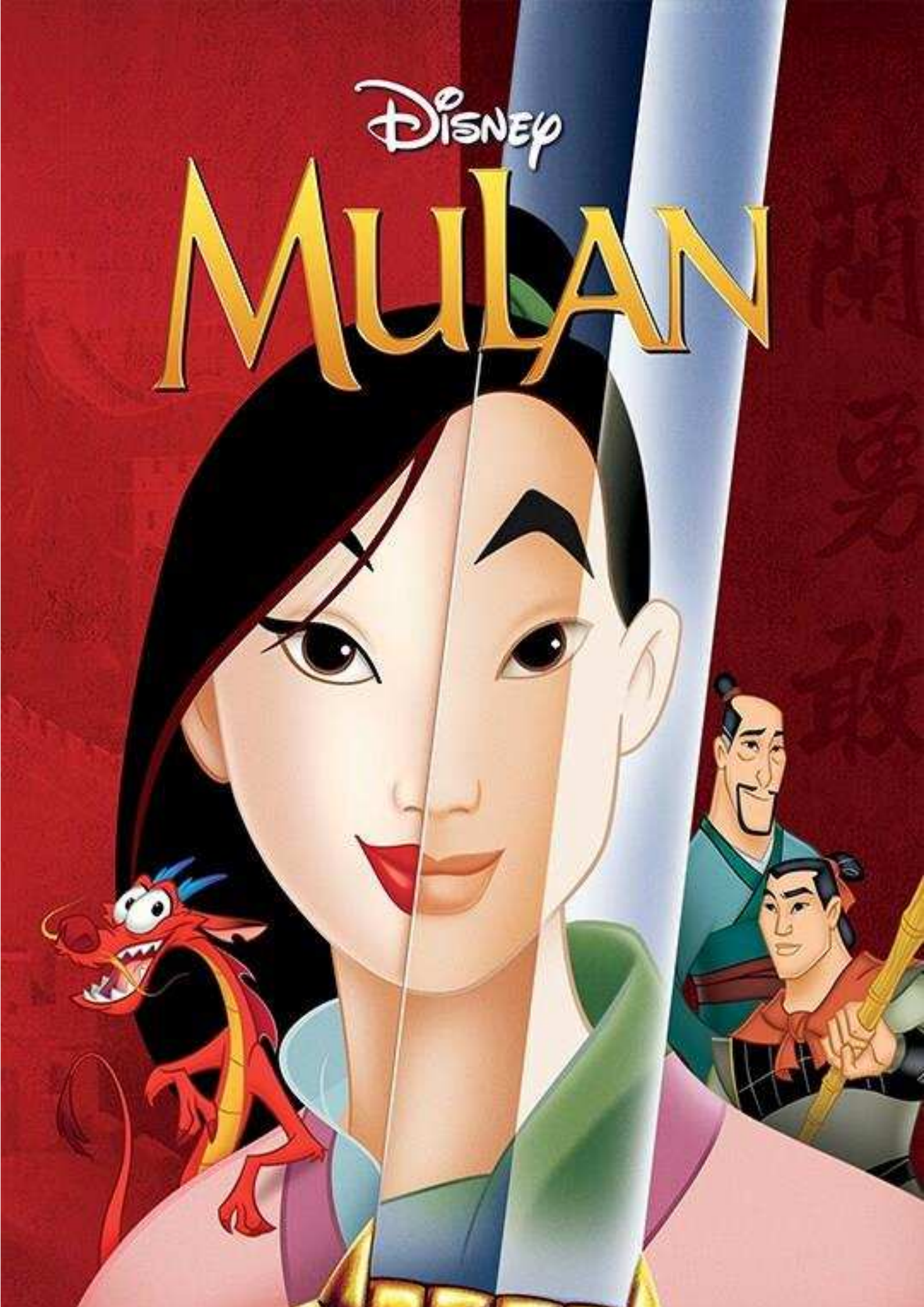

Disney
MULAN

Mulan

1998 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Welcome to China, Jumper. Unfortunately, all is not well; as the Huns, led by the cruel Shan Yu, have invaded China! At the same time, a young woman named Fa Mulan struggles to find a place in a world that has very clear ideas about what it wants from her; the fate of Mulan will become entwined with that of China itself in the not-too-distant future.

You arrive in this world just as word of Shan Yu's invasion reaches the Emperor. 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 dragon. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. Nothing out of the ordinary here.

[200cp] Dragon

You are a small dragon, comparable to Mushu.

Your diminutive size may cause others to consider you a lizard, but this form does provide a couple of advantages as well. You are able to breathe small bursts of flame. While not truly powerful on its own, it could be used effectively in combination with other objects, like cannons. You are also capable of understanding bugs and other animals that are not capable of proper speech.

When you sleep, your body becomes a stone or metal decoration of some kind, remaining approximately the same size you were prior. Being destroyed whilst in this form will count as death for the purposes of chain failure. Fortunately, you are able to awaken from this form on your own, without outside assistance.

-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.

Warrior

Welcome to the army, soldier. You've got a spot all lined up for you, under a man's name if you are a woman. While you are not obligated to sign up – your family has already sent a man – if you choose to you will want to keep your true identity a secret if you are a woman.

Supporter

Direct combat not your thing? This Origin is for those of you who wish to work in a support role. Perhaps you are a family guardian, or you simply aren't interested in joining the army?

Villain

You're a cruel one, aren't you Jumper? With this Origin, you might be a part of the Hun Army, or perhaps you are more of a domestic nuisance.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Great Wall of China

This fortification, built on the orders of the Emperor, has recently been attacked by Shan Yu and his men.

Those with the Villain Origin may choose to begin here for free.

[2] Imperial Capital

This large city is home to the Imperial Palace, residence of the Emperor.

Those with the Warrior Origin may choose to begin here for free.

[3] Mulan's Home

The Fa family home. The Fa Ancestral Temple can also be found here.

[4] Matchmaker's Place

Located in the same town as the Fa family home, this building is where the Matchmaker takes appointments.

[5] Bamboo Grove

This Bamboo Grove is only a short distance away from where the new recruits are expected to meet with the Imperial army. Should events proceed as expected, this is where Mushu will introduce himself to Mulan.

Those with the Supporter Origin may choose to begin here for free.

[6] Village

A small village, located close to the Tong Chow Pass. Unfortunately, it will be razed by the Huns, if events are allowed to proceed as normal.

[7] Tong Chow Pass

A snowy mountain pass, that might one day be the site of a great battle. Watch out for avalanches!

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

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

Warrior Perks

[100cp, Free for Warriors] ***My name is Ping.***

Women are not meant to join the army. However, circumstance or personal desire may cause you to defy this rule. That's where this perk comes in.

You can toggle this perk on or off as you like. When active, your appearance shifts towards androgyny, allowing you to pass as your preferred gender. If you like, it can also cause your natural

body movements and voice to shift towards that of the opposing gender, though this process is not seamless and may cause some initial clumsiness or voice breaks as you adjust.

[100cp, Free for Warriors] Heroic Beauty

You're the kind of guy people join wars for, huh Jumper?

On purchase, you can choose if this grants a great enhancement of handsomeness, allowing you to rival Li Shang, or an equivalent enhancement in beauty. You'll also find that scars aren't left behind from your injuries – unless you would like them to be, in which case they never have a negative impact on your looks.

[200cp, Discounted for Warriors] General Strategy

There's a lot more that goes into an army than raw fighting prowess. Fortunately, you've been trained in these areas.

You now have an understanding of logistics and overall military strategy, as it relates to armies in this time and place. In these areas, your expertise is equivalent to Li Shang's father, current General of the Imperial army.

In future worlds, you will have a slightly easier time learning about these areas as they relate to other kinds of warfare.

[200cp, Discounted for Warriors] Think Fast, Aim High

Of course, decisions made in the war tent are not the only ones that matter.

You are able to think on your feet, adapting to a changing environment. You are also quite good at keeping the overall battlefield in mind, even when combatants approach you directly. In combination, this makes you well-suited for managing the moment to moment of warfare.

You are also quite good at aiming the cannons employed by the Imperial army. Maybe you can put this to good use?

[400cp, Discounted for Warriors] Gender Agenda

Prejudice can be a powerful thing to overcome. Fortunately, you have just the kind of power needed to do so.

By working or fighting alongside others, you will naturally wear down their prejudices at it relates to you. For example, if you are a woman, and they think less of women, this effect will apply, but not if you are a man. This effect applies based on what you actually are, not what others think you are; if you choose to hide aspects of your identity, then progress can still be made on others, which will be revealed all at once should those aspects be exposed. You can choose whether this lessening of prejudice applies to you specifically, or to the group you belong to overall. At any time, you can toggle between these two choices, or even toggle the effect off completely; doing so will never undo progress already made.

As an additional safety net, should you be found to possess an immutable characteristic that prohibits you from doing a certain activity, or belonging to a specific organisation, then your punishment will never go so far as execution of physical abuse – though banishment is still on the table.

This perk only applies to prejudice based on immutable characteristics; it will not cause others to excuse you for behaving in ways they would ordinarily find inexcusable, such as theft or murder.

[400cp, Discounted for Warriors] I'll Make a Man Out of You

Soldiers aren't born, they're made. And who better to make them, than you?

To get you started, you know the basic drills required to take raw recruits and train them to an acceptable standard for the Imperial army. However, when it comes to training others, both with these methods and through other kinds of combat training as well, you are many times more effective than usual. This allows you to achieve results in weeks that would ordinarily take others months.

Additionally, when going through the drills included in this perk, and other kinds of training methods, you can choose to "skip" through them. While this does not actually make things go faster, it shortens your perception of the time taken. When this effect is at is greatest, you can progress through weeks in a matter of (perceived) minutes. Should the training be interrupted, whether by external forces or by you choosing to do something else, this time-bending effect will also be cancelled.

[600cp, Discounted for Warriors] Hero of China

In terms of combat, you are on par with a fully realised Fa Mulan, making you the very best China has to offer.

Your skill with a bow is legendary; you could throw ten or so apples into the air, then rapidly pin them all to specific spots on a tree in a matter of seconds. You are an expert in hand-to-hand combat, allowing you to best even Li Shang. You have been trained with both sword and staff, and are able to get value out of even improvised weapons like a simple fan. Your stamina has been enhanced, allowing you to carry heavy weights over long distances. You have also become quite agile, allowing you to traverse the top of poles with fast, precise, hops.

With this perk alone, defeating Shan Yu in direct, one-on-one combat will likely require you to outmanoeuvre and outwit him. Keeping him down will require something else entirely. I hear the fireworks are nice this time of year.

Supporter Perks

[100cp, Free for Supporters] Shadow Puppeteer

You are highly skilled at manipulating shadow puppets; that is, images created out of shadows by interfering with a light source cast at a surface.

In addition to being a neat party trick, such skill may be a useful method of projecting a more intimidating form when you are actually undersized.

[100cp, Free for Supporters] Honor to Us All

The value of women in China is primarily determined how well they can be married off. To best assist the women that you are supporting in this endeavour, you have developed this talent, which allows you to turn the proverbial sow's ear into a silk purse.

You are an expert in dressing up women to show off their beauty in the best way possible. This includes applying make up to them. While you are initially skilled with the methods used in China during this time period, you can also adapt well to beautification methods found in other settings.

[200cp, Discounted for Supporters] Bluff Boss

You have great talent when it comes to lying and bluffing. In these domains, you are able to think quickly and adapt to the flow of conversation. Better still, you are particularly good at gaining control of the flow of conversation, keeping other parties on the backfoot so they have minimal opportunity to question you or your credentials.

Of course, such skills are best supported with appropriate props and tools, especially when making less believable claims. A small dragon isn't going to be a superior officer in a human-only military, after all.

[200cp, Discounted for Supporters] Cheer Up Captain

Sometimes when people are down, the words you offer don't matter. What matters is your intentions and the fact that you are there for them at all.

Now, you'll find that efforts you make to cheer others up are noticeably more effective than before. In addition, the precise words you use won't matter as much; whilst the right choice of words might have an additional positive effect, as long as you are intending to support the person, the wrong choice of words will have a negligible effect on their state of mind. Providing the person with specific information that would naturally make them feel worse is not covered by this effect.

[400cp, Discounted for Supporters] Re-taking the Pedestal

From now on, you can be assured that the worst punishment a faction or organisation you are a part of bestows on you as the result of an accident is severe demotion (but not so far as to remove you from the group outright).

Additionally, if you can pull off great feats in the name of your faction or organisation, you can undo the demotions you have earned in this way, restoring you to your proper position. Individuals within your group may grumble about this redemption, but they will never take action against you as a result of it.

Now, get out there and restore that lost honour, Jumper!

[400cp, Discounted for Supporters] Forging the Future

Are the wheels of bureaucracy turning too slowly for your tastes? With this newfound talent, you will be able to speed them up, if you so choose.

You are now a master calligrapher. Not only does this astounding level of writing enable you to easily mimic the handwriting of others, but you will also be able to write just as effectively in any form you come to possess. As a cricket you might achieve this by dipping your feet in ink and hopping over the page, and in stranger forms you will find stranger methods still to achieve the same result.

[600cp, Discounted for Supporters] One Lucky Bug

Whether you realise it or not, you are in fact incredibly lucky.

Such is your luck that even if you were a cricket caught in an avalanche, your allies would be able to find and rescue you – perhaps without even meaning to do so.

Your luck extends to nearby allies as well. A nearby ally who closed their eyes to cross a busy street would manage to do so unscathed thanks to this good fortune. Your luck can also work in surprising ways that are not immediately obvious. For example, you might accidentally ruin a friend's interview – which works out for the best because it causes them to shift their life's course to something more preferable for them.

Villain Perks

[100cp, Free for Villains] Wicked Gaze

Men like you rule through fear. In order to achieve such fear, you will find that efforts to intimidate others are somewhat more effective than usual.

Optionally, you may choose for your sclera to become black and your pupils to become a glowing yellow. A distinctive look possessed by only one other in this world. You can toggle this cosmetic effect on and off as you like.

[100cp, Free for Villains] Ferocious Roar

You are capable of performing a surprisingly loud shout. If it wasn't already possible for you, you can now rely on your voice for hours on end without risk of damage or stress to your throat.

Such a skill provides an effective means of intimidating others, or alerting them to your position. At the same time, you probably don't want to be using it when you are pretending to be dead.

[200cp, Discounted for Villains] Falconer

Falcons are magnificent creatures, though they are not for everybody. With this perk, they are definitely for you.

You now have the necessary knowledge and skills necessary to raise and train hawks, falcons, and other similar birds of prey. Whether you simply keep one as a pet, or use it in battle, is up to you.

[200cp, Discounted for Villains] Matchmaker

Arranged marriages are commonplace in this world, but who arranges them? People like you, of course!

You now have a great aptitude for finding advantageous pairings between individuals within a community. This aptitude allows you to make the best out of a pool of potential husbands and wives, finding high quality matches for as many couples as possible.

What is high quality? Well, good breeding, and superior social positioning of course! This perk does nothing to help you match people by 'love', though it does help you to identify those individuals who do not appropriately fall into the husband or wife role as they are understood in this world.

[400cp, Discounted for Villains] ***Nice work, gentlemen. You've found the Hun army.***

The use of scouts in warfare is a common practice, but it can often be an annoying one.

From now on, you are considerably better at spotting enemy scouts monitoring you or your camp. Part of this is as a result of a better understanding of scout positioning – knowing where to look. Part of it is also a sort of "luck" that leads you to looking at these positions at the right times. These boosts also extend to any army under your direct command, though to a lesser but still noticeable extent.

Whether you dispose of these scouts, or send them back to their master with a message, is up to you.

[400cp, Discounted for Villains] ***What do you see?***

When analysing specific objects, your sense of sight and smell are noticeably enhanced, and you are able to easily pick up distinct aspects of the object in question that might elude others. For example, analysing a doll might reveal the presence of black pine, which narrows its location of origin, horse hair, which indicates the presence of cavalry, and the scent of sulphur, which indicates the usage of cannons. In combination, these elements could inform you of the location of the enemy army.

Naturally, this skill is more useful the more information you have about the world around you. In the above example, if you weren't aware of the connection between sulphur and cannons, that point of analysis would not be possible by you.

[600cp, Discounted for Villains] Scourge of China

China won't be conquered without a fight. Fortunately for you, you are quite the fighter.

You are a combat monster on par with Shan Yu. You are a well-trained swordsman, and are precise with a bow. Your skill is not what makes you monstrous though; it is backed up by an immense strength that allows you to slash through thick wooden pillars with a sword, crash through doors by running through them, and smash through wooden ceilings by jumping up into them.

You are also remarkably resilient. Not only does this allow you to fight on and on, but it also ensures that you can survive being hit by an avalanche, and dig yourself out, no worse for wear.

With this perk alone, defeating a fully realised Fa Mulan, is entirely possible, as long as you don't fall into traps and keep your wits about you.

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.

Warrior Items

[100cp, Free for Warriors] Family Armour and Sword

An ordinary, but well-made set of armour, including a helmet, as well as a sword. New recruits are expected to bring their own gear with them, so you'll be needing this if you are intending to join up.

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

[200cp, Discounted for Warriors] Family Horse

You have come into possession of this horse. It is of a breed appropriate to China in this time period.

Your horse is both loyal to you and is highly intelligent. It is capable of understanding human speech to a high degree, and has been trained for use in warfare – ensuring that it keeps its head during dangerous situations.

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

[400cp, Discounted for Warriors] Emperor's Medal

A special medal, identical in appearance to one that might be presented to Mulan, if events go as they normally would.

This medal acts as proof that you have performed some great service for the Emperor in the past. Showing it to those loyal to the Emperor, which includes most of the citizenry, will earn you a measure of preferential treatment along with a great deal of respect. A woman who possessed this medal would not be reprimanded for speaking out of turn, and will generally possess the same privileges as a man.

Naturally, this medal has little value when shown to enemies of China, such as the Huns.

At the start of each jump, this medal will change in appearance, in order to apply to the nation or empire you begin in. It will afford approximately the same advantages, with minimal changes reflecting the setting in question. In settings where women are broadly considered to receive better treatment, this medal will allow a man to gain the same privileges (where possible).

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

[600cp, Discounted for Warriors] Family Home

This large family residence is now all yours.

In addition to its wonderful Chinese aesthetic, the residence is on par with the Fa family residence in terms of size. It is currently lacking an ancestral temple or guardians, but there is plenty of space to install them, or to put to an alternate use if such things are not of interest to you. Inactive companions may even 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.

Should the house 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.

Supporter Items

[100cp, Free for Supporters] Make-Up Kit

This kit is expansive, covering all the kinds of make-up employed in this world. The make-up present never seems to run out, no matter how much is used, and the brushes clean easily, ensuring they can be used over and over again without mixing colours.

Such a kit could help a woman look more marriageable, or could help create a quick disguise.

Should your make-up kit be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Supporters] Straw Person

Whenever you like, you can bring forth a likeness of a person, made primarily from straw.

You can decide the appearance of the straw person when you bring it out. This must be either the appearance of a general type of person (for example, a soldier from the Imperial army), or a specific person.

The straw person does a decent job of matching the appearance you desire. It is enough to stand up through a short conversation (assuming you can supply a convincing voice), but its status as a fake is obvious under serious scrutiny. Choosing to emulate a specific person makes the differences more obvious to those who know what that person is meant to look like.

If you like, when bringing out the straw person, you can choose for it to come attached with some sticks that allow you to manipulate the straw person in general terms. While this may make the straw person more convincing, the sticks themselves will be a giveaway if seen.

You can only have one straw person out at one time. Bringing forth a new one will cause an existing straw person to disappear.

[400cp, Discounted for Supporters] Ancestral Temple

This small building may be attached to a property you own, or to your Warehouse by a special gateway.

Inside, you will be able to speak to the ghostly apparitions of your deceased ancestors. To start with, you are able to contact a deceased ancestor of your current background (provided you have taken one). At the end of each jump, you can choose for some or all of these ancestors to become permanently bound to the temple, and continue with you across your chain. An ancestor must consent to this arrangement, or else they will be left behind.

At the start of each new jump, new ancestors may be added to the temple, relating to your background in the setting (if you didn't take one, you don't receive any at this time). Additionally, ancestors who pass during your time in a world can choose to be added to your temple – they still require your permission to continue with you across the chain.

When not required, each ancestor is able to rest inside a small gravestone that bears their name; these are added and remove automatically as ancestors are added to or removed from the temple. Waking an ancestor up is as simple as touching a gravestone, or making a loud noise nearby. The temple is capable of expanding internally to properly house as many gravestones as are required, and allow plenty of space for ancestors to float about.

Ancestors are only capable of providing guidance, and waking each other up; even if they would normally retain access to supernatural powers after death, they lose access to them. Once bound to the temple, they cannot leave the building, and cannot be brought back to life. These restrictions are lifted post-chain.

In each future jump, you may choose to move your temple to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should your temple 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. Replacement temples will carry over the ancestors that were bound to the previous temple.

[600cp, Discounted for Supporters] Explosive Celebrations

You have acquired a large supply of various kinds of rockets and fireworks. You have enough to throw a celebration on par with the best the Imperial City has to offer. Of course, such things can be quite dangerous when used incorrectly, or when used correctly, depending on your point of view.

For those really looking for a bang, you also have ten or so cannons. These rockets are capped with the likeness of a dragon's head, and are typically employed by the Imperial army. A single cannon can blow up a tent, or set off an avalanche if used in just the right way.

At the start of each new jump, your supply of these items is replenished. Post-chain, this occurs every ten years.

Villain Items

[100cp, Discounted for Villains] Jumper's Sword

A high-quality blade, appropriate to this era.

Interestingly, this weapon will develop a reputation much faster than normal, and the negative actions of a wielder will not impact the reputation of the sword itself. For example, if the sword was made famous by its use by a cruel warlord, it would still be considered a great trophy and honourable to wield by those who would detest the warlord's actions.

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

[200cp, Discounted for Villains] Falcon

This well-trained falcon is now your faithful servant.

In addition to its absolute loyalty to you, the bird is very intelligent. In battle, it can swoop down at your enemies, and can even steal weapons such as swords off of the unsuspecting. In the field, it can scout for you, and is smart enough to return with items that provide some insight into what it saw.

Should anything unfortunate happen to your falcon, it'll be back tomorrow, in perfect health. Even villainous animals are safe in this kind of setting, it seems.

[400cp, Discounted for Villains] Trojan Dragon

This is a large puppet dragon, like those typically used during Chinese festivals.

Strangely, its presence remains highly inconspicuous when it is employed in public places, even when there is no festival underway, and even in cultures where this kind of dragon is exotic or unknown. Should an existing parade be underway, it can even join the parade unscheduled without drawing attention to itself. In either case, there will be no attempt to check the people underneath the dragon.

If a person under the dragon launches an attack, this stealth aspect of the dragon vanishes. If the dragon is thrown aside and the people underneath are recognised as suspicious or hostile by others, the stealth effect vanishes. Finally, if a person considered to be suspicious or hostile is directly observed hiding under the dragon, the stealth effect also vanishes. In any of these cases, the stealth aspect will return the following day.

Should the dragon be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted for Villains] A Devastating Clue

You have acquired a small wooden box. Without first taking off the lid, attempts to observe the inside of the box, or to retrieve what's inside, will invariably fail.

Inside of the box is a small object. By analysing this object, you will be able to receive advance notice of an upcoming ambush attempt – whether it be on your army, or on you directly. As such, the actual object inside will vary quite a lot depending on when and where you choose to open the box.

Once the object has been analysed, it serves one additional purpose. Should you leave it behind at the site of the ambush, after dealing with the ambush, it will inflict a great deal of psychological damage to any of your enemies that come across it. It will reinforce in their mind the strength of either you or your army, depending on who the ambush was intended for.

If an object has been retrieved from the box, the box will reset at the start of the following jump or after a year, whichever comes first. Post-chain, it will just reset a year after use. This reseals the box and allows a new object to be retrieved from it.

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

General Items

[50cp] Films

A copy of Mulan (1998), and Mulan 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 Mulan 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 Mulan 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] Szechuan Sauce

In 1998, to coincide with the release of Mulan, McDonalds released a limited time, Szechuan teriyaki dipping sauce. Now, you have a supply of your own; at any time, you can pull out a packet of this sauce from seemingly nowhere, no matter how often you do so, and no matter how improbable that may be.

Just don't get too weird over this, okay?

[50cp] Pet Cricket

A cute little cricket that comes in a portable wooden cage. It does not provide you with any additional luck, but may nonetheless make an appealing pet.

If the wooden cage is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Should anything unfortunate happen to your cricket, it'll be back tomorrow, good as new! Perhaps this is its own luck coming into play?

[1000cp] Jumper's Army

You've amassed a huge army, on par with the Huns. Used correctly, this army is more than capable of conquering China.

You may choose the general aesthetic for this army, though they only possess (and are proficient in) tools and weaponry appropriate to the Mulan setting. Each soldier in the army is intensely loyal to you, though most only have the bare minimum of competence. A handful of them, however, could be properly called 'elites', and are both highly competent and have a tendency to survive disasters such as avalanches.

Your army are considered followers. They can be individually imported as companions in future jumps. Unless they have been, they will not respawn if killed. Instead, at the start of each new jump, killed members will be replaced by new recruits of equal competence and equivalent equipment. Post-chain, this occurs every ten years.

-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 Mulan (as well as Mulan 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 Mulan II are a natural part of the timeline or not. These events occur approximately one month after the end of the original story.

[+100cp] Clumsy

Like Mushu, you are particularly accident-prone. If you aren't careful, you may invite disaster upon yourself. Stay especially alert around explosives, lest you give away your position to your enemies, or worse.

[+100cp] *What are you looking at?*

You are easily angered, particularly by strangers, and are also more easily drawn into fights than you would ordinarily be.

Not a great temperament if you plan on joining a disciplined army. Or a great deal of other professions, as it happens.

[+100cp] Yaouch!

Perhaps as the result of one too many fights, one of your eyes has swollen up into a permanent black eye. This negatively impacts your vision to some degree, and generally makes your face less attractive than usual.

[+100cp/+200cp] ***'Tis a woman. She'll never be worth anything!***

For 100cp, this drawback will ensure that others will always take a hardline stance on gender roles when it comes to you. If you are a man, it is expected that you will participate in any war that arises, and you will be criticised by behaving in a feminine way to taking part in "girly" activities. If you are a woman, you will be criticised, and possibly even punished, for speaking out of turn, and there will be an expectation that you are married off (if you aren't already). These opinions apply to everyone you encounter in this world, including normally rebellious types like Fa Mulan, but those you are bringing in from outside this world (such as companions and followers) are fortunately unchanged.

For an additional 100cp (200cp total), you will also be forced into a similar mindset for the duration of the jump. Instead of this change revolving around you and your behaviour, it instead applies to everyone else that you encounter (regardless if they are originally from this setting or not). Attempts to talk you out of this mindset will invariably fail.

For the purposes of this drawback, individuals that don't neatly fall into either male or female will be treated as the one that they are closest to.

[+200cp] FU, Chi Fu

No matter where you choose to work, including serving in an army, you will encounter a certain type of person amongst the group. They will consider you unworthy of promotion or advancement, and will use whatever leverage they have within the group to prevent it happening. This includes lying to your superiors; fortunately, they will limit themselves to group politics and deceit rather than physical attacks on your person. Unfortunately, they will generally be positioned in such a way that even if you are their superior getting rid of them is not politically feasible. Should you change occupation, or find a more permanent means of dealing with them, a new person of this type will show up after a couple of weeks.

[+200cp] Unsuited for the Rage of War

Not everyone can be turned into an elite warrior over the course of a song.

For the duration of the jump, you are unable to improve in any war-related skills. This includes direct combat skills, as well as adjacent skills like horseback riding and war tactics and strategy. Your physical capabilities are similarly unable to improve as well.

[+300cp] Jum-Pee

By taking this drawback, you will arrive in this jump in the form of a cricket. You are not able to change out of this form, whether via shapechanging, alt-form switching, or some other method. Your physical strength is limited to that of an ordinary cricket, and you are unable to speak other than through chirps (though you may still be understood by beings who could understand a cricket's chirps, like Mushu).

Post-jump, in addition to receiving the form you purchased in the Species section as an alt-form, you also receive your cricket form as an alt-form.

[+300cp] Hunted by the Huns

For some reason, Shan Yu considers your presence a challenge to his strength. He will prioritise hunting you down and killing you, even over the conquest of China. Even if he is individually dealt with, the rest of his army will still come after you. Only when Shan Yu and the entirety of his army have been killed will you be safe.

-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:

Would you like to stay forever?: You choose to remain in this world. Your chain ends here.

Sign me up for the next war!: You choose to continue your chain. Proceed to the next jump.

Pack up, go home, you're through.: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Note: this synopsis only covers Mulan (1998) in its entirety, but indicates where Mulan II fits in.

Shan Yu, leader of the Huns, attacks the Great Wall of China, granting his forces access to China proper. The Chinese forces are able to send out a signal fire to alert others, but Shan Yu is not bothered.

At the Imperial Palace, the Emperor is informed of this attack. He chooses to send his forces out to protect the people instead of defending the palace. He also decides to conscript additional forces from throughout the provinces.

Meanwhile, Fa Mulan has a meeting scheduled with her town's Matchmaker. She writes answers on her wrist as a "cheat sheet", and ensures her sickly father (Fa Zhou) has his tea before rushing to the meeting.

At the town, Fa Li (Mulan's mother) prays to her ancestors for her daughter's success. Granny Fa meanwhile tests a cricket by having it guide her across a busy street, deciding that it is lucky. Mulan arrives, and her mother and grandmother prepare her for the Matchmaker and present her with the cricket. Unfortunately, due in part to the cricket, the meeting goes horribly, and the Matchmaker declares Mulan a disgrace who will never bring honour to her family.

Back at home, Mulan's father tries to comfort his daughter when Chi Fu (counsel of the Emperor) arrives. Chi Fu declares that by imperial decree, one man from every family must join the army. Mulan does not wish her father (the only man in her family) to join, as he is unwell and already served in the army in the past. Chi Fu is insulted by a woman speaking out of turn, and Fa Zhou takes the scroll for his family. Later, Mulan sees her father struggle with basic practice, and at dinner tries to talk him out of going; this only angers Fa Zhou. After praying to her ancestors, and as her family sleep, Mulan steals the scroll, and her father's armour and sword. She cuts her hair short in order to disguise herself as a man, and leaves. Her family quickly realise what has happened, but it is too late; if Fa Zhou were to go and get Mulan, it would alert the army to her deception and she would be killed.

The Great Ancestor of the Fa family awakens in the family temple. He awakens Mushu, a small dragon. Mushu wishes to know what he can do, but he is reminded that he has been demoted to a mere incense burner and gong-ringer due to his past failures (in the past, he caused Fa Deng to be decapitated and brought shame on the family). Mushu is ordered to wake up the other ancestral spirits and they bicker for a bit. It is decided that the Great Stone Dragon will be woken up and sent to retrieve Mulan. Mushu is told to go wake up the stone dragon, but he accidentally breaks it instead. He uses the head of the stone dragon to fool the ancestors into thinking the Great Stone Dragon has been awakened. Mulan's lucky cricket (Cri-Kee) appears. Mushu is able to understand it, and it suggests that Mushu get Mulan back himself, but Mushu replies that he would have to bring her back with a medal in order to be forgiven for destroying the stone dragon. This gives him the idea to make Mulan into a war hero instead of just retrieving her. The two set off after Mulan.

Shan Yu's forces capture two imperial scouts, and bring them before him. They claim that the Emperor will stop him. He responds, saying that the Emperor invited him by building the Great Wall,

which he takes as a challenge to his strength. He sends one scout back with the message that he wants the Emperor to send his strongest armies, and has the other killed.

Mulan is practicing speaking like a boy at a bamboo grove close to the imperial encampment, when she is interrupted by Mushu. Mushu tells Mulan that he has been sent by her ancestors to watch over her, and warns her that being found to be a woman will get her killed. Mulan heads into the camp with Mushu hiding on her person and giving her tips to be man-like. She starts a fight with Yao, another soldier, which spills out to the recruits at large.

Inside the General's tent, he explains his strategy to Chi Fu, and to his son Li Shang. He will take his forces to Tung Chow Pass in order to ambush Shan Yu and prevent them attacking a village. Meanwhile, Li Shang is to remain at camp at train up the recruits to an acceptable standard, then take them to meet up with his father. Li Shang is named Captain, and Chi Fu remains at camp as well to provide reports.

Heading outside, the General and his forces head out, leaving Li Shang to deal with the squabbling recruits. The recruits blame Mulan for the fight, and Shang asks for her name. Eventually, she tells him her name is Ping, and provides him with the conscription notice. Fa Zhou is known to Li Shang due his status as a war hero, and while Shang and Chi Fu are not aware of him having a son, they accept Ping as legitimate.

The following day Li Shang begins training the recruits in earnest. He shoots an arrow at the top of a wooden post, and has weights tied to each recruits' hands as they attempt to climb the post and retrieve the arrow. He says that both are needed to reach the top. None of the recruits are able to reach the arrow, and Li Shang moves on to other types of training. Mulan is sabotaged by Yao and his friend Ling as payback for the fight, and attempts by Mushu to help Mulan cheat exercises are seen through by Li Shang. Li Shang decides to kick Mulan out of the army; that night she attempts to climb the post. She realises that the weights are actually a tool to assist in climbing and not a burden, and she returns the arrow to Li Shang in the morning. She earns the respect of the other recruits, as they all dramatically improve under Li Shang's training.

Shan Yu's falcon, Hayabusa, brings a doll to Shan Yu. With this doll, Shan Yu and his elites are able to determine that imperial forces are gathered at a village near Tong Chow Pass. Rather than avoid them, Shan Yu chooses to attack.

After nearly being discovered by some of the other recruits, Mulan (along with Mushu and Cri-Kee) overhears a conversation between Li Shang and Chi Fu. Chi Fu refuses to acknowledge the recruits as ready, and plans to send a report putting Li Shang in a bad light. Afterward, Mulan tells him that she thinks he is a great captain, and Mushu notices that Mulan is developing feelings for Li Shang. As Chi Fu's actions are interfering with his plan to make Mulan a war hero, Mushu takes matters into his own hands. With Cri-Kee's assistance, he forges a letter calling for the aid of Li Shang's forces, and tricks Chi Fu into believing it is genuine.

Li Shang and his forces make their way to the front, but they find that the village has been razed and that the General and his men have been killed in battle. In order to reach the Imperial capital before the Huns, Li Shang chooses to move though Tong Chow Pass. Mushu accidentally sets off a cannon, which alerts the Hun army. Their cavalry descends on Li Shang's forces, and in a desperate move Mulan takes a cannon and aims it at a nearby mountaintop. This causes an avalanche that devastates the Huns, but not before Shan Yu is able to slash Mulan in the side with his sword. Despite this, Mulan manages to rescue Li Shang from the avalanche, and the rest of his forces get away unscathed

as well. Li Shang says that Ping has earned his trust, and the other recruits cheer, but Mulan collapses due to her wound.

The doctor is able to treat her injury, but Mulan is revealed as a woman. Chi Fu wishes to have her killed, but Li Shang chooses not to, considering it a repayment of the debt he had just picked up. Nonetheless, Li Shang and his forces move on without Mulan.

Mushu tells Mulan that he was not actually sent by her ancestors, and Cri-Kee tells Mushu it isn't actually lucky.

Shan Yu and a handful of his men pull themselves out of the snow. A yell from Shan Yu alerts Mulan to their survival, and she sees them head for the Imperial capital. She decides not to return home, and to instead head to the capital to help.

At the capital, a celebration is in place for Li Shang's forces, the heroes of China. Mulan attempts to warn Shang, but he refuses to listen to her. She tries to warn others to no avail. As Shang presents Shan Yu's sword to the Emperor, Hayabusa swoops down and retrieves it, presenting it to Shan Yu on a nearby rooftop. Huns burst forth from the paper dragon being used in the celebration and attack. Shan Yu captures the Emperor, and the drag him inside the palace. The doors sealed from inside, preventing Li Shang from pursuing them. Li Shang, as well as Yao and his friends attempt to ram the doors, but Mulan comes up with a better idea. Yao and his friends dress as concubines, and along with Mulan use a sash to scale the pillars outside the palace, whilst Li Shang does the same with his cape. Mulan and Yao's group distract the Hun guards and take them by surprise, allowing Li Shang to get to Shan Yu directly.

Shan Yu unsuccessfully tries to get the Emperor to bow to him. Shan Yu is attacked by Li Shang. Yao's group rescues the Emperor, leaving Mulan and Li Shang with Shan Yu, Li Shang is defeated, but Mulan reveals she was the warrior from the mountain battle. This enrages Shan Yu, and Mulan leads him through the palace, up onto a rooftop. She uses a fan to disarm Shan Yu, and Mushu launches a large rocket at him, which drives him into a tower filled with fireworks, killing him.

The Emperor thanks Mulan for her efforts. He offers her a job as his counsel, but she refuses, wishing to return home. He presents her with a medal, as well as Shan Yu's sword.

Mulan returns home. She presents the medal and sword to her father, to honour the family; her father says the greatest honour is having her as a daughter. Li Shang arrives too, returning Fa Zhou's helmet to him. He is invited to stay for dinner. Meanwhile the Great Ancestor reluctantly allows Mushu to become a guardian once again, and the ancestors celebrate.

[Should you include it via the toggle, Mulan II occurs about a month after the events of Mulan.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor correction for ***'Tis a woman. She'll never be worth anything!*** to make it comprehensible – no mechanical changes.

1.1
(i) The cosmetic effect of **Wicked Gaze** can now be toggled at will.