

V1.1
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Welcome to a world of magic and hidden valleys, of family and community.

What do you value? What makes you special?
Is it magic? I bet it's magic.

And take **1000 Canine Points** to help you be the best wolf you can be.

Starting Location

The events of this setting take place in the hidden and isolated magical valley called “El Encanto” in the Central Mountain Range of Colombia.

If you are of the “**Townsfolk [Drop-In]**” origin then you have followed Mirabel Madrigal back to her home as she sang to the children while trying to futilely rush away from them and find yourself outside of Casa Madrigal know to the family as “Casita”.

If you are a “**Magical Family Member**” of the Madrigal family then you start Casa Madrigal in your own room, whether it is a magical room or not depends on if you have a magical gift or not.

If you are a “**Magical House**” then you awake inhabiting your new home body in whatever location you were built on / created by magic, maybe it is next door to the Madrigals Casita.

If you are a “**Magical Family Member**” but not a member of the Madrigal family then you start inside of your own family's house, whether this is a magical house or not depends on whether you purchase a house **and** a House Spirit companion or not.

Age and Gender

Roll 5d6 to determine your age, this can be selected within the range of 5 to 30 for 50 CP.
Your gender is the same as your previous jump, this can be changed for 50 CP.

Don't forget that if you are a member of the Madrigal Family that the age of 5 is when a member of the Madrigal Family undergoes the door ceremony to determine their magical abilities and gain their own personal dimensional pocket room linked to said door.

Origins

1 Townsfolk [Drop-In] [Free]: You are up to now an ordinary and unremarkable member of this small village that seems to revolve around the Madrigal family.

2 Magical Family Member [100 CP]: You are a member of a family that has gained magical abilities and may be the focus and support to their surrounding village. This may or may not be the Madrigal Family.

3 Magic House [200 CP]: You are the controlling spirit of an amusingly animated and helpful dwelling. You can import an existing home that you own up the size of a normal multi level family home as your body or purchase the existing **Colorful Columbian Casita** item to become your body

Perks

General / Undiscounted

Singing Disney's Tune [Free]: You now have an incredible singing voice and with perfect pitch and the ability to burst into song at the drop of a hat, and are able to formulate and execute impromptu unrehearsed and create on the spot song and dance numbers.

Top Quality Disney's Visuals [Free]: Much like Disney art and leading men and ladies in both 2D and 3D, you are flawless and visually stunning, able to turn heads, and capture hearts with ease. This makes you a 10 / 10 on the beauty scale and immune to disfiguring damage or scars. If you are capable of aging you will age gracefully and suffer none of the aches and pains of growing old.

All the Butterflies [100 CP]: You can summon glowing gold butterflies one at a time or in swarms that follow your mental commands. These are physically no different than ordinary butterflies except these ones are solidified into a physical form of pure golden colored magical energy.

Townsfolk [Drop-In]

Business Savvy [100 CP]: You are exceptionally good at running a business and can even keep yourself and your loved ones supported in a small valley that is cut off from the wider world with little issues.

Petitioning the Strong [200 CP]: You are exceptionally good at convincing those with more power or skill to do things for you and will be able to do so with little effort or pay on your part as long as the task is not overly difficult or complex for the person. They will generally find nothing wrong with occasionally doing you small favors or tasks free of charge.

High Standings [400 CP]: You and your family finds itself in high standing wherever they settle themselves, they are not the top of the pecking order but it would not be odd for you and them to be rubbing elbows with those that are or even gaining the chance to intermarry with those above you. This ensure that whatever family or unit you end up with in a jump they are always in good standings and well off, or find themselves being elevated to those standings soon enough, this will also ensure that those in power have a decent reaction to the idea of you or courting and intermarrying into their family.

Magical Family Member

Family Bonds [100 CP]: Family bonds do not just mean those of blood, anyone you are genuinely close to will never have their affection or feelings fade or fray whether from time, distance, or memory loss. No outside influence will be able to infringe or interfere with them and your connection, you will find that your bonds and feelings will become stronger from each trial, strain, setback, or even with just time.

Part of the "Madrigal" Family [200 CP]: When entering a jump you now have the choice to become part of any established family or the sibling of any character, though this will not make you the oldest or the one in line for succession. In this jump it allows you to make yourself a member of the Madrigal Family if you wish.

Magical Ability [400 CP]: You have a magical ability that is unique to you that is in line with the members of the Madrigal Family in strength and scope. **The Madrigal family members' magic is listed in the notes section under each member's information.**



Magical House

Multi-tasking Domain [100 CP]: You can now multitask and split your awareness safely into multiple streams of consciousnesses that are capable of focusing on completely different things while still being part of a whole.

Your awareness can extend throughout your entire body and over an area around yourself with a radius of 5 feet though this may be able to be extended with practice and effort. As a building the definition of your body includes your main building and any properties including attached grounds and external buildings.

This awareness forms a domain that within you can extend and utilize any of your metaphysical senses and energies whether psionic, spiritual, magical, or otherwise. Within this domain you have vague awareness of everything within it and can focus your attention on anything within it and receive information as if you had line of sight and touch with any of your mundane or metaphysical senses.

Inanimate Object Control [200 CP]: As a **building** you have an awareness and control of anything inanimate within yourself. Everything within you that is not a living creature is under your direct control and capable of being manipulated to some extent, this extends to anything on your property as well. Any inanimate object that does not have its own controlling mind can be manipulated, though this works on a descending scale for your capabilities to manipulate an object and receive sensory feedback. Things that are part of you like windows, tiles, and floorboards, physically attached to you like pictures, shelves, and drapes, or meant to be part of your house like plates, chairs, or drawers can be manipulated and bent in physics defying and cartoony ways and moved around at will, you have the same capabilities over inanimate objects that enter your domain to a lesser degree with the longer they stay on your property the easier it is for your to invest yourself into them to move, manipulate, and receive sensory feedback.

As a **man** you have the capability to invest a part of yourself into objects around you and manipulate them physically with nothing more than your mind and will, this works best on objects that are yours, but with time and effort can be applied to things that are not considered yours. This scales with your ability to multi-task and the initial investment only works on things you can see or sense within your domain, after the connection is formed though it will continue outside of these conditions.

Pocket Dimensions [400 CP]: You have the ability to create and anchor dimensional pockets that are initially empty realms, but if they are keyed to a being they will take on an interior design that reflects them and creates a comfortable sanctuary. You can tie the pocket dimensions' physical opening to a specific location and designate how their entrance door looks, by default this is a shimmering golden door, and if keyed to a being they will display a depiction of the person surrounded by notable images related to them.

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.

All origins get their 100cp perks for free with the rest discounted by 50%.

Buildings and organizations unless stated to have an in-world location will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General / Undiscounted

Colorful Clothes [Free]: You gain an entire wardrobe or colorful and embroidered clothes in the style seen in this isolated Columbian village, with elaborate tops, skirts, and suits.

Casita Warehouse Aesthetics [50 CP]: Your warehouse can now incorporate the colorful aesthetics of Encanto. This can be used in conjunction with any other warehouse style modifier.

Casita Entrance Aesthetics [50 CP]: This alters your warehouse door to take on the same shimmering golden aesthetics as the magic doors inside Casita with your history and highlights depicted on it. If you have the ability to summon portals to your warehouse they now take on a sparking and shimmering gold look with the swirling edges looking like liquified grains of gold dust that spin out from the portal edge to fade away.

Candle [300 CP]: This Candle is said to be the physical personification of a wish, and the representation of your family's magic. In this jump and those going forward this candle will burn eternally and anyone that accepts a place in your family whether as a sibling, spouse, or otherwise will be considered to be so in all legal, magical, and metaphysical senses.

This will allow you to share any metaphysical power sources you possess in a generic form. This means that they will gain access to magic, psionics, chi, etc if you yourself have access to those powers and not specific power or perks.



They will develop a single ability that is uniquely flavored to them for each shared power type. So if they gain Magic, Psionics, and Chi, then they may develop Magical Invisibility, Psionic Telekinesis, and Chi-based Body Reinforcement.

This acts as a Capstone Booster for items.

Townsfolk [Drop-In]

Donkey and Cart [100 CP]: You have your very own friendly donkey and indestructible cart. Good for traveling around the valley or moving product and making deliveries. This donkey will never run away from fear, and be unfailingly loyal to its owner. It seems to almost react to your wishes even before you state them, seeming almost intelligent. That can't be though, everyone know donkeys are remarkably stupid.

Business [200 CP]: This small shop with an external stall is guaranteed to provide a steady income to keep you fed and receiving a comfortable living wage at the bare minimum with the ability to increase its income with actual work or management. What your business provides or sells is up to you. Want to run a small grocer, a carpentry shop, or even a sex shop, whatever it is it will provide the same base income but no employees beyond yourself.

Quaint Village [400 CP]: This quaint Columbian village has a pleasant sprawling layout that will accommodate a decent amount of inhabitants.

It will maintain itself in a clean and pleasant state with no need to wash buildings, trim vegetation, or even maintain the basic amenities and services as they will all be kept in working and clean conditions.

By buying this you gain a controlling interest in the village during this jump as its primary financial backer, how this is resolved in universe is up to you. Maybe your family spent decades here helping rebuild after the original villages destruction or just through jump fiat as a drop-in.

When you leave this jump you gain an exact duplicate of this village that will travel with you and persists through further jumping.

Capstone Boosted
This small village will now sprout new and colorful streets, houses, and shops as needed for each new resident you allow to settle in it.



Magical Family Member

Stuffed Animal [100 CP]: You get a cute stuffed animal plushie of your choice. This stuffed animal seems almost magical in its ability to dissolve fears, and ward against the dark creatures that dwell in the night. **This plushie projects an small 10 foot aura of calmness around itself that wards away negative or harmful feelings and is unpleasant and possibly damaging to hostile, evil, or dark aligned entities.**

Unlimited Baked Goods [200 CP]: This never-ending basket of baked treats seems to never run low, and any baked item that could be made in a family's kitchen can be found here with nothing more than a thought and a reach in hand. The baked goods are so good you would swear that you could feel your fatigue and pains fading away as you eat from it.

The baked goods found in this woven basket will restore energy, and have a mild boosting effect on the eater's regeneration, not enough for visible regeneration but enough to ensure no infections and painless if only slightly quicker healing of minor wounds.

Hidden Valley [400 CP]: This magical hidden valley is surrounded by high mountains that seal it off from the surrounding world and prevent people from entering or leaving. The weather is always idyllic when not being magically manipulated and hides itself and anything within from all forms of divination, scrying, and extra-normal searching that is not your own.

Capstone Boosted

You can place any and all properties you own within this valley and it will grow in size to accommodate and can form a branch valley connected to this main central hub valley as desired to separate your properties as you wish when merging them into it.

Magical House

Welcoming Mat [100 CP]: This welcome mat will act as a mild notice me not and disinterest ward for any home it is placed at the entrance of and ward off entrance from intruders, thieves, dark creatures, and door to door salesmen. This will work by having unfriendly beings just overlook the home, find nothing interesting about it, or even think of something else they need to focus on when they look at it.
The design of the mat and what it is made of is decided upon purchase.

Regenerating Furnishings [200 CP]: This is a set of furnishings with enough pieces to outfit a standard home. These furnishings are saturated with the same magic that formed and maintains the "**Colorful Columbian Casita**", and when placed in a home or building they tend to self-propagate to fill out rooms as they are needed or as new ones appear. This magical saturation grants these furnishings regenerative properties that will repair wear and tear and even full destruction. Any new furnishings placed in rooms with any of these pieces will also gain the same magical saturation and regeneration and become part of the furniture collective.

Colorful Columbian Casita [400 CP]: This colorful sprawling multi level home was formed from and is absolutely saturated with magic and can house a large multigenerational family with little issue. The magic of this house grants it a regenerative ability that maintains it, prevents wear and tear, and helps to repair any damage it receives. This home contains a golden door, behind which is a personalized dimension that acts as a bedroom, getaway, and amplifier / work area for any powers or magical gifts you may have. It also contains a permanent and lockable entrance and exit that is maintained separate from your normal key door or portal.

The internal layout of the house is up to you to decide when this is purchased and needs to be of similar size to the Madrigal's Casa Madrigal. You can merge any other "houses" you own with this house to expand and enhance it.

Capstone Boosted

You now have a second permanent door outside of your bedroom that leads into the entrance of your warehouse in your Casita, as such your warehouse is now considered to be part of your Casita and vice-versa. This means that any inhabiting spirit can control, manipulate, and monitor your warehouse in its entirety in the same way it can its main building.

Additionally if desired, any owned properties can now be imported and integrated behind their own magical doors in the house itself in their own isolated pocket dimensions, these doors can be located on a separate floor of the building that houses just them or if you desire the property doors can be kept out of the main house entirely behind their own door in their own separate hub dimension whose design is up to you.

Companions

Townsfolk [Drop-In] Companion Import [50 CP / 200 CP]
Import a single companion into any origin and race for 50cp each or eight for 200cp.
They gain the Townsfolk [Drop-In] origin and 600 CP to spend.

Companion Export [Free]
You can companion anyone as long as they agree to it for free. This does not aid in meeting them or convincing them to join you. You're on your own here. **Once this jump is complete any exported companions with magical powers will now have it be completely internal to them and no longer rely on an external power source (i.e. candle).**

Magical Family Member(s) [100 CP for one / 400 CP for eight]
Import up to 8 companions to become another family that gained magical abilities from that tragedy 50 years ago alongside the Madrigals, this may be your own family if you did not choose to be a Madrigal.

You can import up to eight companions and grant them the Magical Family origin with the 100 CP perk and item as well as the 400 CP “Magical Ability” perk for free. They can select their age and family relations for free, and gain 400 CP to spend on items and perks.

Tudyc the Toucan [100 CP]
You gain a pet toucan. It can sound a lot like Alan Tudyc if you choose to have a male Toucan.

Magic House Spirit [300 CP]
[You can import a companion, familiar, or AI as the houses controlling Spirit / Mind.]
[This can be only bought once.]

This is a sapient magical house spirit, it not only has complete control over even part of items but all inanimate or non sapient objects or components housed within its body.

If you purchase the **Colorful Columbian Casita** you can have this spirit inhabit the property and extend its power to the warehouse if the Capstone Booster was purchased.

The Spirit has both the **Multi-tasking Domain** and **Inanimate Object Control** perks as well as the “**Pocket Dimensions**” perk that allows it to create individualized pocket dimensions at will for anyone that is considered family, this includes family, followers, companions, pets, and familiars as desired, these by default are represented as shimmering golden doors.

This spirit may inhabit any property or dwelling that you own, but has no capabilities to manifest a spiritual or physical form of its own outside of inhabiting a building currently.

Drawbacks

Self-Insert [+0 CP]: You can self insert as a specific person in whatever universe you decide to enter into and your characters history, background and origins will adapt to fit each other.

Disney Connected Universe [+0 CP]: You can have the history of any other disney property you have visited before be reflected in the history of this world.

It's Lin-Manuel's world [+0 CP]: As Lin-Manuel Miranda has stated that he wanted to have both Encanto and Moana to be set in the same world, you can fill out and combine both Jump Docs as you see fit.
How you link their events is up to you and as they can be set during the same time either in the time period of Moana or Encanto, or have Moana's events in the past of Encanto. Whether and how you are active in both stories is up to you, you can be from Moana's time and use drop-in for the events of Encanto, or bring your companions from Moana's time and establish a second magical Family in the valley, it's completely up to you.

Specific Universe [+0 CP]: You can now use this as a supplement to another jump document. All starting and jump drawback CP are kept separate.

Plot is king [+0 CP]: You may leave any time after the main plot of your jump is complete if this is used to insert into a specific universe setting using another jump doc, unless any drawback or scenarios are still in effect and incomplete.

Early Start [+0 CP]: Rather than appearing in the Encanto the morning that the movie starts, you instead appear during the assault on the village as Alma Madrigal's wish brings magic.

Extended Stay [+100 CP]: For each purchase of this your time here is extended 10 years.

Mute (+100): Forget about singing, you can't even talk. Have fun being mute in a disney universe, they're full of musical numbers and unlike a certain fish tailed beauty you can't just get your love interest to shank a bitch to get your voice back. .

Bumbling Fool (+200): You are not graceful, no matter how hard you try you keep causing small mishaps and accidents.

Distrusted (+200 CP): Everyone around you tends to distrust you and look for any chance to blame you for events you have no relation with. If you have the "**Magical Ability**" perk then your ability itself will be distrusted by those around you.

Power Loss [+600 CP]: You have none of your out of jump perks, powers, items, or warehouse for the duration of your time here and are reduced to your Body Mod.

Choices

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

Stay: So you enjoy your time as a hero or villain that much huh. Well have fun staying in this world of sapient animals.

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

Update Notes

V1.0 - First release draft of the Jump Doc completed.
V1.1 - Formatting, grammar, and wording changes

Setting Notes

Madrigal Family Tree

Pedro Madrigal
Alma Madrigal | 70-year-old | Matriarch
- Candle Keeper and Source of the original Wish

Julieta Madrigal | 50-year-old
- Healing Food
  [Food cooked by her can instantly reset and heal snapped bones.]

Agustín Madrigal **[Married into Family] | Slightly Younger**

Isabela Madrigal | 21-year-old | Oldest Sister [First-born Grandchild]
- Chlorokinesis
  [Summon and control plants | Originally just Roses]

Luisa Madrigal | 19-year-old | Middle Sister
- Super strength and durability
  []

Mirabel Madrigal | 15-year-old | Youngest Sister
- No Magic

Bruno Madrigal | 50-year-old
- Limited Prophetic Visions or Foresight
  [Vision generates a physical green stone or gem-like rectangle that displays it.]
  [Needs a big open room with sand to see visions, and they aren't always clear.]

Pepa Madrigal | 50-year-old
- Weather Control Tied to Emotional State [Includes mini storm cloud]

Félix Madrigal **[Married into Family] | Slightly Older**

Dolores Madrigal | 21-year-old **[Couple of months younger than Isabela]**
- Enhanced Senses [Hearing]
  [At minimum she can hear people blinking across a house.]

Camilo Madrigal | 15-year-old **[Few months older than Mirabel]**
- Shapeshifting
  [Possibly limited to human/humanoid forms]

Antonio Madrigal | 5-year-old **[Turns 6 and gets his magic ability]**
- Beastmaster
  [Is loved by and communicates with animals]