
THE HUNCHBACK OF NOTRE DAME

The Hunchback of Notre Dame

1996 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Morning in Paris, the city awakes

To the bells of Notre Dame

The Fisherman fishes, the baker man bakes

To the bells of Notre Dame

To the big bells as loud as the thunder

To the little bells soft as a psalm

And some say the soul of the city's the toll of the bells

The bells of Notre Dame

Listen, they're beautiful, no? So many colours of sounds, so many changing moods. Because, you know, they don't ring all by themselves.

They don't?

No, silly boy. Up there, high, high in the dark bell tower, lives the mysterious bell ringer. Who is this creature? What is he? How did he come to be there?

Hush! And Clopin will tell you. It is a tale, a tale of a man and a monster!

-Clopin explains the past of Quasimodo

You arrive in this world a week before the Festival of Fools, the same year Phoebus returns to Paris. 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 either a human or a gargoyle. 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 an ordinary human. Nothing else needs to be said.

[200cp] Gargoyle

You are a gargoyle, along the lines of Victor, Hugo, and Laverne. Your body is vaguely humanoid, though instead of legs it ends where the waist would normally be. As a result, you are noticeably shorter than adult humans. You possess two wings, which allow for very brief periods of flight, but primarily move by "hopping" around with your body. Your face allows for sight, speech, and hearing, and you can even eat – though you do not actually require food, water, or air, to survive. At any time, you can become completely still in a manner that makes you indistinguishable from a non-living statue.

Your body, being made from stone, is very sturdy. However, destruction of your head will count as death for the purposes of chain failure.

-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.

Hero

Heroes come in many shapes and sizes. Perhaps you are a war hero, finally returning to Paris after a long absence? Or, maybe you were here all along, but have yet to step out of the shadows?

Gypsy

You are one of the gypsies, a nomadic people that are beloved by some for the various kinds of entertainment they provide, and despised by others for the threat to the normal order of things they supposedly embody.

Villain

You are widely disliked by the people of Paris. This might be because you are a criminal, or because you are an overbearing or cruel authority figure, such as a guard.

-Location-

You may choose to begin anywhere within Paris, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

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

Hero Perks

[100cp, Free for Heroes] ***Did you make all these things yourself?***

You've become quite good at making small figures, as well as larger playsets or dioramas to place them in, out of wood. You are also skilled at painting smaller objects with a high level of detail.

A fun hobby, or a money-making opportunity? That's up to you!

[100cp, Free for Heroes] Observant

You are quite observant, and can spot important details in the periphery of your vision that you would have otherwise missed.

Very useful when a criminal is trying to slip away to safety, or for realising you are about to be attacked by noticing a change in cast shadows.

[200cp, Discounted for Heroes] Urban Acrobat

Like Quasimodo, you are very skilled at moving from rooftop to rooftop in an urban environment like a city. This includes being able to scale walls, or climb down from them, quickly and safely. It also makes you well-versed in swinging on ropes, allowing you to correctly judge where you will end up before you swing, and adjust accordingly.

[200cp, Discounted for Heroes] Defensive Tactics

You have learned various anti-siege tactics employed during 15th century France. This includes the use of molten metal, which you know how to safely create and employ as a defensive tool.

Let no one invade your sanctuary!

[400cp, Discounted for Heroes] ***What makes a monster and what makes a man?***

From now on, whilst others may be initially shocked or repulsed by your appearance, once they have gotten used to it, they will never hold a prejudice against you on the basis of your physical form. They are still able to judge you to be unattractive, whether in a more "objective" sense, or in regards to developing romantic feelings for or intimate desires towards you.

Additionally, word of heroic actions you perform tends to spread very quickly. With many great acts, or a single large one, going from that ugly guy to the city's hero is certainly in the cards for you.

[400cp, Discounted for Heroes] ***Fly, my pretties!***

Like Laverne, you are able to control small birds, such as pigeons.

The small birds are able to follow basic commands, like "come here", "go there", and "attack that person". More complex commands will fail unless the bird is somehow smart enough to understand them.

This ability has a range limit of a few hundred metres. There is no limit to the amount of birds you can control at once however, making it a surprisingly effective technique when used in the right place. From the top of the Notre Dame, for example.

[600cp, Discounted for Heroes] Quasimodo Might

Like Quasimodo, you possess a freakish amount of strength. It's enough to allow you to break free from heavy chains, pull down stone pillars, and carry large bells like the one used in Notre Dame all by yourself.

Fortunately, you have excellent control over this strength, and will never use it when you don't mean to. Very handy when engaging in more delicate tasks, such as making small wooden figures.

Gypsy Perks

[100cp, Free for Gypsies] Finest In France

You are exceedingly attractive, Jumper.

On purchase, you can choose if this grants a great enhancement of feminine beauty, allowing you to rival Esmeralda if you couldn't already, or an equivalent enhancement of masculine handsomeness.

With such looks, you may attract the wrong sort of attention, so be careful.

[100cp, Free for Gypsies] Quick Change

In an instant, you are able to remove any clothes you are wearing, and/or put on a new set of clothing. In order to put on new clothes, they must be in your arms, within a few metres and unattended, or inside a hammerspace or similar power of yours.

A neat trick to have when you want to play the part of the lawyers and judge all in one.

[200cp, Discounted for Gypsies] Wonderful Dancer

You have a great gift for dancing. Learning new dances comes much easier to you than it otherwise would, and you are quite good at making various related judgements when improvising routines – such as if a particular spear could support your weight for a pole dance or not.

Your greatest skill lies at using your dancing to titillate and excite others. Something that can definitely help put bread on the table, but may draw additional undesired behaviour if you aren't careful.

[200cp, Discounted for Gypsies] God Help the Outcasts

From now on, it will be considered acceptable for you to conduct prayers with gods outside of your own faith. Members of your own faith, members of the faith you are praying into, the gods (should they exist), and the general public will all be accepting of this.

Additionally, singing is now considered an acceptable form of prayer for you, regardless of who you are praying to. This effect is nullified if your lyrics or the manner in which you are singing are intended to provoke the gods, or members of their faith.

This perk does not make it more likely that a god will actually respond to your prayers; it only ensures they will not be discounted solely on the above two bases.

[400cp, Discounted for Gypsies] Witchcraft!

What others may mistake for magic is actually a combination of sleight of hand, and preparation.

You have learned a number of stage magic tricks, including ones that involve you swapping places with another person, "teleport" you a short distance away, and hide you from view to fool others into believing you've vanished altogether. You'll also have a much easier time learning new tricks, and seeing through similar tricks of others.

Perhaps though, there is something truly magic about you after all? Once per day, when you are trying to escape or avoid capture, you can decide that you have already prepared a handful of stage magic tricks in advance, and somehow this will have been true. Only tricks that hide you, disguise you, or make you appear to have teleported a short distance away may be retroactively prepared in this way, and those tricks cannot provide additional advantages beyond these effects.

[400cp, Discounted for Gypsies] ***Ladies and gentlemen, don't panic.***

You have a strong presence over crowds. This makes it much easier for you to be heard amongst the hustle and bustle of a large group of people.

You are particularly skilled at calming panicked or violent crowds. Coming up with the words to redirect the energy of such crowds into more positive behaviour. You find it easy to move through crowds when they target individuals, and the act of doing so causes the crowd to pause and reflect on their actions. Whilst individuals might then still choose to behave poorly, they wouldn't be dragged by a "mob mentality" into such acts.

[600cp, Discounted for Gypsies] Into the Sunlight

Whilst you are being attacked by an evil person, or a person that is severely incongruous with a faith they profess to belong to, things tend to go your way.

Firstly, your attacker is prone to making careless mistakes. They might take the time to monologue, or spout their ideology, instead of delivering the killing blow. They may choose to strike at you from high ledges with poor footings instead of first securing their safety. They may give in to anger and swing wildly instead of precisely. They might even see things, jumping at shadows, or at statues.

Secondly, you are just plain luckier than you would ordinarily be. Crumbling ledges manage to support you for just long enough, but give way to your opponents. Allies happen to be positioned conveniently to catch you if you fall. You get the idea.

Villain Perks

[100cp, Free for Villains] Monastic Choir Intensifies

Want to give off the impression of a faithful man, or just frighten those around you?

At will, you can cause Latin chants to occur, which will automatically complement your actions, as well as your singing. You can choose whether others are able to hear these chants, or only yourself. You can adjust the volume of these chants, but you cannot raise it to a level where it would harm an ordinary human.

[100cp, Free for Villains] ***You make your point quite vividly, sir.***

When explaining people or situations to others, minor things will line up in a way to help you demonstrate your point. For example, when alluding to the mass killing of a group of people, you may happen upon a nest of ants, which allows you to demonstrate your point without needing to outright say it. You will never receive any actual benefit from these minor conveniences, other than helping you get your point across.

You can toggle the effect of this perk on and off as you please.

[200cp, Discounted for Villains] I Am Your Only Friend

Your attempts to groom or manipulate others are significantly more effective than they would otherwise be.

The more friends a person has, the less effect this perk has on your efforts to groom or manipulate that. This applies to any manipulation this perk has boosted in the past, as well as future manipulation. This means as a person gains friends, they may find it easier to question you or break free of your conditioning, but also as they lose friends, the more dependent on you they many become. This perk will never make your manipulation less effective than it was without the perk, but it is possible that it provides no effect on those with many social ties.

[200cp, Discounted for Villains] Whipping Them Into Shape

You have a great understanding of, and talent in, methods of torture employed in 15th century France. You are also quite good at instructing others in the use of these practices.

Unfortunately, this perk does nothing to ensure those you teach actually *want* to torture. How disappointing.

[400cp, Discounted for Villains] Yes Sir

So many lackeys turn out to be disappointments, choosing to disobey direct orders. This will be less of a problem for you, after taking this perk.

From now on, those who are legitimately your subordinates will no longer refuse orders given by you, unless they are outside the purview of their role, or are intended to get them to self-harm. If they have moral qualms with an action, they will still carry out an immediate order before they choose to resign, though this does not apply to orders that extend over long periods of time. Whilst a subordinate might carry out your orders, this doesn't mean they have to like them, and they are not prevented from exploiting loopholes in language to find more humane ways to fulfil your commands.

Additionally, while those who work under you won't actually change their morals as a result of this perk, they will have a much greater tolerance of what they are willing to put up with before they choose to resign on moral grounds. In most cases, your orders would have to be on par with the outright slaughter of innocents before they are no longer willing to work for you.

[400cp, Discounted for Villains] *Protect me, Maria!*

Those disgusting gypsies need to be stamped out. Unfortunately, witches among them like to pollute the righteous mind with unholy thoughts! A problem no longer for you, it seems.

While you are still capable of recognising the physical attractiveness of others, you are no longer controlled by such things. A person you find abhorrent but who just so happens to be good looking won't worm their way into your fantasies unless that's what you truly want to happen. You are immune to "charm" effects, and cannot be compelled into actions you would not truly want to do simply by being overwhelmed with carnal lust.

You can toggle of this perk on and off as you like.

[600cp, Discounted for Villains] Judge Jumper

To become a judge is an aspiration of many; it can take a lifetime of hard work, and only a relative few receive the honour. You are one of these few.

You are now qualified to be a Parisian minister of justice, much like Claude Frollo. In future worlds, you become qualified to become a judge of the local area. This will be a city-level role; for those worlds where judges are expected to cover larger areas, this will be for the smallest plausible responsibility that is at least a city-level role. You do not have to begin this role immediately, but a walk-on job will be found for you the moment you intend to begin. Once you have accepted the role, you will have all the responsibilities that come with the job. You cannot be fired or replaced from this perk-given role as a result of your age or physical form, but can otherwise be fired or replaced under the processes present in your current system. You can earn promotions, should they exist in your current system, but this perk provides no assistance in doing so.

Additionally, you will gain an appropriate understanding of the law to perform your job at a high level of competency; you receive this understanding immediately on arrival in each world regardless of whether you actually choose to take on the job of a judge. You are also considered to have the technical qualifications for any of the jobs this perk would allow you to walk on to. These qualifications do not come with any additional knowledge; for example, should a particular world require their judges to know magic, you will not learn any magic via this perk, but are nonetheless treated as if you had met the qualification.

General Perks

[Free] Sing-Along

It wouldn't do to leave you out of all the musical numbers, would it?

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.

Hero Items

[100cp, Free for Heroes] Figure Creation Set

Everything you need to create your own wooden figures.

This set comes with an unending supply of wood, which you can retrieve from seemingly nowhere whenever you like. The wood has been precut into small blocks; this makes creating figures easier,

but makes the wood less suitable for other tasks such as construction. It comes with various wood carving tools and fine paint brushes. Lastly, it comes with a special painting palette. This palette has various different colours of paints pre-applied, which never run out, and will stay fresh whilst they remain on the palette. If you wash the palette with water, the paint will stop reappearing until the palette is allowed to dry; this allows you to un-mix colours you have mixed together.

Should the palette, brushes, or tools, be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Heroes] Armour of Rank

An impressive suit of golden armour. If you hold an official position with an organisation or government, then other members of that group will automatically recognise you as having that position if they see you wearing the armour.

Additionally, should your group require you to wear a uniform, then this armour will count as an appropriate substitute for that uniform.

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

[400cp, Discounted for Heroes] La Fidèle II

A copy of a particular bell found inside Notre Dame. Though this large golden bell seems fairly ordinary at a first glance, the wise know that it is what's inside that counts. Indeed, the inside portion of the bell is covered with wonderous gems. Were you to remove and sell these, you could make a small fortune, and since this is not the original bell and your legal property, you can do so without remorse.

At the start of each new jump, the inside of the bell will be restored, allowing you to obtain a new batch of gems if you had removed them. Post-chain, this will instead occur every ten years.

Should the bell be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. However, if gems were removed from the bell, the replacement will not have them until the next opportunity to restock occurs.

[600cp, Discounted for Heroes] Notre Jumper

You now own this grand cathedral. It may be identical in design to the Notre Dame, or be original, as long as it matches the general aesthetic of the Notre Dame and does not exceed it in size.

Someone who is inside the building may claim 'sanctuary'; this prevents law enforcement or the equivalent from entering and arresting them, but does not clear that person of the crime, and they can still be arrested if they later choose to leave. An officer of the law that breaches sanctuary is considered to have seriously violated the legal process, even in corrupt societies that typically ignore such breaches, or totalitarian ones that do not have proper legal codes in the first place. Sanctuary will be voided if the person attacks someone whilst on the property, and as the owner you can also choose to revoke sanctuary at your discretion.

Inactive companions may stay here, but must remain on the property.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities (should it be compatible with them), though you may opt out of this if you like. The 'sanctuary' effect of this property is only applicable whilst it is placed out in the world.

Should the cathedral 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. Valuables you have specifically removed from the cathedral (such as to sell), will not be replaced should this occur.

Gypsy Items

[100cp, Free for Gypsies] Gypsy Clothes and Disguises

Inside this chest is a variety of different outfits, like that which could be found on the gypsies in this city. Additionally, the chest comes with a judge, executioner, and beggar disguise, though the first two are likely to be more effective as a joke than a true disguise.

Should the chest be lost or destroyed, a replacement will appear inside your Warehouse after 24 hours. Should a piece of clothing be lost or destroyed, a replacement will appear inside the chest after 24 hours (or at the earliest possible moment afterwards if the chest was destroyed or overfilled when the replacement would normally occur).

[200cp, Discounted for Gypsies] Seductive Scarf

This scarf, which is made of a thin fabric, lightly but constantly exudes your scent. It is self-repairing, self-cleaning, and other scents will not stick to the material.

Should someone already have some existing intimate desires for you, spending time with the scarf and breathing in your scent will gradually stoke and strengthen those feelings. Be warned, that significant exposure to the scarf may result in obsessive behaviour, especially for those already vulnerable to such things. The scarf does not have any effect on you.

If you have given the scarf to someone, or left it behind somewhere, simply will it to return – a series of contrivances will ensure that it winds up back in your possession within 24 hours. If the scarf is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Gypsies] Entertainers

A travelling troupe of gypsies, who follow you willingly and eagerly.

These gypsies have been trained for various kinds of entertainment. Some walk on stilts, others are ventriloquists, and there are even a few dancers. All can sing quite well. While your troupe may be able to earn some money with their performance, there is a greater benefit to allowing them to entertain.

As your troupe stays in a town or city and entertains, that city will gradually warm up to minority groups. You can choose which groups benefit from this effect, including none, and can change this decision whenever you like. Each group progresses individually, so if you only had the effect on one group and then added a second group, the boost in tolerance the second group receives will start from scratch. Removing a group from the effect, or leaving the city, will not undo any tolerance gained. However, if your troupe is caught committing crimes, then all progress your troupe has made in that town or city will be reset. This boost in tolerance can only bring a group up to the level of the common citizen, not above it. Additionally, whilst the boost in tolerance broadly influences the city in question, particularly bigoted citizens may be excluded from the effect. You are immune to the effect of your troupe, and can exclude other individuals from it at your discretion.

Your troupe count as followers, and are intensely loyal to you. Should one perish, you will receive a replacement at the start of the next jump (post-chain, every ten years). Additionally, this item comes with various items required for their performances, including stilts, costumes, puppets, and tents. Should any of these items be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted for Gypsies] Jumper's Court of Miracles

Somewhere under Paris, are a series of old catacombs. These are distinct from the 'Court of Miracles' that would normally exist within this setting.

These catacombs can be accessed by a secret entrance found somewhere on the world above. You will be provided with a map to this secret entrance, which may either take the form of a gypsy necklace, or a more traditional map, chosen by you on purchase of this item. People are incapable of stumbling across this entrance by accident; in order to find it, they must use the map, follow someone else to the entrance, or already know where it is.

There is enough space down here that you could easily establish an undercity of sorts. This could be used to provide safe harbour for the oppressed, or to run a criminal enterprise if you were less kind-hearted. The catacombs retain upgrades made to them, ensuring the hard work you put into making this space liveable does not go to waste.

Inactive companions may stay here, but must remain inside the catacombs.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. The accompanying map will update to reflect the current location of the entrance.

Should the catacombs be destroyed, a replacement will appear in the same location after 24 hours. If they existed out in the world, and that location is no longer viable, they will instead become attached to your Warehouse. Should the map be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Villain Items

[100cp, Free for Villains] Blades of Judgement

Sometimes, you have to get your own hands dirty.

For those times, you have obtained a sword and a dagger. Each are well-made, and can somehow be concealed inside worn robes without being detected or causing you discomfort.

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

[200cp, Discounted for Villains] Don't Hit My Horse!

You now own this jet-black horse.

Should someone steal your horse and attempt to ride it, attacks directed at the rider will never accidentally hit your horse instead. This only applies if your horse is genuinely stolen; lending your horse out will not enable this effect.

Should anything unfortunate happen to your horse, it will be back tomorrow, good as new! A blessing from on high, perhaps?

[400cp, Discounted for Villains] City Guard

A group of soldiers, enough to effectively serve as the city guard of Paris if you wanted them to.

Each soldier is intensely loyal to you, and has gone through basic training for both serving on the battlefield, and in peacekeeping roles like the guard. At the same time, they are unimaginative, which can allow them to be embarrassed by trickery or cartoon-like antics. They are also quite cruel, and are bigoted against gypsies (if you happen to be a gypsy yourself, they'll make an exception for you). This can be trained out of them, but why would you want to do that?

Your soldiers count as followers. Should one perish, you will receive a replacement at the start of the next jump (post-chain, every ten years). They are equipped with the basic arms and armour you would expect from the city guard in this world. Should any of that equipment be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours; if a soldier perishes, their equipment will no longer be replaced, but the new soldier's gear will still be replaced as usual.

[600cp, Discounted for Villains] Palace of Jumper

This grandiose courthouse is now your property. It may be identical in design to the Palace of Justice, or be original, as long as it matches the general aesthetic of the Palace of Justice and does not exceed it in size.

This building is considered an appropriate and legal courthouse in any world that uses such buildings. While most rules and regulations must still be applied, those that would render the building unusable as a courthouse because of the way it is constructed or design do not apply.

Connected to the courthouse proper are dungeons underneath. The use of torture in these dungeons will always be considered a legal form of interrogation. This does not make it any more

socially acceptable. It also does not make it legal to unlawfully detain others in these dungeons, so you won't be able to grab random people off the street and torture them for no reason.

Inactive companions may stay here, but must remain on the property.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities (should it be compatible with them), though you may opt out of this if you like. The property is only considered a legal courthouse whilst it is placed out in the world.

Should the courthouse 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.

General Items

[50cp] Films

A copy of The Hunchback of Notre Dame (1996), and The Hunchback of Notre Dame II, on your preferred form of physical media. This special piece of the Disney Renaissance can now be watched by you whenever you like.

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

[50cp] Merchandise

A lot of Hunchback of Notre Dame 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 Hunchback of Notre Dame 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] Jumpchain Figure Collection

A set of painted figures. One is of you, and the rest are various important characters you have encountered in your past, including from other settings if you've been to them. Although they haven't personally been made by Quasimodo, they are in the style he would use if he were to make them.

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

[50cp] Pet Goat

Your very own pet goat. It has quite an appetite, but is fiercely loyal to you.

Should anything unfortunate happen to your goat, it'll be back tomorrow, good as new! This is a Disney movie, after all.

-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 The Hunchback of Notre Dame (as well as The Hunchback of Notre Dame II if you've included it 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.

-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] Direct to Jumpchain

Using this toggle, you can determine whether the events of The Hunchback of Notre Dame II are a natural part of the timeline or not. These events occur approximately six years after the end of the original story.

[+100cp] Got Your Goat

You've picked up a bizarre fixation on goats, which makes you prone to becoming romantically interested in them. This is in addition to your usual desires, not in place of them.

[+100cp] Bothersome Birds

Pigeons will often bother you during your time here, perching on you and conducting other unpleasant business. Shooing them away is possible, but they'll always be back eventually, even if you go so far as to kill or incapacitate them.

[+100cp] The Very Eyes of Notre Dame

There's something quite unnerving about statues and gargoyles (the non-living kind). They seem to stare right into your soul, judging you for your actions.

This will apply to all statues and non-living gargoyles you come across, and it will always make you uneasy. It will be particularly bad if you have even a small amount of guilt over your actions when you encounter them. Despite this, everyone will think you are crazy if you bring this up to them.

[+200cp] Hunchback

Like Quasimodo, you are horribly deformed. This has made you very ugly, and forces you to be somewhat bent over, creating a hunch.

Most people are horrified by your appearance, leading them to scream in terror, or mock and ridicule you. You can overcome this at the individual level, but it may prove challenging or require you to pull off great acts of heroism before many are willing to give you a chance.

Appearance enhancing effects do not impact you for the duration of the jump, and you will suffer from the same level of deformity even when adopting a different form.

[+200cp] Everywhere Except Within

During your stay in this world, you are incapable of true self-reflection or personal growth.

Whilst this does not prevent you from recognising practical errors, like errors in math, it does prevent you from recognising flaws in your character that lead to problems. Should you encounter one that you can't look away from, you will blame others for it. For example, if you had issues suppressing your lust, you would instead blame others for putting dark thoughts into your mind.

[+200cp] ***He made the Devil so much stronger than a man!***

Very early in your stay, you will come across a person of your preferred gender (defaulting to a woman if you have none). You will develop strong lustful feelings towards this person. Unfortunately, they find you to be quite horrible, and will never have any interest in you.

It will take great self-control not to act on dark impulses generated by these feelings. Even if you are the kind of person that wouldn't have an issue committing such acts, the target of the feelings is quite well-liked amongst the community at large, and you risk bringing their wrath down upon you if you succumb to these unholy thoughts.

[+300cp] Still as Stone

For the duration of the jump, any time you are observed by a creature of at least human level intelligence, you will be frozen in place and unable to move or act.

At any time during your stay, you can elect a single individual which will not force this effect upon you. Once you have made this decision, it cannot be changed, so choose wisely.

Fortunately, those you bring into this jump, such as companions, will not force this effect upon you either.

[+300cp] Yes Master

Congratulations Jumper, you've been adopted by a wealthy and powerful parent!

Unfortunately, this person is cruel and treats you horribly. If they give you anything at all, it will be the bare minimum needed for a normal person to survive. If they take the time to teach you, it will be to drill into your head just how much you owe them for the privilege.

Whether or not you've taken background memories, you are nonetheless indoctrinated by years of mental abuse and grooming. It will be hard not to accept everything they say as true, and harder still to defy their orders. Only when they attempt to physically harm you will you be able to do so in turn.

If you like, this person may be Claude Frollo. If not, they will have an equal amount of social and political power in the city of Paris.

If you took the *Still as Stone* drawback, your parent will be an additional exception to the rule. They will be aware of your condition, but won't exploit it unless they begin to suspect that you are rebelling against them.

[+300cp] Now Jumper It's Your Turn

Very early during your stay, you will encounter a wealthy and powerful, but odious person. For whatever reason, they will come to lust after you greatly, and cannot be dissuaded of these feelings.

Unfortunately, this person will not take no for an answer; they will exploit their social status to entrap you into a relationship with them. Should that fail, they are prepared to kill you so that no one else can have you. Due to their social and political power, simply eliminating them presents issues, both in terms of getting the opportunity to pull off such an act, and in terms of the ramifications for

choosing to do so. If you are married to, or have intimate relations with, this person, you will fail your chain.

If you are female, you may choose Claude Frollo as this person. You cannot do so if you have already chosen him for the *Yes Master* drawback. Otherwise, this person will have an equal amount of social and political power in the city of Paris.

If you took the *Still as Stone* drawback, this person will be an additional exception to the rule. They will not initially be aware of your condition, but are capable of learning it, and are not above exploiting it if necessary.

-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:

Stay In Here: You choose to remain in this world. Your chain ends here.

Out There: You choose to continue your chain. Proceed to the next jump.

Sanctuary!: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Into the Sunlight:

When determining whether someone counts as evil, a good benchmark to use is whether they would count as a villain if they were included in a Disney Renaissance film. In settings where evil is objective, cosmologically or otherwise, beings that are considered evil will also trigger the effect of this perk.

Severely incongruous with their faith generally means that they are violating at least one major rule the faith operates under. Minor offenses that are easily forgiven are not relevant, unless there are so many of them that the faith would consider it to be a major infraction.

So, what exactly happens here, anyway?

Clopin explains the origins of the bell ringer of Notre Dame to some children: One night, gypsies snuck into Paris, but were caught by Judge Claude Frollo and his men. One woman fled, with what Frollo believed to be stolen property. He pursued; in the process, he inadvertently killed her on the steps of Notre Dame. He felt no guilt, for he despised the gypsies and saw no wrongdoing in his behaviour. Recovering the property, it is revealed to be a baby, which was horribly deformed. He intended to kill this "monster", but was stopped by the Archdeacon. The sight of the statues around Notre Dame put fear into the heart of Frollo, and he is convinced to spare the child and to raise him as his own. He agreed on the condition that the child is kept in the bell tower of Notre Dame, away from others. He gave the child the cruel name of Quasimodo, meaning "half-formed".

Twenty years have passed since those events. Quasimodo still lives up in the bell tower, forbidden from leaving. He has the company of three gargoyles (Victor, Hugo, and Laverne) which can come alive but only choose to do so when alone or with Quasimodo. It is the day of the Festival of Fools. Quasimodo is sad because he wishes he could attend. The gargoyles talk him into sneaking about, but the sudden appearance of Frollo stymies these plans for the moment. Over lunch, Frollo realises that Quasimodo was thinking of sneaking out, and leverages all he has done for him to get Quasimodo to apologise and promise not to go (as far as Quasimodo is aware, his mother abandoned him, and Frollo adopted him solely out of the kindness of his heart).

Phoebus, a war hero returns to Paris to serve as the new captain of the guard. He encounters some gypsies, among them the beautiful Esmeralda. Shortly after offering them some money for their performance, he sees some of the guards harass them. He is able to distract the guards so the gypsies can escape, and then pull rank when they get angry with him. He also manages to return some of the money lost during the incident to Esmeralda.

Phoebus reports to Frollo. Frollo tells him that gypsies represent a threat to the normal order. For twenty years he has been "dealing with them", but they are still around. He believes that the gypsies have a hiding place, which is known as the Court of Miracles. Frollo and Phoebus attend the Feast of Fools, as it is a part of Frollo's duties.

Quasimodo chooses to sneak out and attend the festival after all. He runs into Esmeralda, who thinks he is wearing a mask to make him ugly (the festival is primarily about making things "topsy-turvy"

and defying societal norms). Esmeralda dances on stage for the crowd; during the dance, she gives Frollo her scarfs in the middle of mocking him. After the dance, it is time to crown the year's "King of Fools". The winner is decided by choosing the ugliest on stage. Quasimodo is pulled on stage, and when it is his turn to be judge, Esmeralda and the crowd realise he is not wearing a mask at all, and Frollo sees him. The crowd are initially horrified, but they are calmed by Clopin, who is leading the festivities. Quasimodo is crowned King of Fools, and is initially celebrated (to the annoyance of Frollo). However, after the guards that bothered Esmeralda earlier start throwing fruit at Quasimodo, the crowd takes a horrifying turn. They tie Quasimodo to a wheel, and spin him as more fruit is thrown at him. Phoebus asks Frollo for permission to stop this cruelty, but Frollo tells him to wait, as he wants Quasimodo to be taught a lesson.

The crowd stops when Esmeralda sees what is going on and intercedes. Frollo tells her not to interfere, but she frees Quasimodo and insults Frollo. Frollo orders Phoebus to arrest her, and he sends guards after her. Thanks to the assistance of the crowd (which is very much against Frollo and his men), and some stage magic, Esmeralda is able to escape. This impresses Phoebus. Shaken by his experience, Quasimodo apologies to Frollo and returns to the Notre Dame.

Frollo demands that Esmeralda be captured alive. Phoebus has the area sealed off, and then spots a disguised Esmerelda sneaking into the Notre Dame. Phoebus confronts her inside, but has no real intention of capturing her, instead using the opportunity to learn her name. Frollo arrives with some guards. Phoebus tries to get Esmeralda to claim sanctuary, and when she doesn't he simply pretends that she did to Frollo. The Archdeacon shoos the guards out of the building. Before Frollo leaves, he grabs Esmeralda from behind and sniffs her hair, then claims she is twisting the truth to cloud the mind with unholy thoughts when she calls him out on it. Frollo has men stationed outside Notre Dame, who will arrest her if she attempts to leave.

Esmeralda prays. This is overheard by Quasimodo, who comes down to see, but is quickly chased back up the bell tower by other church goers. Esmeralda sees Quasimodo and pursues him up the bell tower. The two talk and get to know each other. Esmeralda challenges Quasimodo's views on the gypsies, himself, and Frollo. Quasimodo helps Esmeralda escape the Notre Dame by carrying her and climbing down the building. She asks him to leave with her, but he refuses. She provides him with a necklace, which provides a clue on how to reach the Court of Miracles, should he ever need sanctuary himself. She says she will come visit him.

Climbing back up to the tower, Quasimodo encounters Phoebus. He wants to relay to Esmeralda that she didn't mean to trap her, but that he needed to in order to spare her life. He leaves. Quasimodo expresses to the gargoyles that he has feelings for Esmeralda, but that he is too ugly to be loved. Meanwhile, Frollo confronts his lustful feelings for Esmeralda, and is informed of her escape. Setting her scarf ablaze, he decides that she will either be his, or will burn.

The next day, Frollo begins a manhunt for Esmeralda. As he employs increasingly brutal tactics, he infuriates Phoebus. When Frollo instructs Phoebus to set fire to a home with innocents inside, he refuses, so Frollo does it himself. Phoebus rescues the family from the burning building, but is then caught by the guards, and is nearly executed for being a traitor. A disguised Esmeralda causes a distraction so Phoebus can flee, but he is injured in the process. He is believed dead by Frollo and his men. Frollo begins a campaign of arson in order to find Esmeralda. Eventually, he realises that she must have had Quasimodo's help escaping from the Notre Dame.

Esmeralda takes Phoebus to Quasimodo so he can recover safely. Quasimodo takes him in, but is heartbroken over the love she has for Phoebus. They are alerted to Frollo's arrival; Esmeralda flees

and Quasimodo hides the unconscious Phoebus. Frollo confronts Quasimodo, telling him that he knows he helped Esmeralda escape. He also tells him he knows where her hideout is and will attack it tomorrow; this is a ruse designed to get Quasimodo to act.

Using the necklace, Quasimodo and Phoebus find the Court of Miracles. They are captured and nearly killed by the gypsies, but Esmeralda saves them by telling the other gypsies what they have done to help. The gypsies are informed of Frollo's attack, but Frollo and his men arrive immediately, having followed the pair. The gypsies, Quasimodo, and Phoebus are all captured. Quasimodo is chained to the top of the bell tower.

The next day, Frollo has arranged for Esmeralda to be burned for witchcraft, while the other prisoners watch. He gives her an opportunity to save herself by giving herself to him, but she spits in his face. Using his great strength, Quasimodo breaks free of the chains, swinging down and saving Esmeralda, then bringing her back to Notre Dame, claiming sanctuary for her. Frollo chooses to attack Notre Dame anyway. Quasimodo and the gargoyles use the defences of Notre Dame to hold back the attackers. In the chaos, Phoebus frees himself and rallies the crowd to fight the guards. The other guards are stopped, but Frollo manages to slip inside.

Quasimodo believes Esmeralda to have died, as Frollo approaches. He attempts to stab Quasimodo, but Quasimodo uses his strength to stop him. Esmeralda wakes, and Quasimodo flees to the roof with her. Frollo pursues, attempting to kill them. He reveals the truth of Quasimodo's mother, but ultimately slips, hanging on to a stone gargoyle. It seems to come alive as it snaps off the building, sending Frollo falling to his death. Quasimodo falls too, but is saved by Phoebus. Quasimodo gives Phoebus and Esmeralda his blessing. Quasimodo is accepted by the people of Paris.

[Should you include it via the toggle, The Hunchback of Notre Dame II occurs six years after the events of the original film.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.

1.1
(i) Minor typo fixes.

1.2
(i) Minor formatting fixes.