Walt Disney

Bambi

Bambi

1942 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Welcome Jumper. You will soon arrive in a forest, filled with all manner of creatures. The primary focus of the events to come is a deer named Bambi. Bambi will make new friends, and learn to live in the forest.

Not all is peaceful in the forest, however. Perhaps the biggest disruptor of the peace is Man, who sometimes travels into the forest in order to hunt. On one such occasion, Man will slay Bambi's mother, forcing him into the care of his father, the Great Prince of the Forest. On another occasion Bambi will be put in danger once again, as he attempts to rescue his love interest Faline from hunting dogs, amidst the flames of a forest fire carelessly set off by Man. What role do you intend to play in these events?

You arrive in this world on the day of Bambi's birth. You will be staying here for the next three 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-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Deer

You are a deer, like Bambi or Faline. Not all deer are friendly, but the greatest among them are respected by the entire forest.

[Free] Opossum

You are a small marsupial, capable of hanging upside down by your tail for extended periods. You might be confused for a possum by those not in the know.

[Free] Owl

Like the aptly named Friend Owl, you are an owl.

[Free] Porcupine

You are a porcupine, a large rodent that protects itself with the sharp spine sticking out of its body.

[Free] Quail

You are a quail, like… well, like Mrs. Quail, a primarily ground-dwelling bird.

[Free] Rabbit

You are a small rabbit, like Thumper or his future love interest.

[Free] Skunk

Like Flower, you are a skunk. You are able to release a powerful, disgusting scent in order to deter attackers.

[Free] Human

Man presents a great danger to the forest, and regularly hunts the animals therein.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

You may choose to begin anywhere in the forest or meadow, so long as it makes sense and does not provide you with any additional advantages you have not purchased.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off.

[Free] Talking Animals

Exclusive to non-humans.

The creatures of the forest are capable of communicating in a shared language that is understood by all animals besides humans (and perhaps also dogs). You too share in this language.

Post-jump, this will continue to allow you to communicate with animals; however, in worlds where these animals do not possess the intelligence of this one, the quality of your conversations is likely to be far lesser.

[100cp] Adorable Animal

Why, aren't you just adorable? You have large, expressive eyes that give you an impression of both cuteness and innocence.

This effect can be toggled off whenever you like. Handy should you wish to look more mature when you… well, mature.

[100cp] Love Is a Song

The arrival of a young prince is a momentous occasion, but can also be a time of great worry for the parents. Thanks to this perk, such worries are a thing of the past.

From now on you (or your partner if they are the one giving birth) can be assured that no unfortunate health complications arise during childbirth, and all children are born healthy and safely.

[100cp] Little April Shower

You are sensitive to oncoming rain, having a good sense for when it is about to pour down. When it does rain, you'll also have a somewhat easier time finding shelter to protect you from it.

[100cp] Let's Sing a Gay Little Spring Song

Your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved.

Further, you'll be able to sing to the best of your ability in any form capable of speech; however, this doesn't allow you to communicate with species you would otherwise not be able to reach. For example, if you were a bird with the *Talking Animals* perk, a human would still only hear your singing as chirping or hooting.

[200cp] Little Prince

You may not yet hold the respect of the forest as the Great Prince does, but you were born for such a thing.

It's almost like others recognise this as well; thanks to this perk, you'll find that first encounters are likely to go much better for you, as most creatures you encounter are initially positively disposed towards treating you in a fair and friendly manner.

Of course, most is not all – this perk doesn't stop jerks from being jerks. It also doesn't apply to those too far removed from your experience. For example, in this world, a deer with this perk is just as much prey for human hunters as they would be without it.

[200cp] There Is Life

Seasons come and go. So too, do those we care for – whether we like it or not.

Thanks to this perk, you'll have an easier time dealing with and working through trauma, particularly trauma related to the death of loved ones. This does not mean you won't care when they pass, but it does mean that you'll find it within you to go on with your life, to not let such tragedy consume you.

[200cp] Looking for Romance

You mastered little mannerisms, like the way you walk, or the way your flutter your eyelashes, that both signal to a potential mate your interest, and work to highlight your charm points.

Just what you need to get someone all twitterpated!

[200cp] Through Your Eyes

Parenting can be challenging at the best of times, let alone when it is suddenly thrust upon you. Fortunately, you have this perk.

You are an excellent parent, able to balance being nurturing and supportive with being stern and authoritative. Whether biological or adoptive, you find it much easier to bond with your child, and teach them life lessons in ways they can understand.

[400cp] Forest Duelist

You're an impressive and tough combatant, and are able to make effective use of your body during fights. As a grown deer, for example, you'd know how to leverage your antlers to throw suitably sized opponents, and you'd be able hold your own against packs of hunting dogs without serious injury.

Further, fighting honourably or for the sake of others will better impress those you hold a romantic interest in, should they happen to witness such acts.

[400cp] Leaping Legend

You have an impressive jumping ability, which pushes the limits of what your species would ordinarily be capable of.

Further, while jumping, you benefit from a number of protections. Hits you take while jumping are typically far less dangerous than they really could be; for example, were you to be shot at while jumping, you are more likely to only suffer a grazing blow rather than a clean hit. Likewise, hits you take while jumping are far less likely to throw you off course, ensuring you can still land where you mean to.

[400cp] ***You must get up.***

When tending to others, sometimes a supportive tone is best. Other times, you need to be a bit more direct. This perk is for the latter case.

By speaking in a stern, direct manner, you can talk the wounded into experiencing a 'second wind', allowing them to climb back to their feet and shrug off some of their injuries. There are limits to this; injuries that are near-fatal or disabling can't simply be ignored, and you won't be able to pull off the same trick on the same target a second time within a short time period. Even so, this may come in handy during times of crisis.

[400cp] Man Up

You are a highly skilled hunter. You know how to set up a campsite, and can create snare traps and similar arrangements to catch small to medium sized animals.

You are also very proficient with a gun, allowing you to repair and maintain the guns present in this setting. Moreover, you're able to make impressive shots requiring quick reaction time, like hitting a deer as it leaps across a chasm, or even a small bird as it attempts to fly to safety.

Of course, much of this knowledge and talent is dependent on an appropriate form; whilst a human can use a gun just fine, a deer won't have the same success.

[600cp] Meadow of Remembrance

When you dream, there is a chance that you will gain an opportunity to speak to a loved one that has since passed on. These dreams are not mere tricks of the mind; they are genuine opportunities to speak to the departed, even across jumps.

These dreams may allow you to gain closure or much needed advice. They may be used to simply spend some extra time with those you cared for. What they cannot do is allow for the departed to be revived, or for you to gain something substantial beyond a conversation. Everything in the forest has its season.

You can toggle this perk on and off as you like, should you wish to dream undisturbed.

[600cp] Great Prince Jumper

You are respected and revered by the creatures of the forest. This does not apply to humans or functional equivalents thereof; nonetheless, expect to be treated especially favourably during your time here.

Affected creatures will defer to your judgement on most matters, and will not attack you. These effects will be undone on an individual basis if you intentionally provoke them, such as attacking them or their family. In future worlds, this will apply to any forest you have spent a significant amount of time in, including time spent as part of your background.

Optionally, this perk may apply an aesthetic change to your form, which denotes your royal status. For example, a deer may have especially large and regal-looking antlers. This aesthetic change provides minimal to no practical advantages, and may be toggled on and off as you like.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

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.

[50cp] Films

A copy of Bambi and Bambi II, on your preferred form of physical media. You'll be able to enjoy this classic film whenever you like.

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

[50cp] Merchandise

A lot of Bambi 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 Bambi branded collectibles and odds and ends. Fans of Bambi, or Disney more generally, may appreciate such a collection.

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

[50cp] Leap Practice

A pair of ledges placed close to each other. They aren't actually very high off the ground, and a deer could practice leaping between them without risking falling to its death.

The ledges may be located close to your starting location, on another property you own, or in your Warehouse. You may change this placement at the start of each jump (post-chain, every ten years).

If destroyed, the ledges will reappear in the same location after 24 hours. If that location is no longer available, they will instead be moved to your Warehouse.

[50cp] Tent

A high-quality tent, suitable for a human intending to live in the forest.

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

[100cp] Flower Patch

A patch of pretty flowers, which can be found close to your starting location, on another property you control, or in your Warehouse.

The blossoms are particularly tasty to herbivores, but not nutritiously satisfying. Meanwhile, the greens are not the most pleasant (particularly to picky eaters), but are very healthy.

The flower patch will naturally sustain and replenish itself without overgrowing, meaning it can be regular eaten from, or left alone as you like.

At the start of each jump, you may move the flower patch to another spot close to your starting location, to another property you own, or to your Warehouse. Post-chain, you will have this same opportunity every ten years.

Should the flower patch be destroyed beyond repair, a replacement will appear in the same place after 24 hours. If that spot is not available, it will be move to your Warehouse.

[100cp] Small Pond

A small pond, which can be found close to your starting location, on another property you control, or in your Warehouse.

The pond is safe to drink from, and maintenance-free. It will gradually replenish over time without overfilling, but can also be left alone without it becoming unsafe.

At the start of each jump, you may move the pond to another spot close to your starting location, to another property you own, or to your Warehouse. Post-chain, you will have this same opportunity every ten years.

Should the pond be destroyed, a replacement will appear in the same place after 24 hours. If that spot is not available, it will be move to your Warehouse.

[200cp] Hunter's Tools

A variety of tools of great use to a hunter, including a variety of ropes and netting, which can be used to make traps.

The most interesting item within this collection is a special deer call. This deer call will work on deer, as well as similar creatures you may encounter in other worlds. Curiously, in worlds like this where deer are able to communicate with others through a shared language, the deer call will sound to them as if they are being called by a loved one, making it all the more effective.

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

[200cp] Personal Meat Supply

Are you a human that feels uncomfortable with the idea of eating Bambi and his family? Then, consider this item.

This is a replenishing supply of game meat, such as venison and rabbit – enough to keep a single adult human well-fed. Meat provided by the item will not rot if it goes uneaten, so you can store it where you like for as long as you need to.

[400cp] Gun

A gun, like those used by the human hunters here. It comes with a moderate supply of ammunition, which resupplies daily. A powerful weapon, for those that can make use of it. Do you really intend to use this?

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

[400cp] Hunter Dogs

A pack of well-trained hunting dogs. These beasts will relentlessly pursue your prey, and are intensely loyal to you.

Should anything happen to one of your dogs, it will show up the next day, good as new.

[600cp] Great Forest

A magnificent forest, equivalent to the one in which Bambi lives. If you like it may be the very same forest; naturally this choice can only be made once across multiple purchases.

The forest comes with a significant population of animals, of the intelligence depicted in this setting. The ecosystem is particularly resilient, allowing it to stand up to regular hunting – maybe even your own if you could stomach such an act.

In future worlds, you may choose for the forest to be attached to your Warehouse by a special gateway, or to be placed somewhere appropriate in the local setting. Should the forest be placed out in the world, you will find that this causes minimal environmental disruption, with animals from the outside not naturally intruding on it, and animals from within not naturally leaving it.

Should the forest be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Hunting Party

For those that do not wish to hunt alone.

This item provides you with a large group of human hunters, each equipped with a gun and other hunting tools. Also include are the tools and materials required to set up a large campsite for them to live in.

These hunters are knowledgeable, skilled hunters. They are considered followers, and are intensely loyal to you. Should one perish, a replacement will appear at the start of the next jump (post-chain, after ten years).

Should the tools and materials be lost or destroyed, replacements will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 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 Bambi (including Bambi 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 settings that have a demonstrated shared continuity with Bambi, 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] Extended Stay

Taking this toggle will allow you to extend your stay in this world anywhere up to a total of ten years. Before taking it, it might be a good idea to be sure you can actually live that long.

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether Bambi II is a natural part of this world's timeline, smoothing out any inconsistencies between them in a manner of your preference. These events occur after the death of Bambi's mother.

[+100cp] Very, Very Frightening

You are quite scared of thunder and lightning. Sitting out a thunderstorm will be quite distressing for you without someone to help you get through it.

[+100cp] Stop That Racket

During your time here, you'll find that your attempts to sleep will often be disturbed by the loud noises of animals, especially chirping birds. This is most prominent during spring, but will occur to some extent throughout the year.

[+100cp] Twitterpated

You are more inclined to become infatuated than usual. Importantly, when you are taken up in such a mood, you are likely to act foolishly, or otherwise embarrass yourself.

[+200cp] You Monster

Taking this drawback ensures that no matter your actions, the death of Bambi's mother at the hands of humans cannot be averted. Worse, you will inevitably be there to watch this tragedy, and it will impact you deeply (even if it normally wouldn't).

Do you need the points this badly?

[+200cp] Kinda Wobbly

You are less sure on your feet, and have great difficulty maintaining your balance. As you might anticipate, this will be a nuisance during your day to day, and may prove to be a serious problem during times of great danger.

[+200cp] Bad Weather

During your time here, extreme weather such as snowstorms and thunderstorms will be significantly more common. Living in the forest will be a much harsher experience.

[+300cp] *There are many this time.*

Man is a great threat to the forest, and thanks to this drawback it just became even greater.

Human hunting parties will show up in the forest far more frequently during your stay. Worse, they seem to consider you excellent prey, prioritising you whenever you are nearby. This remains the case even whilst you are in forms they would normally leave alone, such as being a fellow human.

Unfortunately, it is impossible to permanently drive humans out of the forest, or to convince them not to harm you.

[+300cp] Form Locked

Must not be Human.

For the duration of the jump, you are locked to the form you have chosen here. You cannot switch or blend alt-forms, or utilise any shapeshifting powers or similar means of altering your form.

As a result of this, you'll likely find it very difficult, if not impossible, to make use of human tools, and may naturally be targeted by human hunters.

[+300cp] Newborn

Taking this drawback overrides your age choice. Instead, the day you arrive in this world is the day of your birth. Methods of rapidly aging beyond your species norm will not work on you for the duration of the jump either.

Being a newborn carries many risks with it, typically rendering you far more vulnerable and/or stripping you of much of your agency.

-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:

A New Season: You choose to remain in this world. Your chain ends here.

A New Jump: You choose to continue your chain. Proceed to the next jump.

The End: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Natural Lifespan:

You can be assured that the species choices on offer have the necessary lifespan to survive the default three year stay of the jump. For example, the opossum characters are present at both the start and end of the film.

So, what exactly happens here, anyway?

Note: this synopsis only covers Bambi (1942) in its entirety, but indicates where Bambi II fits in.

In the forest, the animals wake at dawn. A blue bird spreads news throughout the forest. Thumper, a young rabbit, wakes Friend Owl – a new prince has been born. The animals gather around a mother doe and her child. The young prince is unsteady on his feet at first, and the animals leave after he gets tired. The mother decides to call her son Bambi. The scene is watched from afar by the Great Prince of the Forest, Bambi's father.

A few days later, Bambi is walking with his mother – he is still getting used to walking around. Various animals in the forest greet him, which causes him to fall behind, and when he rushes to catch up, he falls over. Thumper and the other rabbits are concerned, but Bambi's mother reassures them and Bambi is up again in no time. Bambi plays with the rabbits, learning that Thumper has his name due to a habit of thumping his foot on the ground. They discover some birds eating berries, and Bambi starts to talk, encouraged by the rabbits to say "bird" correctly. Bambi mistakes a butterfly for a bird, and then a flower for a butterfly, corrected by Thumper each time. As he smells the flowers, Bambi comes face to face with a young skunk, who he calls a flower. Thumper laughs, but the skunk says he is fine being called a flower.

The day grows late, and a thunderstorm begins, causing the animals to return to shelter with their families.

A few weeks later, Bambi is now capable of speaking. His mother, thinking him big enough now, takes him to the meadow. She first checks the meadow herself, then calling him over when she has ensured things are safe. Bambi and his mother play in the meadow, then Bambi meets with Thumber and his family who are grazing. Thumber suggests Bambi join them, telling him only to eat the blossoms, before he his reminded by his own mother that he needs to eat the greens too. Bambi encounters Faline, a female fawn. Bambi is initially frightened, but after returning to his mother for encouragement, he says hello, throwing Faline into a fit of giggles. The two start playing around, but are interrupted by a huge herd of bucks. They stop when they see the Great Prince of the Forest. The Great Prince stops to look at Bambi for a moment, before continuing on. Bambi asks his mom about the stag, who explains that he is called the Great Prince of the Forest because he is respected by all, and that he is very brave and very wise. Suddenly, the Great Prince is alerted to danger and warns the animals, who start to flee. Bambi is separated from his mother, but the Great Prince is able to reunite the two before the sounds of gunfire can be heard. Once safe, Bambi's mother explains that man was in the forest.

Autumn arrives and leaves. During the winter, Bambi discovers snow, and is taught to slide on the ice by Thumper. The pair meet Flower, who is trying to hibernate.

Bambi and his mother are in the meadow when she senses danger, and urges him to run without looking back. The two try to flee, but Bambi's mother is shot and killed. Bambi reaches safety, but realises his mother is missing. He goes looking for her, and encounters the Great Prince, who tells him that his mother cannot be with him anymore, and takes responsibility for him.

[Should you include it via the toggle, Bambi II occurs during the time skip after the death of Bambi's mother.]

Years later, it is spring, and animals are out finding love – much to the annoyance of Friend Owl, whose sleep is disturbed. He encounters Bambi, now grown up, and Thumper and Flower join them shortly after. Friend Owl warns them about becoming "twitterpated" – that is, falling in love – and the animals swear it won't happen to them. Despite this, it isn't long before Flower and then Thumper have found partners. Bambi meets Faline, and falls for her too. Their time together is interrupted by Ronno – another buck, who challenges Bambi for Faline. The two fight, with Bambi ultimately prevailing by throwing Ronno into the river below. Bambi leaves the scene with Faline, then they frolic about romantically that night.

Sometime later, Bambi wakes to smoke. Investigating, his father informs him that Man has returned to the forest, and in greater number. The animals must flee further into the forest for safety. Bambi goes to look for Faline, who has since awoken and is looking for Bambi. Man attacks, and the animals try to flee as they are shot at. Faline is chased by a pack of hunting dogs, and is cornered. Fortunately, Bambi arrives in time, fighting off the dogs and rescuing her. The two flee in different directions; as Bambi makes an impressive leap, he is shot and wounded. Man has left their camp unattended, and a fire starts to spread through the forest. The Great Prince tracks Bambi down and urges him back to his feet. The two escape the fire and reunite with the other animals, including Faline.

Sometime after the fire has subsided, Faline gives birth to twin fawns, and Bambi and the Great Prince watch on from a distance, just as the Great Prince had watched over Bambi's birth.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a note **On Natural Lifespan**.