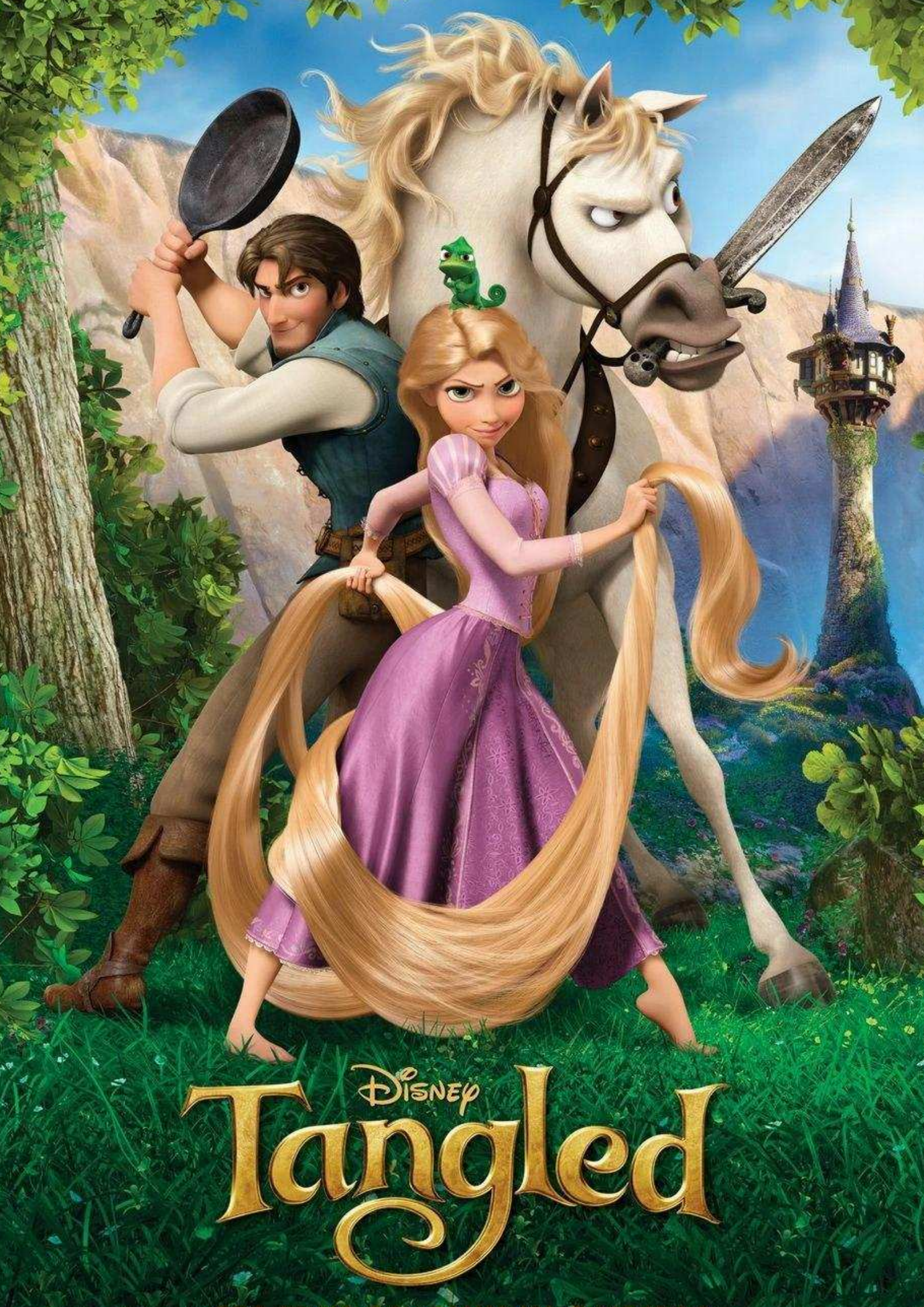

Disney
Tangled

Tangled

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

This is the story of how I died. Don't worry, this is actually a very fun story. And the truth is, it isn't even mine. This is the story of a girl, named Rapunzel. And it starts, with the sun.

Now, once upon a time, a single drop of sunlight fell from the heavens. And from this small drop of sun, grew a magic, golden, flower. It had the ability to heal the sick, and injured. Oh, you see that old woman, over there? You might want to remember her. She's kind of important. Well, centuries passed and a hop skip and a boat ride away there grew a kingdom. The kingdom was ruled by a beloved King and Queen. And the Queen, well she was about to have a baby, and she got sick, really, sick. She was running out of time. And that's when people usually start to look for a miracle. Or in this case, a magic golden flower. Ahhh, I told you she'd be important. You see instead of sharing the Sun's gift, this woman, Mother Gothel, hoarded its healing power and used it to keep herself young for hundreds of years. And all she had to do was sing a special song. All right, you get the gist. She sings, she turns young. Creepy, right? The magic of the golden flower, healed the queen. A healthy baby girl, a princess was born. With beautiful golden hair. I'll give you a hint. That's Rapunzel. To celebrate her birth, the King and Queen launched a flying lantern into the sky. For that one moment, everything was perfect. And then that moment ended.

Gothel broke into the castle and stole the child. Just like that... gone. The Kingdom searched and searched, but they could not find the Princess. For deep within the forest, in a hidden tower, Gothel raised the child as her own. Gothel had found her new magic flower. But this time she was determined to keep it hidden. But the walls of that tower could not hide everything. Each year on her birthday, the King and Queen released thousands of lanterns into the sky in hope that one day, their lost Princess would return.

-Flynn Rider

You arrive in this world as Rapunzel catches Pascal for the twenty second 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-

You may choose to be a human, horse, or chameleon. 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. You probably know what this is.

[Free] Horse

You are a horse. What sets you apart from other horses is that you retain your intelligence, and are surprisingly dextrous. While this is a massive improvement compared to other horses, it is still inferior to that of humans.

Unfortunately, without other perks or powers, you are unable to speak in this form. This means you will have to rely on horse noises, such as neighs and snorts, and body movements, in order to communicate.

[Free/+200cp] Chameleon

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

You are a chameleon. As with the option above, you retain your intelligence and possess superior dexterity compared to other chameleons, but less so than humans. Also as above, without other powers or perks, you cannot speak in this form.

While this form does present its downsides, primarily due to your small stature, it is not all bad. As a chameleon, you have a great deal of control over your natural colouration. You can adjust it on the fly, allowing you to blend into your surroundings. You also possess a long tongue that you can launch out at high speed.

For an additional 200cp, you lose the ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump. You are also limited to the physical strength of an ordinary chameleon.

-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.

Sheltered

For one reason or another, you've had very little exposure to the outside world. Whether you stay inside, or discover the wonders the unknown has to offer, is up to you.

Hero

You're a do-gooder, though perhaps not in the form many would suspect. Perhaps you are a rogue with a heart of gold, or a ruffian soon to be persuaded into seeking a nobler profession? You could even be a member of the royal guard if you wished.

Villain

Some thieves have a noble side to them, but not you. You are the kind to murder and steal for your own selfish ends, not at all the kind of person others would want to leave their children with – assuming you give them a choice.

-Location-

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

Mother Gothel's Tower

The hiding place of Mother Gothel, from which she keeps Rapunzel, the lost princess of Corona, from the world.

The Snuggly Duckling

A pub found in the woods. Many ruffians are patrons here, though perhaps they have a hidden side to them?

Kingdom of Corona

An island kingdom, which annually releases lanterns in the hopes its lost princess will return home.

-Perks-

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

Sheltered Perks

[100cp, Free for Sheltered] Pretty as a Princess

On purchase of this perk, choose whether you receive a great enhancement of feminine beauty or masculine handsomeness.

Additionally, you have large expressive eyes that give off an impression of cuteness and innocence. You may toggle this aspect of this perk on and off as you please.

[100cp, Free for Sheltered] Barefoot and Princess

You'd think that running around over dirt and stone would wreak havoc on your feet. Somehow, this isn't the case for you, as dirt and other filth simply refuses to stick to your feet unless you mean for it to. Additionally, calluses do not naturally form on the soles of your feet regardless of how often you use them.

Who needs shoes, am I right?

[200cp, Discounted for Sheltered] When Will My Life Begin?

Years of isolation has given you time to develop a broad array of talents. You know how to cook, sew, clean, and have even dabbled at stargazing.

Beyond these mere competencies, your greatest talent lies in painting. You are to paint beautiful portraits and landscapes, and have a great eye for space which enables you to make use of unusual surfaces like curved ceilings.

[200cp, Discounted for Sheltered] Kingdom Dance

What better way to enjoy festivals and celebrations than to dance?

You are an excellent dancer, and can quickly adapt to new styles of dance you have only just been exposed to. Further, your dancing is infectious, making others far more likely to join in than they otherwise would be. Those hostile towards you, or who are absolutely opposed to dancing aren't affected by this, but it will prove a big help for those willing but normally too shy to join in.

You may toggle the infectious nature of your dancing on and off as you please.

[400cp, Discounted for Sheltered] ***Haven't any of you ever had a dream?***

Ruffians and thugs don't have the best reputation, but they aren't all bad, especially around you.

Simply being kind and honest around these kinds of people will allow you to quickly develop a strong rapport with them, such that they would be willing to cover for you with local law enforcement – as long as it doesn't cost them too much.

By staying in the company of a particular scoundrel for an extended length of time, you can even reform them – this effect only applies if you wish it to.

Unfortunately, this perk does nothing to the truly irredeemable or monstrous – the kinds of people that wouldn't think twice about stealing a child for their own personal gain.

[400cp, Discounted for Sheltered] Painting in Negative

What one doesn't paint can be just as important as what one chooses to paint. For you, this is especially true.

From now on, the "negative space" in your paintings and drawing will start to include clues your unconscious mind has placed there. It will be difficult to notice these clues without additional information, but when you already have some information on hand, checking the negative space of your recent paintings can provide what you need to fill in the blanks.

While these clues can, somehow, allow you to learn things you knew nothing about, they are most effective when helping you to understand yourself, such as unlocking repressed or forgotten memories, or helping you self-actualise.

You may toggle this effect as you please, in the event you don't want your unconscious mind ruining your artistic vision. Naturally, toggling this perk does not change what has already been drawn or painted.

[600cp, Discounted for Sheltered] Magic Hair

Likely as a result of in-utero exposure to the Magic Golden Flower, you have gained this special power.

You now have long, flowing golden hair, which is equivalent to Rapunzel at her eighteenth birthday in terms of length relative to the rest of the body. It will adjust as needed to maintain this proportion as your size changes.

This hair is sturdy and easy to maintain, and you already have experience using it as a tool. It can easily support the weight of a human being with being ripped out of your scalp. You can easily wrap it around objects, and yet removing it from such entanglements is also straightforward. In combination, this allows you to use your hair to swing yourself across gaps, or to pull someone up to the top of a tower.

Most importantly, it can also be used in a similar fashion to the Magic Golden Flower. Singing a special chant will cause the hair to glow, and those touching the hair (other than yourself) will be healed from even mortal injuries, and will de-age back to their prime. Unlike Rapunzel's hair, you don't have to worry about any kind of dependency formed from long-term use.

If a strand of your hair is cut, it will revert to original colour (or vanish entirely if your form would not normally possess hair), and it will lose its magic. If all strands of your hair are cut, you will lose access to this magic entirely. Fortunately, your hair will not naturally grow longer than Rapunzel's (or proportional equivalent), keeping it somewhat maintainable.

Post-jump, this perk becomes a transformation you can enter and exit at will. Handy if your boyfriend prefers brunettes. As a side benefit, entering the transformation will restore any cut strands.

Hero Perks

[100cp, Free for Heroes] Smouldering Looks

On purchase of this perk, choose whether you receive a great enhancement of masculine handsomeness or feminine beauty.

Additionally, you give off an impression of a "bad" boy or girl, dangerous enough to be exciting but safe enough to actually be desirable as a partner. You may toggle this aspect of this perk on and off as you please.

[100cp, Free for Heroes] War Horse

If you are wishing to be part of the royal guard, basic swordsmanship is a must. This perk provides a basic level of talent in this area, enough to be worthy of such a role.

But not all forms are designed with the use of swords in mind. To accommodate this, you'll discover alternate methods to wield a sword for forms that lack hands. For example, if you are a horse, you'll learn to wield it with your mouth. Once you've adjusted to this new method, you will find that it quickly becomes just as effective for you as it would be if you were wielding a sword in your hands in a humanoid form.

[200cp, Free for Heroes] I've Got a Dream

You can be quite scary when you wish to be; as a result, attempts to intimidate others are noticeably more effective than they would otherwise be.

That's not all there is to you, though. Pick a single mundane skill, such as baking, playing the piano, or acting as a mime. You have become quite talented at this skill.

You'd fit right in at the Snuggly Duckling with this.

[200cp, Discounted for Heroes] Bloodhorse

Those ne'er-do-wells think they can escape from justice? Not on your watch!

To help you in this endeavour, you have acquired an incredibly powerful sense of smell, allowing you to track individuals over great distances. Thanks to this skill, tricks like secret passage are much less likely to confuse you.

Are you sure you aren't part dog or something?

[400cp, Discounted for Heroes] ***You should know, that this is the strangest thing I've ever done!***

You can't be a swashbuckling rogue without the swashbuckling, and you've got it in spades!

You are a skilled acrobat, and an expert swordsman. You are able to adapt to strange situations, think fast on your feet, and you can make great use of makeshift weapons. In your hands, a frying pan would be just as useful as a typical sword, and would let you be a match for a group of common guards.

[400cp, Discounted for Heroes] Horse in Charge

You'd think a horse couldn't achieve the position of Captain of the Guard, but in this world you'd be wrong. Thanks to this perk, you may take this effect with you.

No longer will your physical characteristics, be it species, race, or something else, be an obstacle to getting promoted, or to finding a job in the first place. You must still be physically be capable of the roles you are trying to get into.

Additionally, you will find that these same physical characteristics are not an obstacle to building friendships with, or earning the respect of, others. This applies exclusively to the relationships with you and others, and does not cause them to change their opinion on a race/species/etc. on its own.

[600cp, Discounted for Heroes] My New Dream

Sometimes, it falls to a hero to take on the ultimate sacrifice. Thanks to this small bit of Disney magic, such a sacrifice will be more manageable for you.

Once per jump, when you offer your life up for a noble cause, such as saving another, or freeing them from a lifetime of servitude, this perk will take effect. Whether through an unlikely set of circumstances, or some kind of magic directly interfering, you will either be spared from death, or be revived immediately afterward (in this case chain failure will not occur). You will always be aware of when this perk has been activated; no need to risk accidentally relying on it too often.

Post-chain, there is instead a one-year cooldown between uses of this perk.

Villain Perks

[100cp, Free for Villains] Just Teasing

Daughters can be such a pain. Constant mumbling, and demands to be allowed to leave the house. Who could blame you for the occasional insult? This perk will help to mitigate the consequences of such acts.

From now on, jokes you make at someone's expense, or insults you quickly play off as jokes, only minimally harm your relationship with them. Any other harm caused remains the same, so go ahead and destroy that child's self-esteem.

[100cp, Free for Villains] ***Fine, now I'm the bad guy.***

True villains often do unconscionable things. This perk will help put you in the proper mindset, allowing you to get past that pesky conscience.

You can toggle the effects of this perk on and off as you please. While active, whether an act is considered 'evil' or not no longer factors for you, allowing you to judge such things on their merits, such as whether they are objectively advantageous, or even just advantageous for you.

This perk does not force you to act in any particular manner. While active, you will always be aware on the influence this perk is having on your mindset. When choosing to toggle this perk on, you may choose to do so for fixed lengths of time, allowing you to test the waters.

[200cp, Discounted for Villains] Mother Knows Best

A lot of effort goes into raising children, whether or not they are actually yours.

You have acquired a natural talent for parenting. If you wanted, it would be easy for you to cause your children to develop a dependency on you and care about your opinion to an unhealthy degree. Of course, raising your children to be well-adjusted is just as possible for you, provided you cared to do so.

[200cp, Discounted for Villains] Rapunzel Knows Best

You are an excellent songwriter. Whilst you are broadly competent, your specialty lies in reworking existing songs in scathing condemnations of other people and their actions.

After all, sometimes a disobedient daughter deserves a dressing down.

[400cp, Discounted for Villains] Knows the Song

Just how did Mother Gothel discover the chant required to use the Magical Golden Flower?

Whatever the cause, it's not something for you to worry about. For yourself either, as now you'll quickly intuit the mechanisms needed to activate magical objects, be it singing a song, using it in a special place, at a special time, or something else entirely.

This covers both natural and artificial magical objects; though it does not provide you with any required aptitudes or characteristics – merely informing you if they are required in the first place.

[400cp, Discounted for Villains] Skulking in Shadows

Like Mother Gothel, you are surprisingly talented at breaking into secure facilities.

Your level of talent in this field is such that, even as an old lady, you could steal your way into a guarded royal palace, and abscond with a newly born heir to the throne. To accomplish such feats, you have learned how to minimise the sound you make when moving, how to use shadows and blind spots to your advantage, and how to scale castle walls.

Curiously, some of these skills may come in handy when trying to scare your child into obedience.

[600cp, Discounted for Villains] Selfish Manipulator

Were you an actor in a previous life, Jumper?

You are highly skilled at manipulating others. Wrapping people around your little finger comes naturally to you; you could talk a pair of hardened criminals into working for you on the promise of amazing treasure, even making them give up on a great treasure right in front of them to do so.

Beyond people, you are also very talent at manipulating situations as well. Fool a person into believing they have been betrayed by propping up their unconscious friend and setting them out on the water. Come across as a saviour by 'rescuing' someone from the same thugs you had set on them in the first place. These are just examples of the kind of tricks you are able to pull off on even minimal notice.

General Perks

[Free] Sing-Along

People of all stripes can sing, and you can count yourself amongst them.

To make sure you can participate, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Now get out there and sing along!

-Items-

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

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

Sheltered Items

[100cp, Free for Sheltered] Frying Pan

In addition to its intended use, this frying pan serves an effective melee implement. It doesn't bend or warp easily, even when used to club others over the head. Should you choose to use your frying pan in such a way, the victim will never sustain lasting damage – making it a handy way to safely knock them out.

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

[200cp, Discounted for Sheltered] Lanterns

Is your dream to see the lanterns gleam? Then this is the item for you!

Stored in a special subspace, is the large collection of floating lanterns, equal in number to the amount typically used to celebrate Rapunzel's birthday and guide her back to Corona. On purchase, you can decide whether these lanterns use the typical Corona iconography, or instead use a custom design or designs of your preference.

At any time, you can choose to release some or all of the lanterns from your subspace, lit and ready to float. You can choose whether released lanterns appear right next to you, or whether they appear some distance away, allowing you to have a great view of the lanterns as they float up into the sky. Once released, lanterns cannot be returned to the subspace.

Once a year, additional lanterns will be added to the subspace if some have been used, returning the quantity stored to the original amount provided by this item.

[400cp, Discounted for Sheltered] Jumper's Ever After

Weddings can be a lot of work, but in tales like this they are often considered an afterthought. Thanks to this special item, you can sit back and leave the work to others.

This item takes the form of a ticket. It can be redeemed by you at any time, simply by holding it and willing it so. At the earliest convenience, a grand wedding (or ceremony of similar scope) will be arranged on your behalf, at no additional charge. In this world, this ceremony will be on par with the wedding between Princess Rapunzel and Eugene Fitzherbert. In other worlds, the ceremony will be of an equivalent standard, accounting for the differences in resources, space, and population between settings.

Naturally, this item will not force anyone to marry you, so make sure you are properly committed before using the ticket. Once used, the ticket will disappear, making it unavailable to you.

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

[600cp, Discounted for Sheltered] Lost Royal

Oh? It seems you were royalty all along Jumper.

Taking this item will position you just under the lost princess Rapunzel (should she ever turn up) in the royal hierarchy of this world. If you are a human who has taken a background in this world, you will be a direct descendant of the King. If not, then you've arrived in this position by some bizarre circumstance that everyone is okay with – even if you are a horse or chameleon. In order to reclaim this title, you simply need to present yourself to the royal family.

In each future world you travel to, you can elect to be placed in an equivalent position. You will be provided with some documentation that informs you of the family you belong to, and acts as proof of your station. Even in worlds without royalty, you can still be placed in a high position of a wealthy family, should one be available. While having this position naturally comes with a great deal of

privileges, this item on its own does not provide you with any bloodline or genetic based powers or abilities that a family member would typically possess.

Hero Items

[100cp, Free for Heroes] Apple Supply

At any time, you can retrieve a fresh apple from seemingly nowhere, no matter how improbable that might be.

A perfect treat for a hard day's work, or a tool to bribe stubborn horses? You decide.

[200cp, Discounted for Heroes] Palace Horse

This is your own horse, of a breed used by the Kingdom of Corona.

Your horse is both loyal to you and is highly intelligent. It is capable of understanding human speech to a high degree, and has been trained for use alongside the royal guard. If you're a horse yourself, perhaps it has more value as an ally than as a mount.

Should anything unfortunate happen to your horse, it'll be back tomorrow, good as new!

[400cp, Discounted for Heroes] The Snuggly Jumper

Congratulations, you are now the owner of your own pub.

All bills associated with the pub will be covered for you. The pub will be automatically supplied with beer and food of ordinary quality, though you will have to source higher quality drinks and meals on your own. It is run by a handful of tough looking (but surprisingly sensitive) ruffians; they count as followers but cannot leave the premises. In other words, all the hard work is just about covered for you!

Your pub also has a secret exit; handy if you ever need a quick getaway from local law enforcement.

In future worlds, you may choose for your pub to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. When placed out in the world, the secret exit of your pub will adjust so that it lets out in an appropriate location, if that is at all possible.

Should the tavern 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, Discounted for Heroes] A Rogue's Dream

You've hit the jackpot, Jumper!

This collection of treasures were likely earned over a career of thieving. Despite this, you won't receive any serious scrutiny for having or selling these, and you receive a small fortune in exchange if you found the right buyer. Perhaps you'll set yourself up on a private island with all this money?

In future worlds, you will receive an equivalent set of treasures, based on the nature of the world you have arrived in. All treasures received in this manner will be entirely mundane in nature.

Villain Items

[100cp, Free for Villains] Cloak and Dagger

A pair of items, suitable for a wicked sort. The first is a cloak, which helps to shroud your identity. The second is a large knife, perfect for disposing of pesky heroes. Both of these items are mundane, but well-made.

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

[200cp, Discounted for Villains] Love Bribes

A special box. Without first taking off the lid, attempts to observe the inside of the box, or to retrieve what's inside, will invariably fail.

In order to open the box, simply picture a person in your mind as you attempt to remove the lid. The contents inside will vary depending on the person, but will act as either a gift or treat for that person. They might be ingredients for that person's favourite meals, or a set of paints that would normally take a bit of effort to get your hands on. The contents will never be especially valuable monetarily, but provide an opportunity for you to worm your way into someone's good graces, or to make up for a bad argument.

The box can be reused once a week. Should the box itself be lost or destroyed, a replacement will appear in your Warehouse after 24 hours (this doesn't reset the time between uses of the box).

[400cp, Discounted for Villains] Jumper's Tower

This impressive looking tower serves as a suitable resident for a small family. An entrance at the base of the tower leads up to a trapdoor taking you in to the main room of the building. Alternatively, one could enter this room via the large window leading outside, provided you were an adept climber or had some method of reaching the window.

Your tower can be found in the woods, where it is hidden by a small tunnel covered with a curtain of plants. Its secluded nature makes it a perfect place to hide from the world, or to hide your greatest secrets.

In future worlds, you may choose for your tower to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. If placed out in the world, it will be hidden by a similar tunnel and plant curtain entrance if possible.

Should the tower 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, Discounted for Villains] Magic Golden Flower

A magical flower, said to have been created when a drop of sunlight fell to the earth.

The flower has great healing properties. By singing a special song to the flower, one will physically de-age back to the prime of their life, and can be healed of various injuries – even mortal stab wounds.

For serious illnesses, the flower can be brewed into a tea and drunk, completely curing the imbiber. If the imbiber is pregnant at this time, those unborn children will be empowered by the flower, granting them the benefits of the *Magic Hair* perk (post-jump, they will already start with the post-jump version of the perk, otherwise they receive the base version and must wait until jump's end for the improvement).

Unlike the flower found in this world, there is no risk of 'dependency' on the flower; meaning you can use it as often as you like without the worry of spontaneously turning to dust if access is taken away from you.

If your flower is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If the flower was consumed or otherwise used up, you will not receive a replacement until the start of the following jump. Post-chain, you will receive a replacement after ten years in this case.

General Items

[50cp] Films and Series

A copy of Tangled, Tangled: Ever After, Tangled: Before Ever After, and Rapunzel's Tangled Adventure on your preferred form of physical media. The full story of Rapunzel is now on hand whenever you need it.

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

[50cp] Merchandise

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

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

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

[50cp] Saddle

A well-made saddle, comfortable for both mount and rider.

If you chose the horse species, the saddle is sized to fit you perfectly. Should you possess, or come to possess, the form of a horse (or species that can be used as a mount in a similar way), the saddle will automatically resize to fit you when you take such a form.

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

[50cp] Pet Chameleon

Your very own pet chameleon! It is surprisingly intelligent, and has a good grasp on its camouflage abilities.

Should anything unfortunate happen to your chameleon, it'll be back tomorrow, good as new! Could this be its own kind of healing magic?

-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 Tangled (including Ever After, Before Ever After, and Rapunzel's Tangled Adventure if you've included them via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[100cp] Ruffians

A gang of five thugs who are loyal to you. They may appear intimidating, but are actually surprisingly kind and sensitive. Each of them have their own eccentricities and interests, and though they may squabble amongst themselves on occasion, these fights are short-lived.

Your ruffians share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

-Drawbacks-

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

[0cp] Jumper History

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

[0cp] Jumper's Tangled Adventure

Using this toggle, you can determine whether Tangled: Ever After, Tangled: Before Ever After, and/or Rapunzel's Tangled Adventure are a natural art of this world's events. These stories take place after the original events of Tangled, and involve new adventures for Rapunzel, Eugene, and others.

[+100cp] ***They just can't get my nose right.***

For whatever reason, others simply can't get your likeness right when drawing or painting it. This will never be so bad as to make the depiction unrecognisable – unfortunate if your depiction is on a wanted poster. For those that know you, these depictions will often draw laughter and/or mockery.

[+100cp] One Disgusting Blighter

Your face is riddled with scars and bruises, and you have a terrible complexion. On top of all that, you are just plain ugly. Finding love will prove more challenging, that's for sure.

Attempts to make yourself more attractive will fail for the duration of the jump.

[+100cp] Short With Shorty

Shorty is a short obnoxious drunk found around the Snuggly Duckling. Expect to get to know him quite a bit if you take this drawback.

Now, Shorty will show up around you quite often, particularly when he is not desired. In addition to his drunk ramblings, he is quite foul smelling, so don't expect to enjoy his appearances.

Attempts to fix Shorty's drunkenness or odour will invariably fail. Should he be killed or permanently incapacitated, he will miraculously show up a week later, no worse for wear.

[+200cp] Mother Jumper

You have a mother (or mother figure) that can't help but meddle in your personal business. They are selfish, only seeing you as a tool that can be used for their own gain.

Unfortunately, it is difficult for you to act against her wishes; a lifetime of grooming and conditioning has made you overly concerned with her happiness. Even trying to achieve your most desired dreams will cause you to war with yourself if they are contrary to her demands.

If she can be convinced to become a better parent, you can choose to take her on as a companion when the jump comes to an end.

[+200cp] Your Dream Stinks

Whether a result of a poor childhood, or some other cause, you are obsessed with money.

As a consequence, you are far more open to thieving from others than you would otherwise be, and will more easily slide into dangerous thinking when presented opportunities (real or not) to obtain more. These urges are not surmountable, and may be overcome completely in time, but any perks or powers that would make this task easier will fail to do so for the duration of the jump.

[+200cp] On the Hook

Due to an unfortunate accident in your past, you are presently missing a hand (or hoof if you chose to be a horse). Attempts to regrow it or create an alternative via shapeshifting will fail, and other forms you choose to take will be missing an equivalent appendage. Fortunately, physical prosthetics (such as a hook) are allowed.

[+300cp] Wanted

As far as the Kingdom of Corona is concerned, you are a wanted criminal, amongst the most wanted. Expect the wanted posters bearing your likeness to be up at all times, and for the royal guard to converge on you if you are discovered.

If you are imprisoned, you will be sentenced to death by hanging. If such a thing is not possible for you, you will be kept in prison instead. If you are imprisoned by the Kingdom of Corona when the jump comes to an end, or for a cumulative period of a year, you will fail your chain.

[+300cp] Jumper's Magic Flower

You arrive in this world in possession of a special flower. You have developed a dependency on this flower; without using it, you will age at a rapid rate, and will turn into dust if a full day passes without using the flower, or if the flower is destroyed. Turning into dust in this manner will end your chain.

In order to use the flower, you must have it nearby whilst you sing a special chant (if your form is unable to speak, you only need to get the tune right). This will undo the aging caused by going without the flower. The flower has no other magical effects on you, and no magical effects on other

people, but its resemblance to the Magic Golden Flower may cause it to become a target of thieves. On the plus side, maintaining it is as simple as not actively trying to ruin it.

At the end of the jump, you may choose to keep the flower with you going forward. Should you do so, it will no longer have any impact on your age, but will continue to be easy to maintain.

-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:

Save what has been lost: You choose to remain in this world. Your chain ends here.

Let your power shine: You choose to continue your chain. Proceed to the next jump.

Bring back what once was mine: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Note: this synopsis only covers Tangled in its entirety, but indicates where the other films and animated series fit in.

Centuries ago, a drop of sunlight created a Magic Golden Flower. An old woman, Mother Gothel, hoarded the power of this flower, singing to it in order to keep herself young.

Centuries later, the pregnant queen of a nearby kingdom was severely ill. Searching for a miracle, the kingdom was able to find the magic flower despite Gothel's efforts, and used it to cure the queen. A child, Rapunzel, was born. Unlike her parents, who possessed brown hair, she had long golden hair. At night, Mother Gothel snuck into Rapunzel's bedroom. She found that her hair possessed the same de-aging effects as the flower, but only when it was still attached to Rapunzel. Mother Gothel stole Rapunzel from her family, and raised her as her own daughter, hidden away in a tower in the forest. Each year, on Rapunzel's birthday, the royal family released thousands of lanterns into the sky, in the hopes that they would help Rapunzel one day find her way home.

Time passes, it is the day before Rapunzel's eighteenth birthday. Rapunzel catches her pet chameleon, Pascal, in a game of hide and seek. Afterward, she gets started on her daily routine of chores, painting, and maintaining her hair – all the while hoping Mother Gothel will finally let her explore the outside world. At the same time, Flynn and his associates (the Stabbington Brothers) manage to steal a crown from the castle.

Mother Gothel returns to the tower, and Rapunzel asks to go see the lights in the sky as her birthday present. Gothel tries to convince Rapunzel that they are merely stars, but Rapunzel has charted the stars in her free time and knows they only appear on her birthday. Gothel denies her request, and forbids Rapunzel from ever asking to leave again.

Flynn betrays his associates, leaving them behind and keeping the crown (tucked away in a satchel) for himself. He is pursued by the royal guard, and manages to lose all but the captain of the royal guard. He manages to knock him from his horse, Maximus, but Maximus refuses to cooperate with Flynn. Ultimately Flynn and Maximus end up falling down a cliff, both unscathed. Flynn escapes from Maximus with the satchel, but in the process stumbles upon the tower.

Flynn scales the tower and enters, but is taken by surprise and is knocked out by a frying pan. Rapunzel is surprised that Flynn doesn't match the monstrous description Mother Gothel had given her about men, and is more confident with her ability to handle others as a result of the exchange. She locks Flynn in her closet, and notices the satchel. She finds the crown and examines it, and quickly hides it inside a vase when Gothel returns.

Rapunzel is planning on showing Flynn to Gothel as proof she can handle the outside world, but Gothel becomes angry with her when she brings up the outside world again and snaps at her, so she elects not to. Rapunzel asks for white paint made from shells instead of seeing the stars. It is a three-day trip, but Gothel agrees and leaves.

Rapunzel interrogates Flynn, believing him to be after her hair. When Flynn explains that he just wants to get his satchel and leave, Rapunzel offers him a deal – take her to see the lights and return

her safely, and she will give him back the satchel, which has been hidden well enough in the tower that he will not be able to find it on its own. After briefly warring with herself over betraying Mother Gothel, Rapunzel sets out with Flynn.

Maximus is trying to track Flynn when he runs into Mother Gothel. Gothel recognises Maximus as a palace horse, and becomes concerned about Rapunzel. She returns to the tower to find it empty, but happens upon the satchel, with both crown and a Wanted poster of Flynn inside.

In an attempt to scare Rapunzel enough so she asks to return home and provide the satchel right away, Flynn takes her to the Snuggly Duckling, a hangout for ruffians and thugs. The patrons realise Flynn is a wanted man, so they catch him and send for the guards. Rapunzel manages to win them over by asking if they have a dream. Mother Gothel arrives as they sing and watches through the window. The guards arrive, and the patrons protect Flynn and Rapunzel by allowing them to use a secret passage out and playing dumb to the guards. Maximus arrives as well, and with his keen tracking sense is able to find the secret passage and lead the guards through it. Only a single guard is left to watch the now caught Stabbington Brothers, and they quickly take him out and pursue Flynn as well, intending to find the crown. Gothel holds a patron at knifepoint in order to learn where the passage leads.

Rapunzel and Flynn are chased through the passage and past a dam by the guards, the Stabbington Brothers, and Maximus, and escape from all of them. However, they find themselves trapped and in the dark, and Flynn is cut in the process. Flynn tells Rapunzel that his real name is Eugene Fitzherbert, thinking they are going to die anyway. In return, Rapunzel confesses that she has magic hair that glows when she sings – this causes her to realise she can use her hair to create light so they can find their way out.

At the actual exist to the passage, Mother Gothel waits with a knife, but only the Stabbington Brothers emerge. Hearing their distaste for Flynn, she chooses to talk them into working for her, giving them the crown and telling them a far greater reward awaits them, as well as revenge on Flynn Rider.

Rapunzel uses her magic hair to heal Flynn's injured hand. She tells Flynn that once her hair is cut, it turns brown and loses its power. She shows Flynn the small part of her hair that was cut by Mother Gother, though Rapunzel believes someone else did this as that was what was told to her by Gothel. Flynn explains that he is an orphan who adopted the name Flynn based off a book he read about a rich rogue that could do whatever he wanted.

When Flynn walks away for a bit, Mother Gothel shows up. She tries to talk Rapunzel into returning but she won't. Rapunzel tells Gothel that she thinks Flynn likes her. Gothel says she is deluded. She gives her the crown and says that is all he is really after, and that if she doesn't think so she should give it to him and see what happens. Gothel leaves. Flynn returns, and Rapunzel elects not to give the crown right away. Meanwhile, Gothel and the Stabbington Brothers watch from the shadows.

The next morning, Maximus finally tracks down Flynn and tries to capture him, but Rapunzel (with the help of Pascal) is able to convince him to leave Flynn be for the next 24 hours so she can see the lanterns. The group arrives at the Kingdom of Corona, and enjoys the festival activities.

That night, Flynn takes Rapunzel out on the water to watch the lanterns. Rapunzel offers the satchel, but Flynn refuses for the moment. The two fall for each other, and are about to kiss when Flynn sees the Stabbington Brothers on the shore. He chooses to take the boat ashore, and leave Rapunzel behind whilst he takes the satchel. He attempts to give the crown to the Brothers, but they reveal

that they are after the girl now. They knock him out, tie him to a boat, and send it out onto the water. They go and see Rapunzel, telling her that he took the crown and ran off without her. Rapunzel tries to escape the Brothers, when Mother Gothel steps in and “rescues” her.

Flynn comes to as he is spotted by the guards, with the crown tied to his hand. He is arrested and locked away. Maximus, seeing this happen, realises something is wrong. Flynn is set to be executed.

Back in the tower, a flag of the kingdom that Rapunzel returned with clues her in to the fact that her paintings in the tower all included the same symbol in the negative space, which causes her to regain early memories and realise she is the lost princess of Corona. Seeing the Stabbington Brothers in prison as well, Flynn interrogates them, as learns that Rapunzel’s mother is behind their actions.

Rapunzel confronts Mother Gothel, and learns Flynn is to be hanged, so she attempts to leave. Flynn is rescued by Maximus, as well as the patrons of the Snuggly Duckling who Maximus recruited to help. Flynn rides Maximus to the tower to save Rapunzel. At the tower, Rapunzel’s hair is let down to let Flynn up. However, it is revealed that it was done by Gothel, who has Rapunzel tied up. Gothel stabs Flynn. She tries to take Rapunzel away, who says that she will spend every second of the rest of her life fighting Gothel, unless she is allowed to heal Flynn, in which case she will do whatever Gothel wants. Flynn is chained to a wall so he can’t pursue, and Rapunzel is allowed to heal. Before she can, Flynn choose to use a shard of a broken mirror to cut Rapunzel’s hair, freeing her from Mother Gother. This causes Mother Gothel to rapidly age; she falls out the window but is dust by the time she hits the ground. Rapunzel cries over the dying Flynn, and her tears cause him to be healed. They kiss.

Rapunzel is reunited with her true parents. She is a universally loved princess. Various patrons achieve their dreams. Maximus is put in charge of the guard and does a great job at stamping down on crime. Flynn decides to go back to being called Eugene, and ultimately marries Rapunzel.

[Should you include it via the toggle, Tangled: Before Ever After takes place six months after the events of Tangled. During the events of the film, Rapunzel regrows her magic hair.]

[Should you include it via the toggle, Rapunzel’s Tangled Adventure starts a week after Tangled: Before Ever After, and bridges the gap between it and Ever After. By the end of the series, Rapunzel once again loses her magic hair.]

[Should you include it via the toggle, Tangled: Ever After takes place approximately two years after the events of Tangled, and covers the wedding between Rapunzel and Eugene.]

-Changelog-

0.1
Created the jump.

1.0
(i) For the **Magic Hair** perk, it now adjusts in length as appropriate in all forms, not just non-human ones. (ii) Added a new companion option: **Ruffians**.