v1.1
by Negative-Tangerine



Welcome to a world of princesses, rogues, villains, and magic. Are you going to help the heroes, become a villain, or do your own thing?

Take 1000 Choice Points to help you survive.

Starting Location

Roll a d6 to determine where you start. Pay **50 CP** to choose your Starting Location.
You start a week before Flynn Rider appears in Rapunzel's tower.

1. Snuggly Duckling: Despite its cute name this bar is filled with and caters to some of the roughest rogues around, located in the woods not too far from Rapunzel's tower.

2. Rapunzel's Tower: This lonely tower has been the only home and location known to its main occupant, a long haired girl named Rapunzel who longs to go see the lanterns fly on her birthday.

3. Corona Castle: The original home of the missing princess, this is where the grieving parents reside and overstate the release of floating lanterns each year in memory of their missing daughter.

4. The Dark Kingdom: You appear inside the Dark Kingdom, I hope you can explain your presence or escape unnoticed or as this is the location of the Moonstone and it is protected by an order dedicated to stopping its use.

5. Old Corona: You appear outside Varian's workshop in the Old Corona.

6. Free Pick.

Age and Gender

Ages are 14+1d6 and gender is whatever you were previously. Pay **50 CP** to choose your own age or gender.

Origins

Any origin can be a Drop In.

Princess: You aren't necessarily a princess but you have the looks, bearing, and small animal of one. **Can be a prince as well.**

Rogue: You are a rogue of the highest order, experienced in conning fools and getting away with the prize.

Magic User: You have experience in using magic, finding magic items and manipulating others.

Intelligent Animal: You are a mundane animal with extraordinary skill and human intelligence.

Inventor: You have a love of and experience in engineering and alchemy.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General

Singing (Free): You have an excellent and pitch perfect singing voice, able to break into song at the drop of a hat. You will never have to worry about straining or damaging your voice in any way and any magic that is channeled through or utilizes your voice in any way will receive a boost in power. **Even when vocalizing a spell or simply speaking, you will sound crystal clear and melodic.**

Princess

Wild Growth (100): Your hair is now around 20 feet long and can shrink and extend at will with nothing but a bit of concentration. This is now your minimum length of hair no matter your form as long as your form has hair. **If you do not have a head of hair then this will be a tangible and glowing spectral representation of long flowing locks of hair. If you have the Magical Hair perk or the powers of the Sundrop and / or Moonstone then they will still be channeled through and represented by this spectral hair.**

The Arts (200): You are quite skilled in various artistic pursuits including painting, pottery, papier-mâché, sewing, singing, guitar playing, and knitting. **You also pick up other artistic skills five times as faster, and can extrapolate new and varied ways to apply your artistic skills to other pursuits such as painting and drawing to calligraphy or rune seals.**

Rope Skills (400): You have an innate affinity for rope work and can use it and any rope-like object to capture, bind, grab, or manipulate people, objects, and the world around you.

Magical Hair (600): You are infused with magic, and this is expressed through your hair to the point that it glows with an inner light of a distinct. This magic can be called upon to provide two innate effects when channeled through song. **You can choose a type or nature of magic to have your hair infused with but it can not be the domain and color of either the Sundrop Flower or Moonstone Opal. The first innate magical effect must be related to the domain like the Sundrops Light and Healing, or the Moonstones Earth and Decay, while the second must be a more offensive ability like the Sundrops levitation / flight and light / energy blasts, or the Moonstones black rock generation / manipulation and lightning / electricity generation.**
For an additional 100 CP you can gain the same effects that Rapunzel did when she touched the black rocks and absorbed a bit of the Moonstone Opals power. This will turn your hair completely unbreakable and prehensile, though since you are paying for this your hair is completely under your control, though it may still act on its own to occasionally help.

Rogue

Con Man (100): You are skilled in fleecing targets and telling convincing lies with a straight face or a smile.

Acrobatics (200): You can swing from ropes, dive from cliffs, and perform death-defying stunts without fear. **This boosts your dexterity and hand eye coordination.**

Sneaking (400): A shadow traveling along the edge of sight, a whisper of cloth outside on the edge of hearing. You have the skills in getting around and entering places you should not be, able to hide, sneak, and avoid detection.

Hidden Royalty (600): You have a history and origin that ties you to a kingdom's royal family that if revealed will make you the heir to those lands. **This allows you to in this and future jump choose an existing kingdom to become the heir of or to create your own in jump that you will be tied to.**

Magic User

Facade (100): You can present a completely foolproof front and disguise your motives and feelings behind a mask, acting in a way to gain the trust of the person you are deceiving.

Finding Magic (200): While you may not necessarily have magic of your own but you have great skill and luck in finding magical objects, and the knowledge and experience to exploit these objects for your benefit, even if they change forms and function.

Mother Knows Best (400): You are excellent at gaining another trust and grooming them to depend on you and not question your commands. This will only last so long though if you are too restrictive and demanding, but this could last a decade easily before that happens. **Provides you with skills in deception, conditioning, and comforting**

Manipulating Magic (600): You have actual skill in magic, you can manipulate the elements to create events on the scale of kingdom threatening blizzards, create magic mirror diaries that will store and display memories in full color with audio, shapeshifting into other forms, and corrupting others to your will.

Intelligent Animal

Charades (100): You are adept at charades and non-verbal communication.

Unusual Fighting (200): You are skilled at weapons fighting in unconventional ways due to your lack of hands. Have fun sword fighting with a sword gripped in your teeth.

Strength of a Bull (400): You have enough strength to not only bodily lift a full adult human with nothing more than your teeth but you can lift and swing an axe bigger than yourself without issues. **This will make your base strength four times that of a normal human.**

The All Tongue (600): Now, not only do you have the ability to speak no matter what form you are in but you now have the ability to learn languages four times as fast. **In this and all future jumps you can select a language to learn before entering that is not your native jump language.**

Inventor

Engineering (100): You have skill in and base knowledge of the use of engineering and the creation of engineering products.

Alchemy (200): You have skill in and base knowledge of the use of alchemy and creation of alchemical products

Inventors Immortality (400): You have complete immunity to all negative consequences to any experiment, test, or creation attempt. This will guarantee that you do not come to harm or die from any

.

Genius Intellect (600): Your intellect is expanded into the top percentile allowing you to learn new methodologies and principles at an astonishing rate and to adapt magic and scientific principles from one to the other or merge them when necessary for even greater creations. You could potentially perform feats of creation like building portals to other dimensions like Demanitus did to trap Zhan Tiri to imprison her within a netherworld-like dimension called the Lost Realm.

Items

Items may be imported into similar items - weapons to weapons, clothes to clothes, etc.
Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.
Origins get their 100cp item for free and the rest are discounted to 50%.
Building complexes will be placed near your starting location in-jump for your stay and will be attached to your warehouse after this jump is complete, they can then be imported into future jumps as desired.

Princess

Sturdy Frying Pan (100): This sturdy cast-iron frying pan is unbreakable and able to be used for non-lethal takedown if desired.

Unlimited Painting Pallet and Brush (200): You have a small lidded travel paint pallet with an endless paintbrush. When opened the pallet will display up to twelve different colored paints that will never run out and whose makeup and color can be changed each time it is opened. The paintbrush will morph into any desired shape and size to be used with the pallet. **Want to paint your silver color using adamantium or mothering? Well now you can, you can feed the pallet small samples of various materials to impregnate your paints for various effects, colors, and such. The pallet will remember these materials.**

Corona Castle (400): You have a copy of Corona Castle held within its own dimension and can be attached to the warehouse and imported into future jumps.

Rogue

Bag of Gold (100): This bag of gold will fit comfortably on a belt or in a pocket and prevent any attempt to pickpocket it or its contents. Comes filled with enough gold and small denomination coins to keep you fed and housed in an inn for a full year without issues if spent sparingly on one person.

Disguise Cloak (200): This cloak can be raised to enclose and shroud your form from sight and recognition. This will boost any attempt to sneak or evade recognition.

Hive of Scum and Villainy (400): You gain ownership of the **Snuggly Duckling** and can attach it to your warehouse after the jump and import it into future jumps. **The occupants can come with you as followers if desired, otherwise this will be staffed by generic toughs of your design after leaving this jump.**

Magic User

Magic Comb (100): This comb will help in removing and preventing tangles, and reverse damage to any hair it is run through. **This will also help boost any magics or powers that are cast on, focused through, or involve hair.**

Graphtic Scroll (200): You gain a complete and undamaged copy of the Graphtic scroll also known as the **Demanitus Scroll** written by Lord Demanitus is an ancient parchment that depicts the legend and research of the Sundrop and the Moonstone. It also lists the instructions on how to wield the unknown "Ultimate Power", and shows all four incantations, the healing incantation, the decay incantation, the black-rocks incantation, and the hope incantation.

The Tower (400): You gain a tower similar to the one that held Rapunzel, though yours is far larger on the inside with multiple levels and an actual door. It still has a faithful recreation of Rapunzel's room at the top of the tower with its iconic window.

Intelligent Animal

Weapon of Choice (100): You gain a weapon sized for your new body, how you hold it is up to you, whether it is held in your teeth, gripped by a prehensile tongue, or some other odd method, this will help you stay alive.

Saddle and Saddle Bags (200): This saddle and its expanded side bags will adapt to any form you wear it with and will provide the ultimate comfort for the wearer and riders. This saddle will work to prevent its rider from falling off accidentally or from intense activity, this does not prevent them from being unseated due to combat though. **Wearing this while in a humanoid form will see it turning into a compact leather backpack with an expanded internal space.**

Armour of Distinction (400): You gain a distinctive suit of lightweight but protective metal armour that will mold to any form you take and provide full body protection with focus on forelimb and torso defense. This provides the same defense as full plate armor but is light enough to be run in without issues. **Wearing this also provides you with an air of authority and trustworthiness. The exact look of this armor is up to you be it plate, scale, metal and leather, it matters not.**

Inventor

Goggles (100): You have a pair of nice and protective goggles that when working will prevent serious or lasting harm to you from your own creations exploding, or otherwise going haywire. Specific design and look of these goggles are up to you.

Automaton and Notes (200): You gain a timing cylinder that when wound will construct a single automation of your own design that is capable of following commands and will never be subverted or turned against you. This can look human in shape but still must be obviously made of metal, the timing cylinder is its weak point and as long as it is not destroyed it can rebuild itself when damaged.

Alchemy Tome (400): This grimoire has recipes for various things like artificial derivatives of the Black-Rocks, or potions both in drinkable and gaseous forms for things like sleep and memory erasure, as well as basic and advanced chemistry and other related subjects. This grimoire is unending and will automatically update as you learn new and related information for later review, this only applies to raw data and instructions that you read or are taught. By placing a page or book directly on top of this you can copy its entire contents exactly into your tome. You can update this book manually as desired to flesh out information, add personally created plans, or annotate sections with further updated research results. **This book starts with basic potion recipes no stronger than a sleeping or knockout potion in both liquid and gas forms. The look of this book is up to you, how large or austentatious this is or the specific material makeup if for you to decide on purchase.**

General / Undiscounted

Rapunzel's Tangled Adventure (Free): You gain a copy of the movie Tangled and the entire series Rapunzel's Tangled Adventure that will adapt to play in any format or media player desired.

Jumper's Tangled Adventure (100): You gain a copy of your entire time here done as a movie and subsequent television series with both coming in full 3D CG and stylized 2D animation that will adapt to play in any format or media player desired.

The Great Tree (300): You gain the hollow Great Tree as a property and base of operations. The great tree is sentient and capable of defending itself and its occupants, unless you have powers that will allow you to directly communicate with plants or other sentients then you will not be able to communicate directly but will have a general sense of what it is trying to communicate. **You do not gain access to the Great Tree until you either find a way to cleanse it of Zhan Tiri's corrupted magic or your jump ends and it is added to your warehouse.**

Sundrop and Moonstone

It is unknown what will happen if both the Sundrops and Moonstones powers are brought back together under the control of one person. Though it is known that the conflict between these energies can rip open portals between dimensions, which suggests that the controlled utilization of the merged powers may allow for portal generation and control as one of its abilities.

Sundrop Flower (300 CP): You gain a copy of the legendary Sundrop Flower. The Sundrop has two incantations, the Healing incantation and the Hope incantation.
There may be other uses for the Sundrops power to be discovered.

When you sing the Healing incantation you will be healed and can have the flow of time run backwards, de-aging the singer at a visible rate.

The Hope Incantation is a second spell of pure light and hope of the Sundrop Flower. It allows for the wielding of the burning energy of the sun, this provides levitation and flight, offensive blasts, and its full capabilities remain unknown. Causes the wielders eye to glow with the energy of the sun while wielding its light.

The Sundrops main abilities include Decelerated Aging, Longevity, Resurrection, and healing minor or even fatal wounds.
The Sundrops' power is the embodiment of Light and Life itself.

Moonstone Opal (300 CP): You gain a copy of the legendary Moonstone Opal. The moonstone has two incantations, the Decay incantation and the Black-Rocks incantation.
There may be other uses for the Moonstones power to be discovered.

The Decay incantation drains life and magic energy into the wielder and if uncontrolled will kill all living things in proximity from plant life to living beings.
This will also change the wielder's hair black and eyes black with green pupils.

The Black-Rocks incantation allows the wielder to gain complete control over the electrified dark earth of the moon. This allowed for complete control over the generation and manipulation of the black rocks rather than the previous ability to simply generate basic spikes of black rocks at-wil.

The Moonstones abilities lean towards a more destructive bent than the Sundrop as its powers relate to death, ruin, decay, disintegration, nothingness and destruction. It has enough power to render an entire kingdom uninhabitable and devastated.
The Moonstones power is the embodiment of death-force itself.

Companions

Companion Import (50-200): Import a single companion into any origin and race for 50cp each or eight for 200cp. Each gains 600 CP to spend.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you. **This will guarantee a good first meeting and a decent first impression.**

Mascot Animal (Free for Princess Origin): You now have a small mascot animal no bigger than a housecat with the **Intelligent Animal** origin and 600 CP. It has human level intelligence but can not speak by default, it is great at charades and conveying information wordlessly.

Genius Horse (Free for Rogue Origin): You now have a mighty steed with the **Intelligent Animal** origin and 600 CP. It has human level intelligence but can not speak by default, it is great at charades and conveying information wordlessly.

Scenarios

Scenario 1: Sun and Moon

Goals:

You must somehow during your stay gain control of both the powers of the Sundrop and the Moonstone, how this is done is up to you but the copies bought with CP do not count towards this goal.

There are many ways you can try to accomplish this as you could steal the Moonstone for yourself and attempt to drain the Sundrops power from Rapunzel, you could allow the battle against Zhan Tiri to happen and try to absorb the released powers after the fight is won, or you could simply find another way to transfer the powers from Cassandra and Rapunzel to yourself. How you accomplish this is up to you, the only thing that matters is that you do this before the end of the jump.

Reward:

Perk: Powers of Sun and Moon
You gain a copy of the power of the Sundrop and Moonstone merge within you as Rapunzel originally had the Sundrop powers as her own with her being the earthly avatar of the Sundrop, rather than Cassandra's simple merging and utilization of the external and vulnerable Moonstone. **This means you will have access and control of the abilities of both items as well as whatever the merged ultimate power is.** How this manifests in your own hair and eyes is up to you, whether you have the golden light of the Sundrop, the electric blue of the Moonstone, a combination of both, or something completely different is up to you.

Companions: Rapunzel and Cassandra
You also gain the ability to grant both Rapunzel and Cassandra their own respective powers back and in Cassandra’s case having it be internalized as part of her like how Rapunzel is the living embodiment of the Sundrop.

Scenario 2: Cassandra's Tangled Adventure

Information:

You can include the Fanon comics by Ameila H. as canon to explain Cassandra's disappearance from the wedding and to provide a further framework for adventures.
Please note that in this addition that Cassandra is at least Bi or possibly fully Gay and left due to not being able to handle watching Rapunzel be married.
Do what you will with this and incorporate it as you will.

Twitter link to the comics: https://twitter.com/amegosh_/status/1357897624611864576

Goals:

Go on further adventures with Cassandra, with or without Rapunzel. You should meet new people and travel across the entirety of the Seven Kingdoms and uncover further perils and threats to Corona that need to be dealt with.
This is a free form way of adding more adventures to your ten year stay here and you should at minimum run into one more threat to Corona and the Seven Kingdoms on par with Zhan Tiri.
Have Fun! And remember the adventure and threat should focus on Casandra and not Rapunzel as this is her adventure, maybe tied into her being Mother Gothals legitimate child for example.

Reward:

You are guaranteed to gain Cassandra as a companion for free.

Scenario 3: Varian and the Seven Kingdoms

Information:

This adds the Fanon and unproduced idea for a Varian spinoff and world expansion into your world.

Upon finding an almanac that belonged to his fearless and adventurous mother who had gone missing during one of her trip, It also showed Varian that his late mother had a similar interest and drive toward alchemy that he did and it as on one of her adventures to further her knowledge and ability that she went missing.

Varian then decides to travel the seven kingdoms to learn all seven Alchemical Laws and obtain forbidden knowledge. By completing his mother's work he hopes to discover who he is as well as discover his mothers fate and if possible be reunited with her.

To this end he would travel to each of the seven kingdoms and learn one of the seven stages of alchemical transformation and would receive a totem. Upon collecting all seven totems and their accompanying knowledge he would be able to use them to reunite with his long lost mother who had been betrayed by her former partner Denella a long time ago. Unfortunately it is revealed upon freeing her that she had been sealed away by her former partner after she had been corrupted and taken a villainous turn that she can hopefully be brought back from.

Kaitlyn Ritter interview (Time set to when they talk about Varain and the Seven Kingdoms):
https://youtu.be/lla_gg-ligk?t=3419
Kaitlyn Ritter Tumblr:
https://kritterart.tumblr.com/

Goals:

Travel through the seven kingdoms and learn all seven stages of alchemical transformation and would receive all seven of the accompanying totems.
Free Varians mother and either redeem or defeat her.

Reward:

You gain a tome containing detailed information on all seven Alchemical Transformations and all seven alchemical totems along with the Forbidden Knowledge.

If Redeemed: You are guaranteed the option to gain Varian and/or his mother as a companion for free.
If Defeated and not Redeemed: You are guaranteed the option to gain either Varian or Varian's mother as a companion for free.
If Killed: You are only guaranteed the option to gain Varian as a companion for free.

Drawbacks

Self-Insert (+0): Who do you want to be? Buy their background and you can take the place of one of the main characters.

Tangled the Movie (+0): This limits you to just the movie plot and will see you leaving once Mother Gothel is defeated and Rapunzel is reunited with her true parents.

Injury (+100): You have a life altering injury, maybe you have a hook hand, maybe a peg leg, or maybe you have a missing eye, whatever the case it will not be healed during your stay.

Unstable Creation (+200): Your creation whether magic or alchemy or engineering have a tendency to go haywire and either explode or have an unintended effect. This does not necessarily always result in bad effects as about 25% of the unintended effects simply result in interesting byproducts and new discoveries.

Unreasonably Long Hair (+200): Your hair is now 18 feet long and if cut will grow back immediately. It has no other magic. Have fun taking care of this, hope you have a good comb.

Maximus the Mad (+300): You are now wanted for attempted theft from the royal palace and have Maximus the Royal Guard horse after you, and he will stop at nothing to apprehend you. If you are caught you will be found guilty unless you can find a way to gain a pardon. Hope you can outperform a horse and escape or subdue him.

An Oddly Intelligent Horse (+400): You are stuck as Maximus the Royal Guard horse for your stay. **You gain this form as an alt-form after this jump.**

Power Loss (+600): You have no **Out Of Context** items, powers, or warehouse.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoyed your time here that much huh. Well, have fun staying in this world.

Continue: On you go then, take your purchases, companions (voluntary or otherwise) and get onto your next conquest.

Updates
V1.0 - Jump Doc created
V1.1 - Grammar and capitalization tweaks, replace the 200 CP Princess perk “Unconventional Combat” with “The Arts”, and clarified the rewards for Varian’s Scenario.