen to your whale, it'll be back tomorrow, in perfect health.

-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 Pinocchio 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 settings that have a demonstrated shared continuity with Pinocchio, 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.

[+100cp] Clumsy

You have an unfortunate habit of tripping over yourself if you aren't being careful. This might alert others to your presence when you are trying to be quiet, or simply result in you making a fool of yourself.

[+100cp] P-I-N-U-O… P-I…

You no longer know how to read, write, or spell. You won't be able to relearn such things during your time here – but why bother with school, haven't you heard of the easy path to success?

[+100cp] Mute

Like Gideon, you are completely mute. You will have to rely on other methods of communication.

[+200cp] Sucker

Were you born yesterday? You may as well have been, as you are hopelessly naïve, and are easily swindled by those making even the most basic effort to fast talk you.

You may want to find someone to act as an advisor, lest you be led to your doom.

[+200cp] As Plain As The Nose On Your Face

Whenever you lie (whether spoken or communicated in some other way), your body has some kind of extremely obvious tell, such as a growing nose. This tell will never be helpful to you, though fortunately it won't last more than a few hours.

[+200cp] What's A Conscience?

Unfortunately, others just can't bring themselves to take you seriously, or take your advice to heart. Even those who you have built great friendships with already will be affected by this drawback.

Additionally, any friends or allies you possess (whether brought into this world or made here) are much more likely to make foolish or poor decisions. Hopefully, they don't drag you into too much trouble.

[+300cp] Whale of a Problem

At some point during your stay, circumstances will arise to ensure you are swallowed by Monstro the whale.

At this time, you will lose access to any supernatural powers or advanced technology that would allow you to automatically escape. You will have to rely on your wits, good fortune, and other tricks, if you wish to survive.

You will regain any powers or item lost by this drawback should you manage to escape Monstro.

[+300cp] Jackass

Whenever you drink alcohol, smoke tobacco, get into pointless fights, or otherwise act like a hooligan, there is a chance that you will take a step towards becoming a donkey (getting donkey ears,

a tail, braying randomly, and so on). Once the physical changes are complete, the next change will remove your ability to speak. At this point, not only will you fail your chain, but you will be permanently stuck as a donkey.

Changes applied by this drawback cannot be reverted during the jump, but will automatically be fixed when the jump ends (so long as you did not go all the way and fail your chain).

[+300cp] A Real Jumper

You have been reduced to your Body Mod and the perks you have acquired here. You have also lost access to any out of jump items. The same applies to any companions you are bringing in with you.

You (and your companions) will regain what you have lost at the end of the jump. If you would like to do so earlier, a way exists for you to do so: you must demonstrate your bravery, truthfulness, and unselfishness through your actions, as well as put yourself in harm's way for the sake of others. Attempts to "cheese" this by creating situations just so you can solve them will invariably 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:

Continue the Story: You choose to remain in this world. Your chain ends here.

Another Story: You choose to continue your chain. Proceed to the next jump.

The End: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Living Puppets:

Pinocchio was shown not to experience pain when setting his finger on fire, not reacting to it at all. He is shown smoking, and makes himself ill by taking an excessively long drag. He is also strongly implied to have been drinking in the same scene, which means eating is likely possible too.

The mechanics of these things is not explained within the film, other than it being the result of the Blue Fairy's magic.

So, what exactly happens here, anyway?

Jiminy Cricket is passing through a peaceful village at night, when he sees a single building lit up, and chooses to enter. This is Geppetto's Workshop. Jiminy looks at all of the various woodworks that Geppetto has made, including toys, music boxes, and clocks. Finally, he sees a puppet that grabs his attention.

Geppetto comes in, and Jiminy watches as he finishes painting the puppet. He names the puppet Pinocchio, and heads to bed, wishing on a star that Pinocchio becomes a real boy. As Geppetto sleeps, the Blue Fairy appears. As a reward for all of the happiness Geppetto has brought to others, she grants life to Pinocchio. She explains this to Pinocchio, but tells him that he is not yet a real boy – this will be up to Pinocchio, who must exhibit bravery, truthfulness, and unselfishness. She tells Pinocchio to listen to his conscience. When Pinocchio asks what a conscience is, Jiminy speaks up, and the Blue Fairy asks if he would like to be Pinocchio's conscience. Jiminy agrees, and the Blue Fairy leaves shortly afterwards.

After Jiminy fails to explain right and wrong to Pinocchio, Pinocchio accidentally wakes Geppetto – who is thrilled to see his wish come true. The next day, Geppetto sends Pinocchio off to school, however, on the way Pinocchio encounters Honest John and Gideon, who convince him to be an actor instead of going to school (in actuality, they want to give him to Stromboli the puppeteer). Jiminy arrives late, and fails to persuade Pinocchio to reject them.

Pinocchio performs for Stromboli, and is a massive success, which causes Jiminy to give up. Geppetto goes looking for Pinocchio. After the show, Stromboli reveals his true colours, caging Pinocchio, and telling him that he will earn money for Stromboli until he gets old, and then will be turned into firewood. Jiminy decides to wish Pinocchio good luck before he leaves, and goes to see him. He finds Pinocchio caged, but cannot free him. The Blue Fairy arrives, and asks Pinocchio why he didn't go to school. Pinocchio lies, and as he does, his nose grows ever larger. The Blue Fairy explains that a lie grows and grows, until it is as plain as the nose on your face. She decides to forgive Pinocchio and help him out, but warns that this will be the last time. She returns his nose to normal, and frees him from the cage, allowing Pinocchio and Jiminy to escape from Stromboli's carriage.

At the Red Lobster Inn, Honest John gloats about his scheme to the Coachman. The Coachman offers Honest John and Gideon some real money; he wants them to help him round up stupid young boys that skip school so that he can take them to Pleasure Island.

On his way home, Pinocchio encounters Honest John again, who convinces Pinocchio he is stressed and sick, and takes him to the carriage to Pleasure Island. Once again, Jiminy is ignored. On the way to Pleasure Island, Pinocchio befriends a young hooligan named Lampwick.

At Pleasure Island, the young boys are free to fight, smoke, drink, and wreck things. Once all of the boys are inside, the Coachman and his men close the entrance. Jiminy tries to persuade Pinocchio to stop behaving badly, but when Pinocchio says Lampwick is his best friend, he gives up and storms off. Heading back to the entrance, he finds that the boys are transforming into donkeys. The ones that can no longer talk are being sold off by the Coachman. Jiminy rushes back to Pinocchio; as he does, Lampwick becomes a donkey, and Pinocchio gains donkey ears and a tail. Pinocchio and Jiminy escape the island.

Returning home, the pair find that Geppetto is not home. In the form of a dove, the Blue Fairy drops a message to them, which explains that Geppetto went looking for Pinocchio, and was swallowed whole. He is still alive, but trapped in the whale. Pinocchio rushes out to find him, with Jiminy following along. Pinocchio ties a large rock to his tail, allowing him to sink to the bottom of the sea. He goes looking for Monstro. He asks nearby fishes about Monstro, but they all flee.

Inside Monstro, Geppetto is starving, as Monstro has been asleep and fishes aren't being swallowed. Suddenly, Monstro wakes. As Geppetto tries to grab fishes that are swallowed, Pinocchio is swallowed too and reunites with Geppetto. Geppetto is glad to see him, even with the donkey ears and tail, but thinks the situation is hopeless. Pinocchio comes up with an idea; start a fire to force Monstro to sneeze, and take that opportunity to escape. It works, but Monstro becomes angry and tries to kill them. Pinocchio is able to rescue Geppetto, but is seemingly killed in the process.

Geppetto takes Pinocchio back to his bed. Having demonstrated bravery, truthfulness, and unselfishness, the Blue Fairy transforms Pinocchio into a real boy, and Pinocchio and Geppetto celebrate. The Blue Fairy also creates a gold badge for Jiminy.

-Changelog-

0.1
Created the jump.

1.0
(i) For **Jumper Island**, rewrote the toggle aspect of the magic, giving you more flexibility in how it is applied.