Cinderella (Disney) Jump.

By /u/Its-A-Long-Story.

Tale as old as time- Wait, no, wrong movie. *Ahem*. This is the story of a young woman who suffered great tragedy, humiliation, and despair, yet managed to remain kind, clever, and hardworking. After all, the Prince may have been entranced by her beauty, but it was the night of dancing and conversation that made him pursue her. In other words, you are in the fairytale world of Disney's Cinderella. With the help of her Fairy Godmother and several little creatures, she'll get a night off from her grueling life of poverty and toil, and end up in the arms of a handsome prince. A perfect tale of Happily Ever After, if you ignore the sequels.

The Fairy Godmother has blessed you with +**1000cp** and wishes you good luck.



Location.

You begin on the day that Prince Charming returns home from his journey, the same day that the King decides to throw a Ball, and find yourself somewhere in an unnamed village in an unnamed kingdom.

You may choose freely, or roll 1d4.

1. A Rundown Manor. When Cinderella's father was alive, this was a beautiful place filled with life and love. Now it feels empty and cold. Madame Tremaine ran out of money to keep up the maintenance of the house, leading it to fall into disrepair.
2. The Castle. The palace is abuzz with life as they prepare for the return of Prince Charming, who has been away for some time. I'd suggest you stay away from the King for the moment. He's in a bad mood. If you're inside, I hope you have a good excuse for being there.
3. The Bakery. Don't you love the smell of fresh bread? No one will notice you as they run about on their errands. If you keep your ears open you might hear some interesting gossip.
4. The Docks. Ships are coming and going at all hours here. I'm sure you could sneak onto one if you felt like it, but why would you leave just as the story is about to start.

Origins.

Age is 1d8 +18 for Cinderella and Charming Royal; and 3d8 + 40 for Fairy Godmother. Ugly Stepfamily may choose either age option. If you wish to choose your age without rolling, pay 50cp. Gender is free to choose. Any origin may be taken as a drop-in, with no memories nor history, if you wish.

Cinderella (free): A beautiful young maiden (or young master) who has found themself in a rough patch, having lost your rightful inheritance either to a conniving stepfamily or through other kinds of hardship. You have had to work hard these last few years, toiling away your youth cooking, cleaning, and serving cruel masters. And yet you have retained your beauty - inside and out - and a flickering hope in your heart that keeps you from despair.

Charming Royal (free): A Prince or Princess, now eligible for marriage, perhaps seeking their One True Love. Some may think you shallow. Some may see you as only a pretty face, empty of sense or responsibility, good for little else than producing grandchildren. But beneath your chest beats the heart of a romantic. You are someone who wishes to live a life filled with love and you will pursue it no matter what.

Ugly Stepfamily (free): You might not be ugly on the outside, but inside lies a twisted bramble filled with thorns where your heart should be. You are someone who views marriage in a much more pragmatic sense. Marriage is a contract between two people, love has nothing to do with it. It is a path to wealth and higher social classes. And, whether for yourself or your children, you will do anything to secure it.

Fairy Godmother (200cp): A being of magic and wisdom. Called upon by the tears of young heroes and heroines, you are the one who pulls them to their feet, who gives them the tools they need to find their happy ending. With just three little words, you can change someone’s life. Fairy wings optional.

Perks.

100cp perks are free for their origin; all other perks are discounted by 50%.

General

The Sound Of Disney (free for all): Go ahead and croon out a tune because you certainly have a voice for it. You have the range of a Broadway star and twice the flair. As a little bonus, this will allow you to pull a song out of thin air - so to speak - in whichever style you want.

Who Is She? (100cp): You have a mysterious ability to become unrecognisable, just by changing your clothes and hair. Works best from further away, but even up close your own mother would struggle to identify you. This only works when you want it to.

A Pure Heart (100cp): It would be easy for people to be unappreciative when you do nice things for them, or to abuse your kindness or your honest nature. It would be, if it weren't for how bad they'd feel about it. You're just so… so *good* at being good that no one has the heart to take advantage of you. Even the most dastardly and evil fiends wouldn't be willing to screw you over. When you do someone a favour, they remember it and will pay it back upon request so long as it is within their power.

Cinderella

Pretty Everything (100cp): Your beauty is never tarnished, and is clear to anyone. A layer of grime and dust from cleaning? It just enhances your sparkling eyes. Streaked with ash from the fireplace? All the better to see the lines of your jaw or your long, delicate eyelashes. Dressed in disgusting rags? I don't know how you do it, darling, but you make it work better than any model in existence.

Housework Homebody (200cp): You are incredibly well-versed in the art of housekeeping, from cooking to cleaning to sewing and everything in between. In fact, you're so good at it that chores seem to take far less time than they should. For instance, if it would normally take an hour to mop every floor in the house, it'll only take you ten minutes.

Allies Big And Small (400cp): Thanks to your winning personality and gentle nature, you can talk to and charm animals, which grants them limited intellect/personalities. Show them kindness and they will pay you back in any way they can. Small gifts and favours will

be returned in equal measure. Saving them from being eaten or killed, even if it's only once, will see them returning to you in your darkest hour.

Just The Slippers Remained (600cp): When the clock struck twelve, just as the Fairy Godmother warned, the dress, carriage, and horses disappeared. And yet the slippers did not. It wasn't much, but it was enough to ensure that Cinderella got her happy ending. Perhaps this was the Godmother's true blessing. And like Cinderella, you find yourself blessed as well. There are many things out there in the world that can bless you, but they are short-lived. With this perk, you may choose to extend the effect of a spell/enchantment/blessing/power/item/etc by up to one week. There will be no consequences to extending the gift. However, if you instead choose to only keep a piece of the original effect, you can retain it indefinitely. For example, most forms of immortality offer protection from disease, poison, and aging. If you chose to give up everything but the disease immunity, you could keep it as long as you wished. You can hold five of these effects at a time, and can discard or replace them at will, though once gone you can't just reactivate them without experiencing the original effect egain.

Charming Royal

Most Eligible (100cp): It's hard to hold a conversation with someone if they're not at all charming or interesting. Fortunately, you have the kind of charisma that can only be obtained through a combination of strict lessons and natural talent. People love to talk to you, and more importantly they love to listen to you. You also have the perception and social grace to avoid any nasty faux pas or blunders.

Boisterous Bluster (200cp): We all have our moments of disgrace. Those times where you simply can't hold your composure, and must let it out for all to see. Where you rage and smash everything in sight, or ugly cry on your knees in an undignified heap, or giggle uncontrollably when you shouldn't be. The worst part is the judgement you face. A royal is expected to keep a stiff upper lip and bear it all without a crack. But you will find that people make an exception for you. At worst they might feel sympathy, and at best they'll find it comforting that even their majestic leader is just as human as they are. Outbursts or public displays of emotion won't be viewed negatively by those around you, even if it would be considered inappropriate.

The Talking Mice Said She's The Wrong Girl (400cp): Who would believe someone babbling about talking mice and magic spells? Why on earth would they trust that they *weren't* losing their mind? Well, because it's you. No matter how wild the claim, people will

intrinsically trust what you say, *so long as it's true*. To be clear, this isn't a perk that helps you lie. It's a perk that helps others know that you are telling the truth, even if it doesn't make sense at the time. They may still require an explanation later on, but in the moment they will know you are sincere. It will also help convey urgency, such as when you say "we have to go, X is in danger!" they will know that the situation is dire and put aside any useless questions or commentary for later.

None But The Girl Who Fits This Slipper (600cp): In most cases, when you make an absolute but vague demand, it can come back to bite you. Saying you won't get married unless they find the girl who fits the slipper could end up with you being forced to marry *any* girl that fits it, not the specific one you were thinking of. Except with this. When you make a demand, a deal, or a statement of intent, not only will those listening understand the spirit of what you say, but fate itself will twist and turn to make sure that it's carried out the way you intended it. After all, even if Cinderella had had the rarest shoe size possible, there should have been at least one other maiden who could squeeze her foot in. Unless they had been walking around all day causing their feet to swell enough to be a size too big, or they had suddenly grown a bunion, or they were out when the Duke dropped by and wouldn't be back until tomorrow. In essence, this is a perk that affects probability so that things will work in your favour, as well as keeping anyone from twisting or misunderstanding what you mean.

<u>Ugly Stepfamily</u>

The Perfect Partner (100cp): You have a sixth sense for finding a suitor that fits your ideals and standards. The more specific you are, the better the chance of a match, but it may take longer. Functionally it feels like an internal 'pull' that guides you to your future one and only.

Looks Aren't Everything (200cp): Everyone has their biases, Jumper. Things that influence our perceptions of reality and the people around us. The most common being that good looks equals good personality, or that ugliness correlates to malicious intentions. It's not true in the slightest but it's a myth that has yet to die out. For you, though, people will make an exception. No matter how ugly or odd your outside appearance is, people will judge you by your personality, your actions, and your intentions. A romantic suitor will ignore wrinkles and boils and crooked teeth, because they can see how truly lovely you are on the inside.

A Toe And A Heel (400cp): Pay a man enough and he'll walk barefoot into hell. In other words, people will do insane and damaging things to themselves or others if they think there will be a fitting reward. No one knows this better than you. With just a look, you know every person's price. For some people it's money or an advantageous marriage. For others it might be a rare book or curing a loved one's terminal disease. You can convince these people that, should they follow your plan, the object of their desires will be theirs. Why, you could convince a young woman to slice off her toe just so she'll fit into a shoe. You could convince a man to cut his own mother's heart out to revive his dead wife. This does not save you from the consequences if you fail to pay up after the fact, mind you.

Usurper (600cp): There are many wondrous items out there, just waiting for someone to find them and put them to good use. Unfortunately a lot of them are ID-locked with the magical equivalent of a retinal scanner. It's rather dumb to make an awesome sword or a wand and then only let one person use it. It doesn't bother you though, because you can just ignore those conditions. The Fairy Godmother's wand? So long as you know the magic words, you can use it just as well as she can. The sword in the stone that can only be pulled out by the rightful heir? Comes out like a hot knife through butter. You are the exception to the rule, Jumper, as is only natural.

Fairy Godmother

Godmother (100cp): Appearing out of nowhere like a ghost could cause all sorts of trouble, including giving someone a dreadful fright. Thankfully, you give off such a strong calming and familial aura that you can allay their fears with just a few gentle words. No one will ever jump or startle at your sudden appearance, and they'll view you as one does a beloved grandparent.

And Here I Am (200cp): You can claim up to eight people at a time as your charges. When they are in trouble, or simply need you, you will know and can appear next to them at will. All it would take is a single tear, and you will be there by their side. Or they could simply say your name, your choice. Once you are done you may return to wherever you were before. This will also allow you to summon them to you, though I would advise you to give them a warning beforehand.

Necessary Substitutions (400cp): If you need horses but don't have them, what are you to do? Substitute them with mice, obviously. When you don't have exactly what you need, you can make substitutions without a drop in quality. However the further away from what you require, the more likely you are to fail. A phoenix feather could be replaced with a

dragon’s scale or a griffin feather without too much strife. But a chicken feather probably won’t get you more than a mess.

Bippity Boppity Boo (600cp): You have the magical abilities of a Fairy Godparent. This includes such feats as transfiguration, compulsion/mind control, and time travel. It’s quite a bargain! For short, simple effects all you need to do is say a three word phrase. For larger spells and enchantments (or interconnected effects) there needs to be a little song and dance, but it doesn’t have to be too grand or well thought out. You can also choose certain conditions for the spell, such as a time limit or area of effect, as you cast it.

Items.

100cp items are free for their origins; all others are discounted by 50%. If an item breaks or is lost or stolen it will be replaced in 24 hours. You may import previous items where applicable. Physical locations can be attached to the warehouse, or can follow you into a jump.

General

Straight To DVD (free/50cp): A copy of the original movie and its sequels on DVD, plus a version that includes your adventures in the Jump. If you pay 50cp, you will get a DVD for each of your past and - once completed - future jumps, animated in the style of a classic Disney movie.

A Dress Or Suit For The Ball (50cp): A fashionable but comfortable gown or suit made with high quality fabrics in a colour of your choice. Matching accessories included.

Clothes For Mice And Birds (50cp): Technically, they're leftover doll clothes, but still, you need to make sure the little creatures are decent. Can't have them running around naked like wild animals.

A Modest Inheritance (50cp): Money! Someone had to die for you to get it, but they were probably elderly anyway. $5 000 000 kept in a safe or bank account (depending on where/when you are) that only you can access. Refills every ten years.

Sewing Supplies (100cp): An unlimited supply of needles, threads, a tape measure, pins, scissors, fabrics, and an assortment of other crafting materials. The highest quality available, in any colour you want, and guaranteed not to break or stain.

Cinderella

Glass Slippers (100cp): Surprisingly comfortable and very fashionable. They don't have to be high-heels if you'd prefer sneakers or a pair of boots. They won't break no matter what. You are fully capable of running and jumping at full speed while wearing them without risk of injury.

A Pumpkin Carriage (200cp): This is a lavish carriage that can disguise itself depending on where you are and how you need to hide. If you're out in the countryside it might choose to become a pumpkin or pumpkin patch. On a city street it might become a mural on a wall, or a statue. Any passengers will be safe inside and can exit the carriage safely even in its

disguised mode. It can outrun a horde of guards on horseback and comes with a driver, footman, ample trunk space, and four strong, gorgeous horses to pull it. In future jumps you may choose to have it transform into a more appropriate - but similarly fancy - form, such as a limousine. It smells of pumpkin spice on the inside.

The Wishing Tree (400cp): In a place of your choice, away from prying eyes, there lies the grave of someone you loved dearly. On this grave you planted a simple hazel tree. You visited the grave everyday, crying and praying and sitting in silence, remembering the person who slumbers beneath the soil. The tree grew large, watered by your tears and strengthened by your prayers, until it eventually became so powerful that it was no longer an ordinary tree. Now it is a Wishing Tree. Now it can produce items of varied quality when you need them. Like Cinderella you could ask it for a dress and shoes so you can go to the ball, and it will throw them down to you. But you must continue to water it, and what you water it with will determine the power of the item's it can produce. Watering it with your tears allows it to produce mundane items. Watering it for several months with, say, dragon's blood could allow it to produce a sword imbued with the fire of said dragon. Watering it with sacred or magical water could allow it to produce a healing potion that could revive the dead. Remember, the less you ask for the more it can give.

Charming Royal

A Reliable Steed (100cp): A horse that you can trust. Unlike most other horses. He knows all the shortcuts to cut your journey in half, and has a top speed of 140 kilometres per hour. He also understands physics so he can catapult you off through the air to land exactly where you need to be.

A List Of Every Eligible Maiden In The Land (200cp): Don't ask me where I got this and I won't ask why you want it. Every "Eligible Maiden" means unmarried and within your desired age range, by the way. If you would prefer a list of eligible bachelors (or a mix of both!) don't be afraid to ask. Includes necessary contact details, and if you have an event coming up you can use this list to automatically invite them.

A Castle (400cp): So many floors. So many rooms. A shining example of riches and royalty, that anyone would aspire to own. The exact aesthetics are up to you, but defaults to the same as Prince Charming's castle. It is well-equipped to defend itself from enemies, with impregnable walls and a series of tunnels underneath to provide a handy escape should you need it. Any upgrades you make will persist if you wish. It is staffed by

completely loyal servants, who can be as generic or defined as you wish. Comes with a small (but decently wealthy) kingdom and citizens.

Ugly Stepfamily

An Invitation (100cp): This invitation has your name on it. Literally! It guarantees entrance to all the major parties and clubs, and the host will of course remember adding you to the guest list. I mean, who would *dare* to forget about you.

The Unbreakable Cage (200cp): A room in your manor (or other property you own) that cannot be escaped. Any form of unnatural power or magic in others is repressed while inside the room. Does not prevent others from letting them out, but you have the only key.

The Family Manor (400cp): A lovely estate that has somehow been passed on to you, along with a noble title that grants you a tidy sum of money to keep your home well-maintained. It has six bedrooms, two bathrooms, three water closets, an expansive kitchen, numerous storage spaces, a dining room, a laundry room, a parlour, two sitting rooms, and an elegant entrance hall. It includes stables and modest grounds that include a section of farmland, with produce of your choice that can be changed with a thought. There are chickens, a few horses, pigs, a cow or two, and a goat as well as farm hands to care for them. There is a servants quarters, which is where your servants will live. They will keep your home clean, repair any possible damage, and handle affairs for you. It will retain any updates you make to it, and will automatically change to match the time period it is in (at least on the outside).

Fairy Godmother

A Scrapbook Of Memories (100cp): A simple, leather bound book of blank pages. Once you touch it, it automatically fills itself with your memories and allows you to play them like a dream/vision so that you can re-experience them. It sorts itself chronologically and cannot be read by anyone else without permission.

A Private Garden (200cp): A quiet corner of the world where you can unwind and relax, full of greenery and fragrant flowers. A small number of harmless woodland creatures who live here and will be willing to follow your directions. You can summon your charges (if you have them) to it with a wave of your hand, and similarly travel to and from it yourself. It is cut off from the rest of the world, much like a personal dimension.

A Simple Wand (400cp): This is a powerful artifact, the wand of a Fairy Godmother. Normally it would be the key to your powers. You would be powerless without it. But, since you're the Jumper, I thought we'd take a different path. With this you can allow someone else to use your powers without losing access to them completely. It can contain all your powers, or a select few of them. Your choice who can and can't use it, and any restrictions that might apply. You may revoke your permission at will and the wand will reappear in your hand or your warehouse.

Companions.

Import/Creation (50cp/companion or 200cp/eight companions): If you want to bring along some old friends or create some new ones, look no further. All companions receive an origin (along with the option of having an established life and memories) and +600cp to spend as they please. They receive all discounts and freebies associated with their origin. Companions may not purchase other companions but they can take drawbacks that only affect themselves (“Stepped On” and “It Can Be Arranged” for instance).

Jaq and Gus-Gus (50cp or free if Cinderella is purchased; Cannot be purchased by Ugly Stepfamily): Two little mice who would do anything for Cindy. They are extremely loyal, brave, and so long as you treat them right they will do everything they can to help you. They can share a companion slot if you prefer.

Canon Companion (100cp/companion): Did you make a friend? Or fall in love? It would be a shame to have to leave them behind. Purchasing this guarantees that your new companion will accompany you on your journey (so long as they live to the end of the jump). If you are married to the character, you may take them for free. True love conquers all ya know.

Drawbacks.

There is no drawback limit. Unless directly stated otherwise, you may take any combination of drawbacks you wish.

Fitting In Her Slippers (+0cp): You want to be Cinderella? Or the Prince? So long as it suits your origin, you can choose to take over a canon character's role.

Happily Ever After, Maybe (+0cp): The sequels are canon, and their events will play out as depicted, regardless of any possible inconsistencies between them.

I Said FUR Slippers (+0cp/variable): Ah, so you want the non-Disney story, eh? Very well. You may choose a different version of Cinderella to visit instead, such as the Charles Perrault or Brothers Grimm. Or if you're looking for even more variety you could go to the Greek tale of Rhodopis, the oldest known variant of Cinderella-style stories. Or the story of Ye Xian involving magical fish and golden shoes. You can even choose other adaptations if you wish, such as Cinderella (1997) with Brandy Norwood and Whitney Houston, Ever After (1998) with Drew Barrymore, or A Cinderella Story (2004) with Hillary Duff.

For every other drawback you take, you gain +100cp.

Are We Done? (+0cp): The events of Cinderella are not necessarily a *long* affair; after all, happily ever after isn't necessarily *exciting*. So, once you are done with the story and any drawbacks you have selected, you may leave the jump when you are ready. If taken with "Happily Ever After, Maybe" you must stay until the end of the third movie (or its closest equivalent if you have disrupted the natural flow of the story).

Ugly (+100cp): What happened to your face?! Oh… You just… look like *that* all the time, huh? That's very unfortunate. Well, maybe you'll find someone who can see past your nightmarish exterior and get to know the real you. Maybe.

Think Of The Children (+100cp): A Disney movie is no place for potty mouths, violence, and vulgarity! For the entirety of this jump you will be expected to conduct yourself as if you were in a G-rated film. Any swearing, excessive violence, drug use, or nudity will make you feel like your mouth is full of soap. You will spend the next ten minutes feeling intensely ashamed and unclean.

It Can Be Arranged (+100cp/+200cp/+400cp/+600cp): Surprise! Your mother and father have found you a spouse. Your wedding is in a month's time, and there will be no getting out of it. Your soon-to-be partner is not at all your type.

For the first +100cp they will be plain (but not ugly) and their personality will be boring but not unbearable.

For an extra +100cp they will be physically unattractive to you and their personality will be something you find aggravating/intolerable. Your marriage will be rocky and fraught with drama.

For an added +200cp they will be a monster. A psycho in sheep's wool, so to speak. In private. In public they will appear to be utterly loving and perfect, and the burden of proof will be *very* high. As in, someone would have to witness it firsthand in order to believe you. You will be trapped in this marriage for at least five years, and any attempt at cheating/divorcing/murdering them will cause you unbearable pain. However, as terrible as they are, they don't want to kill you. No, killing you would be far less satisfying than breaking you.

For a final +200cp your spouse is immune to any powers, perks, or other special abilities and items you have. Worse still, they have some dark magic of their own and won't hesitate to use it on you, your companions, or anyone else who crosses them. Again, they don't want to kill you, but they will if they have to.

Does It Have To Be Every Maiden (+200cp): Unlucky you, Jumper. Originally it was the Duke who had to test every maiden. Now, it's you who'll be visiting every household in the kingdom and getting well acquainted with their feet. There will be no shortcuts. They have to actually try on the shoe. You must test EVERY single eligible maiden in the kingdom, and probably a few ineligible maidens who nonetheless want a shot at the prince. And if anything happens to that slipper, your head is gonna roll. If you have a foot fetish this drawback gives no points.

Stepped On (+200cp/+400cp/+600cp): So when you were very young your mother or father (pick one) passed away, and your remaining parent remarried soon after. Unfortunately your new step-parent and/or step-family doesn't like you. They are vicious bullies on all levels except physical and, no matter what evidence you have, people will always give them the benefit of the doubt over you.

For an extra +200cp, you can choose to have your remaining biological parent killed off as well, in which case your step-parent/family will become much more brutal and abusive. You will become the family servant and lose any status or possessions that should have passed to you upon your parents death. They won't actively seek to kill you but you'd be surprised what you can live through.

For another +200cp, despite how terrible they are to you, you can't bring yourself to hurt them. No matter what they do to you, you won't - can't - fight back to defend yourself. You would even go so far as to save them if they were in danger,

and if you couldn't you would find yourself grieving and depressed for a long time afterwards. You are the definition of a human doormat.

The Brothers Grimm Ruin Everything (+300cp): Your choice of setting is set to the Brothers Grimm version of Cinderella known as "Aschenputtel". It is every bit as brutal and cruel as you would expect, perhaps a little more even. There is no Fairy Godmother in this version, only a magical tree that Cinderella watered with her tears. Her father is still alive, but he's a bastard who does nothing to help his daughter (if he's even willing to acknowledge her as his daughter) and gets away with it in the end. The stepsister's take the reins as the major villains in Cinderella's life, stealing her clothes and forcing her to work as their maid. They pay for it with their toes, part of a heel and eventually their eyes. You can expect this kind of brutality everywhere you go for the entirety of this jump, and will undoubtedly find yourself experiencing other Brothers Grimm tales on top of this one. Hope you don't mind the gore.

Period Accurate Plumbing (+400cp): Take a deep breath, Jumper. You smell that? That horrific stench choking your lungs is the smell of late 1600s France, which is where Cinderella is usually set. Unfortunately, while people like to romanticize the past, the truth is that most people back then were disgusting and gross. At least by our standards. Not to be crass or anything, but you're going to be dealing with a lot of waste - the animal kind *and* the human kind. There's also the problems of lice, rodents, bedbugs, and the diseases that come with them. I hope you don't have a weak stomach, Jumper.

There's One In Every Theatre (+400cp/+600cp): Ugh, do you hear that? That is the voice of an obnoxious audience who has no concept of manners. They laugh, loudly, at the most inappropriate moments. They call out their own terrible jokes. They boo and shout and jeer at pivotal moments. They have NOT put their phone on silent and will get several phone calls throughout the jump. They will yell out spoilers because they've seen this movie five times already. They've brought smelly, crunchy food that they seem to have an infinite supply of. Basically they will ruin the movie, and the jump itself, with their behaviour. For +400cp it is just one person, and an usher will occasionally come along and scold them into silence for a few hours.

For an extra +200cp it's an entire theatre full of inconsiderate buffoons, and there are no ushers to save you or grant you a reprieve.

Just A Little Creature (+100cp/+600cp): For the duration of this jump, you are now a mouse. A talking mouse, like Jaq and Gus-Gus, but not much more than that. The 100cp version allows you to keep most of your powers, however any form of

shape-shifting/polymorphing will only last a day, at the most, and cannot be used again for a full year.

For an extra +500cp you will lose access to ALL of your out of jump powers. You will still have an extended lifespan so you have one less thing to worry about.

Scenarios.

These are some extra challenges that can grant you special rewards. They must be completed before the end of the jump. These scenarios will not cause chain failure. You just won't get the reward.

Fairly Useless Godmother: Oh no, Jumper! I've just heard from the Fairy Godmother and she says she's too sick to help Cinderella get to the ball. This is just terrible. How is Cinderella supposed to achieve her Happily Ever After now? ...What's that? You want to step in for the Fairy Godmother? Why, that's wonderful! Let me see, let me see… Ah! Here it is: the list of things that **must** happen so that Cinderella can escape her horrific life and marry the prince.

1. First of all, following the destruction of Cinderella's dress, you must arrive with a new dress, a carriage, horses, a coach driver and a footman, and a pair of fancy shoes (not necessarily glass but they have to be unique).
2. She must go to the ball and make an entrance that attracts the attention of the Prince.
3. Cinderella must leave the ball at the strike of midnight, losing a single shoe, and escaping the guards sent after her.
4. And finally, Cinderella must either try on the slipper or produce its matching pair in front of the Duke, ensuring her marriage to the Prince.

However, there is a catch: considering how hard it is for me to keep the plot mostly on the rails, considering how much is going to be affected by the absence of the Fairy Godmother, you are going to have to do all of this without the advantages of magic and/or superpowers. It's not ideal, I know, but if your magic reacts badly with the Fairytale magic I'm using we could wipe this kingdom of the face of the earth. You may start a week before the ball, so that you can prepare.

Reward: Your choice of +600cp *or* the Perk 'Master Planner'.

'Master Planner': Your ability to plan out the perfect fairytale ending - well, as near perfect as you can get it without any magic - has resulted in a near psychic ability to plan for every possible outcome, no matter how improbable. You could outwit Batman with how prepared you are. With enough time and resources you could devise the perfect plan for any situation.

Family Reunion: You know, despite everything they did to her, Cinderella never hated her Step-Family. At least, she never showed them the contempt that they showed her. So it should be no surprise that even after escaping them, she still wishes that they could be a family. A real, healthy, loving family. And you're just the dimension-hopping therapist she was hoping for! You do have a license and everything, right? I don't need to see it since there's no laws to stop you if you don't, but you'll probably want one to handle this situation. How you decide to approach this is entirely up to you, but it has to stick. If the step-family is back to their old ways at the end of the jump, you fail the scenario.

Reward: Perk 'Family Matters'. It's always a tragedy when a family falls apart. It damages everyone involved and requires a lot of time and energy to fix. Not anymore, for you are an expert at helping people repair their familial relationships. From getting an abuser to admit to their faults and work towards being a better person (and family member) to mediating disagreements and reconciling differences. To put it simply: you take the "dys" out of "dysfunctional family" in a matter of days, and these changes will not be undone unless you wish it.

Living Action: I don't know if you've noticed, but Disney has been spending significant resources on remaking their classic animated films into live-action movies over the last few years. Well, now they want you to direct the new live-action Cinderella. I know there's already a live-action version but they want *another one*. You'll have free rein in terms of casting and certain creative elements, but it still has to follow the general direction of the animated film, and there is a hard limit on the content rating. This is a Disney film, after all. You have a budget of $100 million dollars maximum (and no, you cannot use your own - or anyone else's - money to get around this limit). You must make at least enough money at the box office to cover the budget of this film, and it must be rated at least a 50% on Rotten Tomatoes (critic or audience score), or an equivalent review site. You may choose, once you complete this scenario, to proceed to the jump as normal or to end the jump immediately (unless you have other scenarios/drawbacks to fulfill).

Reward: 'Jumper Pictures'. Congratulations, Jumper, you've done well enough to attract the attention of a wealthy investor, who has gifted you a movie studio to make whatever live-action movies you wish. This movie studio is filled with talented people from directors of every genre to script writers and editors to actors to vfx artists and everyone in between. They will produce movies for you at whatever rate you decide.You can be as involved or uninvolved in the creation of these movies as you want, including setting them to produce a max of five films per year automatically. In worlds/universes where there are no movies this studio will become a theatre or some form of interactive media (think holo-novels in

Star Trek). You can also choose to produce TV Series instead of movies, or both (but you still have a max of five).

In Living Colour: I'm afraid there's been a small mix up, Jumper. Instead of simply living in the world of Disney's Cinderella, you must first create the animated movie. You will be, in essence, the director, writer, casting director, head animator, lead musician, and producer. You may delegate as necessary, but you must remain in control of the film itself. There are hard limitations in terms of story direction and content, as one would expect of a Disney film, but you are free to change almost everything else. You have a budget of 2.9 million dollars (which in 2020 is approximately 30 million) and must make enough at the Box Office to at least cover your expenses. You must receive a critical grade of 60 out of 100 on Rotten Tomatoes (or an equivalent score on any other major review site). You may choose, once you complete this scenario, to proceed to the jump as normal or to end the jump immediately (unless you have other scenarios/drawbacks to fulfill).

Reward: 'Creative Energy'. Have you ever wished you could pull an animated movie or tv show out of thin air, Jumper? I hope so because now you can. You are now a conduit of Creative Energy and can channel it into the creation of films and television series, either original works or adaptations, at will. You will have no trouble with copyright or trademark infringement with works created in this manner. It can only create animated works though, no live-action or literature. You can set the details before you create anything, or randomise it as you please.

Special Reward For Completing Both The "Living Action" and "In Living Colour" Scenarios: Congratulations! Thanks to some weird legal loopholes and inheritance laws you are now the proud owner of Disney! All of it! From the various movie studios to the theme parks and everything in between. You'll be guaranteed to make a decent profit, and each sector will run itself without needing your input. It is staffed by NPCs. Your control of the company is absolute and cannot be taken from you. You can also choose to combine the previous rewards ("Jumper Pictures" and "Creative Energy") as you please.

The End...

Have you found your Happily Ever After? Or perhaps you have decided that like this fairytale, your chain is over.

Choose To Stay: All drawbacks are removed and you receive another **+1000cp** to ensure you are comfortable. I hope you are happy here, Jumper.

Choose To Go Home: Not everyone can live in a fairytale world forever. You return home, wherever that may be, with all drawbacks removed. Everything you have gained on your journey will go with you.

Choose To Move On: The story is only beginning! It's time to start a new chapter. On to the next jump.

Notes.

Version History:
Version 0 created on 31/03/2020.

Version 0.5 updated/revised on 01/07/2020. Writing is hard. This was the version posted to reddit (originally).

Version 0.7 updated and/or revised on 08/07/2020. Added drawbacks, scenarios. Fixed some descriptions, grammar, spelling, etc. Lots of thanks to /r/Jumpchain for their feedback.

Version 0.9 updated on 15/07/2020. Fleshed out the scenarios and added a couple more drawbacks. Changed the formatting of certain drawbacks to try to avert the “wall of text” effect. Added one (1) picture.

Version 1.0 updated/finalised on 23/07/2020. Changed out “A Pumpkin Carriage” for “The Wishing Tree”. Changed “A Pumpkin Carriage” to 200cp. Moved “Sewing Supplies” to the General Items section and lowered price. Added to the “Family Manor” item so it would be a bit more desirable. Added tiers to various drawbacks. Added “A Pure Heart” perk to the general section. Added to the description of “None But The Girl Who Fits This Slipper” to make it a little more clear.

The Wishing Tree: Basically, water the tree to get stuff. The stuff you water it with will affect what you receive from the tree. The longer you go without asking it for something, the more powerful/numerous/effective your next wish will be. You simply need to state what you want out loud i.e. “I want a dress and shoes so I can attend the ball” or “I need something to kill a dragon”. You may choose to have the Tree placed in a flower pot/planter so that it can be moved around, but once you plant it that’s where it stays until the end of the jump. You may also choose for it to take the form of a pond with a magic fish in it, or a large, ornate urn.

“Can I use X for Y”, “Does X affect Y and Z”, “Can I do X”: Unless I’ve explicitly forbidden it in the jump/descriptions/notes, the answer is generally yes. I’m a fan of creativity and cheese. Have fun.

I grant blanket permission to update and/or replace this Jump document as necessary, so long as it is done in good faith.

I would like to say thank you to all of the users of /r/Jumpchain who helped me with the jump, and specifically: /u/guyinthecap, /u/Nerx, /u/Burkess. As well as those who commented on the Google doc itself, especially Mac Ibach for the work on editing/revising.