Out of Context: Disney Princess Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Disney style Princesses within its continuity.

By taking this Supplement you have chosen to be a Disney Princess or you can choose to instead be a Disney Prince and you will enter into that continuity as a Drop-In falling through a magical reflective surface such as a well or a mirror.
As a Disney Princess you are normally visibly similar to a Human, unless you choose to be an Anthropomorphic Animal Princess.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

What type of story are you from? Are you a damsels setting out on a new journey, an aspiring warrior or are you a princess who has fantastical abilities that the world doesn't understand?

Fairytale Princess

You're a classic princess who is destined to have an adventure and meet your own Prince Charming along the way.

Warrior Princess

You don't need anyone to fight your battles for you, you are trained and ready to face any foe that you need to.

Magical Princess

Magic is a powerful tool and sometimes those that use it are less trustworthy than they should be but for you it all comes naturally.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Pure of Heart - Free
You are able to **Toggle** and project an aura of good and light that will cause those who touch it to feel a hope and love as wide as your power. This can also be set so that any type of scan done on you to determine any crimes, taboos or immoral acts including dark magic come up negative.

Noble Elegance - Free
You can instantly change any clothing you wear to lighter aligned colors including White, Gold and Sky Blue. So long as you are in these colors you will look graceful and compassionate.

Princess Origin - Free (Cannot be taken with “Once Upon A Time”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as you falling through a magically reflective surface.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

And they all lived happily ever after -100 CP
We all know that at the end of a fairytale everyone has a happy ending and with this perk so too will your Jumps. At the end of the normal story of a Jump you can use this **Narrative Perk** to create a Capstopper that prevents chaotic events larger than street level crime. This can be used to keep the world in a state of peace preventing events including but not limited to: Wars, Resurrections of Ancient Evils, Alien Invasion, New Dark Lords and the Awakening of Sleeping Gods.

True Love’s Kiss -100 CP
Who doesn't want true love and with this **Narrative Perk** you can guarantee there's someone special out there for you and that fate will bring them into your life. This also allows them to become a **Companion** for **Free**.

The Heart Is Not So Easily Changed -100 CP
You can use this **Meta Perk** to add this **Drawback** to any **Jump Document** you use in the future:
The Head Can Be Persuaded +100 CP
By taking this Drawback you will forget all purchases that you have made from the Jump Document including Items, Perks, Drawbacks and Companions; however you will remember Scenario Goals.

The Fairest of them All -200 CP
You have radiant beauty with the additional toggleable effect of an allure which passively glows from you in a gold and or silver light. Those who can become attracted to you will lose sight of their surroundings and instead focus solely on you as any feelings of love or romance they have for you are emphasized.

A Whole New World -400 CP
At the start of each Jump you are able to use this Narrative Perk to customize your in jump background or when replacing canon characters edit their history to change details. For example you could control how many relatives you have, how you are related to specific characters, what the relationship with your relatives is like and why.

The Heart Is Not So Easily Changed Booster: A new fantastic point of view
You can now grant people new identities and memories, optionally replacing or sealing the memories that the person already had so that they truly believe that they are who you place them as. The identity will retroactively have all expected supernatural and mundane evidence of their existence implemented so that people even passively remember them though not in great detail.

Even Miracles Take a Little Time -600 CP
You are now able to surround yourself with a bubble of proportional time. This allows you to reduce the amount of time any actions would normally take, up to 1/100th of the amount of time it would otherwise take. From this you can, among other things, make an object, travel a distance or throw a punch in 1% of its normal time. Keep in mind this is not super speed and your individual actions will have the same external effect as if you had done it in real time.

A Whole New World Booster: A dazzling place I never knew
At the start of each Jump you can understand the scope of your current continuity, allowing you to instantly know where wondrous sights and objects are as well as what types of power exist within your current continuity as well as the locations of specifically powerful objects.

Fairytale Princess Perk Tree:

Singing Voice -100 CP (Free for Fairytale Princess)
Your voice is like an angel, it is so beautiful and smooth that it can sway the emotions of most listeners through mundane means. From this you also gain an understanding of all mundane forms of singing being able to replicate any song you hear with perfect pitch accuracy.

The Fairest of them All Boost: Divine Voice
Your voice is capable of astonishingly beautiful singing that is capable of enchanting anyone who hears it into being mesmerized by its beauty, potentially opening their heart to you. If you push the effects of your voice it is possible to make animals and people with weak wills become entranced and willing to do things to get the users approval.

You want Thingamabobs -200 CP (Discounted for Fairytale Princess)
You are passively aware of nearby people, objects, and resources and simply by thinking about something you are able to track down the current location of something or someone specific.

I can handle this Booster: I make Thingamabobs
Any time you see or interact with an object you will gain a full mental list of instructions on how to make them from scratch. This allows you to acquire a full list of ingredients, components and the length of time each step and or selection of steps take to process. This can be used on any object allowing you to learn how to make things as simple as a baseball bat to things as complex as a philosopher's stone or an Omnitrix.

I'll always be with you. Forever -400 CP (Discounted for Fairytale Princess)
You are able to make spiritual connections with anyone willing and if you are in the same Jump continuity as them you can use this connection to either summon a ghostly apparition of the person with all their knowledge and memories or contact the person with each of you appearing to be a ghostly apparition in front of the other as a form of communication.

A Whole New World Boost: A hundred thousand things to see
You are able to make spiritual connections with anyone regardless of their willingness and call them from any location or past Jump which act as though they were within the same continuity. You can also use this perk to recruit willing people as followers or companions even after you have left their Jump continuity.

Faith, Trust, and a little bit of pixie dust -600 CP (Discounted for Fairytale Princess)
You are able to create a magical dust that temporarily grants others any special abilities any of your Alt-Forms naturally have without them needing the physical features to use it. You can give the dust access to the ability you selected for up to a day however once the dust has been created you cannot change what it gives or how long it lasts.

Even Miracles Take a Little Time Booster: Pixie Miracles
Your innate connection to your magical energy allows you to create orbs of energy that can store copies of any type of power you have including perks. These Orbs are set to their default state and will initially be at their weakest, requiring time and training on the part of the one you give it to in order for them to successfully integrate it into themself.

You want Thingamabobs Booster: Pixe-mabobs
You can bestow items with any perks or powers you possess and create an innate connection between them and you. From this connection you will always know where the item is and can selectively grant access to people making it so that the item will only work if you allow it to.

Warrior Princess Perk Tree:

Martial Fist -100 CP (Free for Warrior Princess)
You now have ten years of armed and unarmed martial arts training and an innate optimisation of your body. This optimisation allows you to focus any strike you make in order to increase the effects of the impact by gaining momentum in the optimal way for each situation.

The Fairest of them All Boost: Divine Fist
You are able to imbue any strike you make with glowing energy that will protect your body when attacking by removing all recoil and sense of impact from your strike colliding with your target. This also passively improves the force behind the strike due to the reduction of collision.

I can handle this -200 CP (Discounted for Warrior Princess)
Whenever you are faced with an obstacle or opponent that is blocking your way or attempting to restrict you, you will gain a mental set of step-by-step instructions of how to get past or free from the problem.

Chi Magic Booster: I can handle Chi
You gain a set of up to 50 different instructions for each of your Alt-Forms. Each set of instructions shows you how to improve the Alt-Form's capabilities. You will instinctively know how each set of instructions will interact with each other and what is the best fit for your purposes.

Our fate lives within us -400 CP (Discounted for Warrior Princess)
You have an innate resilience and potential immunity from Destiny. The way this works is that whenever a destiny has been aligned for you, you will become aware of it and can control when you follow it and when you break it. Through this you can choose to follow a destiny while it is beneficial giving you potential plot armor but break it when it is detrimental causing that destiny to be stricken from all further attempts to determine the future.

A Whole New World Boost: Every turn, a surprise
You are no longer limited to viewing and manipulating your own destiny and can now see any destinies that have been predicted for others and then break them causing those threads of fate to unravel.

The Phoenix Is Consumed By Flame And Emerges Again -600 CP (Discounted for Warrior Princess)
You have an innate connection to the concept of rebirth allowing you to, once per Jump or once every ten years, burst into spiritual flames of Phoenix Fire and return to your optimal state. Mechanically this will function as a 1-UP.

Even Miracles Take a Little Time Booster: Phoenix Orbs
Your control over rebirth is no longer limited to yourself and once per day; you are able to select someone who is recently dead or currently dying and engulf their body with the spiritual flames of Phoenix Fire restoring them to an optimal state.

I can handle this Booster: I can handle Flames
At the start of each jump you will gain a list of every method of rebirth and immortality native to that Jump; you will also gain access to a list of every type of Spiritual Flame and how they can be integrated into your Phoenix fire.

Magical Princess Perk Tree:

Magical Hair -100 CP (Free for Magical Princess)
You have control over your hair allowing you to freely alter, grow out, regenerate, reshape, shorten, shape and clean it at will as well as weave it into different shapes and styles of hair cut.

The Fairest of them All Boost: Divine Hair
You have a fine control over every strand of hair allowing you to maneuver it as though it were a limb and it possesses an unusual resilience to any harm or damage making it incredibly difficult for it to be cut or ripped through by mundane means.

Chi Magic -200 CP (Discounted for Magical Princess)
This magic uses the natural vital energy in order to reinforce and manipulate their body in a way that conforms with the will. With practice and training this magic can be used for shape-shifting, possessing others, enhancing your physical strength, endurance, speed and combat reflexes.

You want Thingamabobs Booster: Chi Extension
You can imbue any items you are touching with your chi in order for it to be affected by your Chi Magic as though it were a part of your body..

Elemental Magic -400 CP (Discounted for Magical Princess)
You now have an innate connection to one of the following elements: Fire, Lava, Earth, Plants, Water, Ice, Wind or Electricity. This choice allows you to innately control the magic of that element. This Perk can be taken multiple times gaining an additional elemental magic with each purchase after the first costing **-200 CP** with discounts not being applicable or you may purchase all of the seven remaining elements for **-1000 CP** total.

A Whole New World Boost: With new horizons to pursue
You may choose a Divine Domain to become the lord of, making you a type of Demi-God similar to the Greek Demi-Gods. From this Divine Domain you are able to cast powerful God Magic however this is limited to your Divine Domain so a god of creation can not cast fire magic and a god of fire can not cast creation magic. If you have access to other Divine Domains through other Jumps you may have access to that Divine Domain's God Magic.
This Perk Booster can only be taken once and you cannot purchase additional Divine Domains from this Supplement.

Fairy Magic -600 CP (Discounted for Magical Princess)
Fairy Magic is a type of nature magic rather than arcane magic and can be used for a wide variety of capabilities including creating things out of nothing, transforming things into new forms and altering an object's purpose. Though this magic is safe when used to aid or benefit others when this magic is used selfishly it can come with a terrible cost.

Even Miracles Take a Little Time Booster: Genie Magic
You now have access to Genie Magic, one of the most powerful forms of magic that possesses "phenomenal, cosmic power", however this power comes with a price, you can only use Genie Magic to grant the wishes of others. To activate Genie Magic you must offer others a wish and state the rules of the wish such as no wishing for more wishes. You must then grant that wish regardless of how you feel about it but how you grant that wish is within your control.
From this you can choose if the wish is granted in the spirit or the letter of the wish allowing you loopholes and twists within granting the wish as well as if the wish comes with a price thereby making it easier to grant.

Chi Magic Booster: Gift Magic
Gift Magic is the kind of magic that allows its users to grant super powers to others but the power gifted is dynamic and varied with the power always matching some aspect of the target.

Items:
Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Fairytale Attire - Free
You have a customisable Disney-style Dress or Suit that changes and alters itself in order to match your styles, themes and fairy tale origin.

Magical Transport -100 CP
You have your own form of magical transportation that matches your theme and origin, it could be a carriage that can transform to and from a vegetable, flying furniture or a chariot that calls birds to pull it.

Personal Abode -200 CP
You gain a home fit for a princess, one that is specifically suited to your perks, themes and origins allowing it to appear as a giant sand castle, Ice tower, Elizabethan manor, eastern palace or even an underwater grotto.

Magic Mirror -100 CP (Free for Fairytale Princess)
This magic mirror can perfectly reflect your opinions with it answering any questions you ask it honestly without personal bias. The mirror can also switch between a hand mirror and a full length wall mirror.

Arms and Armor -100 CP (Free for Warrior Princess)
You gain a custom suit of armor and weapon that matches both how you fight and your themes. This could be any type of mundane weapon and with any type of mundane armor.

Magic Wand -100 CP (Free for Magical Princess)
This wand is a powerful magical tool that enhances any magical abilities you have by giving you a finer control and greater focus over how it is performed, allowing you among other things to add conditions to spells cast.

Companion:

Normally you would not get any companions within an out of context supplement but with a little bit of disney magic you can. You may only select **1** of the **Free** companions.

Animal Companion - Free
As a Disney Princess you can gain an animal companion who has a spiritual connection to you and near human intelligence. If you already have an animal companion who already has a spiritual connection and near human intelligence to you may import them for Free.
You may only take this once and your animal companion is granted **+600 CP** to spend in this supplement as they wish.

Princess Charming - Free
Your knight in shining armor who always comes to save the day, they gain the Warrior Princess Origin and **+600 CP** to spend in this supplement as they wish.

Fairy Godmother- Free
This magical figure has shown up to give you a little help to get to your happily ever after. They have the Magical Princess Origin and **+600 CP** to spend in this supplement as they wish.

Comedy Sidekick - Free
This well meaning friend of yours is constantly finding themself in trouble while trying to help. They have the Fairytale Princess Origin and **+600 CP** to spend in this supplement as they wish.

My Princess -50 CP/-200 CP
Any companion you have who has the title or rank of prince or princess including those who are not royal such as Fa Mulan, can be imported for **-50 CP** each or a maximum of **8** for **-200 CP** with each imported Princess gaining **+600 CP** and an origin of their choice.

Royal Guard -100 CP/200 CP
You have two dozen guards to do your bidding who will respawn within one month of death or capture. For -**100CP** the guards are capable of doing chores and to look official. They will only have a small amount of combat capabilities serving in most cases to only buy time for escape. For **-200 CP** your guards scale to the level of the local setting being capable of matching an elite squad of enemies but may only be able to stall for a few minutes agents true enemies.

Drawbacks:

Once Upon A Time +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow could someday be seen as a Princess.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Lived a Beautiful Princess+200 CP
Normally you would be the only Disney Princess within this continuity, however with this drawback a new Disney Princess will appear, with a random origin and **+1000 CP**, this Disney Princess will be morally opposed to you and do everything in their power to undermine or defeat you. You may take this Drawback multiple times and each time you take it a new princess will arrive with a random origin and an extra **+200 CP** than the previous Princess where possible each princess will work together to defeat you.

Princess of What? +400CP
Usually you need to have a kingdom to be a princess. Sadly your kingdom has already been conquered or destroyed by a villain. As such you are currently on the run with said villain on your tail… with no allies as they have all been disposed of with your original kingdom. Said villain has a kingdom that is just slightly stronger than your original kingdom as well as an elite squad to back him or her up. You can take this drawback multiple times for **+200 CP** each as the new enemy will manifest as an ally (of the former) that is about 50% stronger than the previous enemy. They will also probably have an area of expertise that isn't covered by the previous enemies.

Damsel +400 CP (Exclusive to Fairytale Princess)
It seems you are not truly a princess but instead another type of female Disney protagonist like Esmerelda, Lilo and Tinkerbell. Because of this you are no longer able to take perks from the **Warrior Princess** Perk tree or the **Magical Princess**.

Soldier +400 CP (Exclusive to Warrior Princess)
Rather than a princess you are simply a warrior like Elizabeth Swann, Sergeant Calhoun or Captain Amelia. Because of this you are no longer able to take perks from the **Fairytale Princess** Perk tree or the **Magical Princess**.

Witch +400 CP (Exclusive to Magical Princess)
You're not really a princess but you're still a magical marvel like Eglantine Price, the fairy godmother or the woodcarver witch. Because of this you are no longer able to take perks from the **Fairytale Princess** Perk tree or the **Warrior Princess**.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items not gained in this Jump or Supplement will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks not gained in this Jump or Supplement will be disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy