
Disney
Beauty and the Beast

Beauty and the Beast

1991 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

Once upon a time, in a faraway land, a young prince lived in a shining castle. Although he had everything his heart desired, the prince was spoiled, selfish and unkind. But then, one winter's night, an old beggar woman came to the castle and offered him a single rose in return for shelter from the bitter cold. Repulsed by her haggard appearance, the prince sneered at the gift and turned the old woman away. But she warned him not to be deceived by appearances for beauty was found within. And when he dismissed her again, the old woman's ugliness melted away to reveal a beautiful enchantress. The prince tried to apologize, but it was too late, for she had seen that there was no love in his heart, and as punishment, she transformed him into a hideous Beast and placed a powerful spell on the castle, and all who lived there. Ashamed of his monstrous form, the Beast concealed himself inside his castle with a magic mirror as his only window to the outside world. The rose she had offered was truly an enchanted rose, which will bloom until his twenty-first year. If he could learn to love another, and earn her love in return by the time the last petal fell, then the spell would be broken. If not, he would be doomed to remain a Beast for all time. As the years passed, he fell into despair and lost all hope, for who could ever learn to love a Beast?

You arrive in this world just as Belle leaves her home to return a book. 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-

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

[Free] Human

An ordinary human. No strange magics altering the form here.

[Varies] Enchanted Object

Like the servants of Beast's Castle, you now possess a form that greatly resembles an object that could reasonably be found in a French castle in the mid-1700s.

Despite the strangeness of your form, you are still able to move around, talk, hear, smell, and potentially taste (depending on the specifics of your form). Optionally, you may possess a pair of eyes, a nose, and a mouth somewhere on your form. While you require a mouth to taste, the other abilities listed above are possible for you even if you elect not to have these parts. This form does not physically age, but being sufficiently destroyed will result in your death for the purposes of chain failure. Don't try to think too hard about how all this works; it's magic.

For Free, this form does not provide any additional benefits, is quite small, and is generally less useful than a human would be. Being a teacup like Chip would be in this tier.

For 100cp, this form is still quite small, but offers one or two small tricks, related to the nature of the object. For example, a candelabra like Lumiere can ignite the ends of their candles on command, and generate small flames out of them.

For 200cp, this form can be on the larger side, and may have an additional minor trick. For example, the Wardrobe can somehow dress those thrown inside it with the outfits it also has inside.

For 300cp, this form can be on the larger side, and has a major trick associated with it. For example, a stove like Chef Bouche can spew larger flames from their body.

[300cp] Beast-like

Perhaps as the result of a magic spell, you have become a strange, monstrous creature.

You are noticeably taller than humans, making you as much as ten feet tall. Your body is covered in fur, and seems to have drawn inspiration from various kinds of animals. Your head is buffalo-like in in shape with buffalo horns, a lion-like mane (optional), boar-like tusks, and gorilla-like eyebrows. Your teeth, tail, and legs resemble that of a wolf, and you have strong bear-like arms.

Your form affords various advantages, including great strength and speed, sharp claws, and a powerfully loud shout. You also do not physically age. While you are far from invincible, feats like fighting off packs of wolves whilst unarmed with only light injuries is entirely possible for you. Your unusual appearance is likely to frighten most humans in this world, which can be both a blessing and a curse, depending on the situation.

-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.

Beauty

You are an attractive, likely young person. While you might have been born in the village, it's more likely that you moved here a while back for one reason or another. Whether you intend to stay, or seek something beyond this provincial life, is up to you.

Castle Dweller

You live and/or work in Beast's Castle in some capacity. If you chose the Human species option, then by some strange set of circumstance you have been allowed to remain here, though this will change if you sufficiently anger the Beast.

If did not choose the Human species option, you can decide whether the form you have acquired here is a result of the enchantress's spell. If yes, it will revert to human should the spell be broken, but you will regain your non-human form post-jump as an additional alt-form. If no, you will keep your form even if the spell is broken. Taking a background in this case means you either were already non-human when the spell was cast, or arrived here from the outside world sometime after it was cast and found acceptance within the castle.

Villager

This Origin too lives in the village. It's more likely that you were born here rather than moved here, but you can still decide that for yourself. You may or may not be a massive jerk.

-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] Beast's Castle – Gate

This is the front gate of the Beast's Castle. Going past the gate and across a bridge will lead you into the castle proper. There's still an opportunity to leave if you don't mean to be here, but it will mean braving the forest.

[2] Beast's Castle – West Wing

This is the west wing of the Beast's Castle. Here you will find the Beast's room, as well as the enchanted rose tied to the spell that has changed this place. Unless you have a good reason to be here, you probably should leave.

[3] Beast's Castle – Ballroom

A grand ballroom within the Beast's Castle. It is currently unused, though that will change if things go as expected.

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

[4] Village – Belle's House

The home of Belle, the most beautiful girl in town, and her inventor father Maurice. Phillipe, their horse, can be found here as well.

[5] Village – Bookshop

The town's bookshop, which is frequented by Belle. It has only a modest selection of books.

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

[6] Village – Tavern

The town's tavern, which is owned by Gaston. Expect a song sung in his honour if you don't change things.

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

[7] The Forest

A spooky forest, that you'll need to pass through if you travel between the village and Beast's Castle. Just watch out for the wolves, they are a real menace in these parts.

[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.

Beauty Perks

[100cp, Free for Beauties] Beautiful

Aren't you the looker, Jumper? On purchase, you can choose if this grants a great enhancement of beauty, allowing you to rival Belle in looks, or an equivalent enhancement in handsomeness.

With such looks, you'll make quite the marriage prospect.

[100cp, Free for Beauties] Bim-better Hair

Are you some kind of hair style savant?

In but a moment, you are able to restyle the hair on your head in just about any manner you like, provided it is physically possible. When doing so, you can elect for your hair to naturally maintain this style without effort on your part, until such a time that you use this ability again.

[200cp, Discounted for Beauties] Nose Stuck in a Book

It seems that you are quite taken with reading, huh? Perhaps an odd hobby for one in your position.

You've gotten quite good at reading too, it seems. You are a speed reader, able to get through content at several times the speed of the average person, without losing any comprehension. You are so used to reading being a part of your everyday life, that when you have a book (or something else you are reading) in front of your face you retain the same general awareness around your person that you would have if the book was not there. You can walk around town reading without accidentally stepping in a puddle, running into somebody, or walking into a wall.

[200cp, Discounted for Beauties] Take Me Instead

There may be times where a loved one is held captive, and the only bargaining power you have is… well you.

By offering to take the place of an existing hostage or prisoner to their captors, you cause two effects. The first is to cause your value as a hostage or prisoner to skyrocket for those you are offering yourself to (this effect does not stack if you later make the deal to the same person). The second ensures that if they do choose to take you after you have made this offer, they must honour their commitment and release the captive and prisoner you are replacing, in a good faith manner (i.e., they cannot simply kill the former or hostage themselves, or practically kill them by releasing them into a situation they are not intended to survive).

As this perk simply causes your value to skyrocket, it is still possible (though unlikely) that a captor chooses not to take you up on your offer. You cannot apply the effects of this perk if you are already a hostage or prisoner, or if you and the person you wish to replace are caught at the same time. The guaranteed good faith release effect of this perk only applies to a single person; if you manage to negotiate for multiple hostage releases in exchange for yourself, only the person you most value is protected (if there is a tie, one is chosen amongst them at random).

[400cp, Discounted for Beauties] Something There

It's easy for people to write others off as monsters, especially if they look different. You though, know better.

While the sight of a monstrous or unusual form may surprise you initially, you will never find yourself giving in to fear based on appearances alone, unless the being with the unusual form is deliberately trying to scare you.

Additionally, as you interact with others who you might generally consider to be mean, rude, or hostile, you will pick up on the small glimpses of kindness, and other positive qualities, that they display from time to time. While this won't force you to ignore their horrible behaviour, it does serve as an indicator that the person you are interacting with is redeemable. Even better, the more time you spend with such a person, the more you bring their positive qualities to the fore, causing them to behave better and better until their meanness is at worst something that only flares up rarely, or in extreme circumstances.

You may choose to toggle the behaviour altering effects of this perk as you like; toggling this perk off will not undo existing changes you've brought out of a person.

[400cp, Discounted for Beauties] Prisoner Princess

It wouldn't do to leave someone as charming as you locked up all alone at the top of a tower, now would it?

As you remain a prisoner, you will find that your conditions and treatment gradually improve. After a few months, you will essentially be given the same treatment as an honoured guest, though escape is still against the rules. Being rude to your captors may cause your progress to slow or reverse somewhat. Escaping, or attempting to escape, will cause this treatment to be reset back to zero, and it will have to gradually build up again. However, if you can provide a reason why you escaped/tried to escape, relating to your treatment, it might be accepted and prevent you losing your progress. The reasoning required will vary by your captor, but will also lighten as your treatment improves. When this perk is in full swing, simply being yelled at too loudly will be a sufficient excuse to try to run away.

Additionally, while the effect of this perk is in full swing, you may be released by your captors if you can provide them with sufficient grounds to do so without actually asking for it. The imminent death of a loved one is an example of something they might let you out for. Being released in this way ends your imprisonment; if you are imprisoned for some crime in particular, you will be treated as if you have served your sentence.

Your progress through better treatment is tracked separately for different prisons and/or captors. If you are imprisoned by the same prison/captor after they have released you, you will keep the level of progress you were at when they let you go.

[600cp, Discounted for Beauties] ***Please don't leave me! I love you!***

Imagine this: you confess your feelings to your true love, only to have him die moments later. Horrible, right? Fortunately, you have this special bit of Disney magic to help you avoid such fates.

Once per jump, by telling someone that you genuinely love "I love you", whilst meaning to activate this effect, they will immediately be restored to a state of perfect health. This effect can even revive the dead, but only if used within a few minutes of their passing. Post-chain, this ability can be used once every ten years.

Additionally, when kissing someone that you love, you can cause "magical fireworks" to fire off above your heads. The size and distance of the effect will vary between indoor and outdoor uses of this, and these fireworks will never be truly harmful to anybody; they do not blind, and no observer will

find them to be too loud. They are simply a special magical effect to make that special moment with your beloved all the more special.

Castle Dweller Perks

[100cp, Free for Castle Dwellers] Dazzling Dancer

You've quite the talent for dancing, Jumper!

Whether it is a showy dance meant to entertain a guest during dinner, an elegant ballroom waltz, or another kind of dance entirely, you'll find that you are noticeably faster at learning dances than you would be without this perk, and your skill ceiling is somewhat better than it would have otherwise been as well.

[100cp, Free for Castle Dwellers] Matchmaker

Are you a romantic, Jumper?

When trying to get others together romantically, you'll have regular flashes of inspiration to assist you in your objective. It might be an idea for a gift one person would really enjoy from the other, a sweet romantic gesture one could make to impress the other, or maybe a few words that helps a couple move past a fight. These ideas are more accurate and effective the more you know the people involved.

Unfortunately, you never seem to get inspiration when it comes to your own relationships. Perhaps you need your own matchmaker?

[200cp, Discounted for Castle Dwellers] Function Within Form

Ten years ago, the residents of Beast's Castle were radically transformed from their human appearance. For the most part, they've managed to take it in stride.

Whether you picked this up from your time with them, or elsewhere, you have learned how to quickly adapt to and control any form you come to possess, no matter how complicated or weird it might be. Should the enchantress come by a second time, at least you will be able to manage.

[200cp, Discounted for Castle Dwellers] Be Our Guest

Choose a profession that would be employed as part of a large noble household in France during the mid to late 1700s, such as a housekeeper, maid, chef, or majordomo.

You now have the required knowledge and expertise to perform this role at an excellent standard. If there was an opening in such a role in these parts, you would be the frontrunner to take the job.

[400cp, Discounted for Castle Dwellers] Who Could Ever Love a Beast?

Quite a few actually, thanks to this perk.

After a brief period of getting to know you, other people will no longer judge you harshly due to the form you take. Whether that means a person overcomes that prejudice altogether, or simply considers you an exception to the rule, will depend both on the person, as well as on the nature of your interaction with them.

Additionally, if you hold a romantic interest in, or desire for, somebody, as that person gets to know you, any barriers your form might cause which prevent them from falling in love with you, and desiring you, will slowly crumble away, regardless of whether they have to do with your race, your gender, or some more esoteric aspect of your form. Of course, this doesn't cause a relationship to form on its own; it merely presents you with the opportunity to earn their love just as others might.

Either aspect of this perk may be toggled on or off as you like, in case you ever felt like overcoming prejudice the old-fashioned way, or feel that breaking down these barriers to love is a bit too much. Toggling off effects of the perk won't cause existing love, friendship, or desire, to disappear, nor will it repair a person's form-based barriers to love or desire if they have already been removed.

[400cp, Discounted for Castle Dwellers] Prisoner of Love

While holding people hostage is not the most orthodox of courting strategies, it has been known to work on occasion. For you, it is especially effective.

As you hold a person you desire, or have romantic interest in, prisoner, they will gradually begin to soften towards you, and become more accepting of their situation. While this will not cause the prisoner to like your rudeness, meanness, or minor acts of harassment (such as shouting, forcing them to wear attire that still preserves their modesty, or forcing them to eat with you), they will learn to put up with it, and not to use it as a basis for judging you poorly. It also won't prevent the prisoner from desiring to escape, but over time they will build up a level of acceptance towards being forced to remain, will not judge you poorly simply because they are a prisoner, and will stop making efforts to escape on their own. At higher levels of this effect, additional liberties granted by you will be seen as wonderful gifts, and offering them their freedom will be seen as a great romantic gesture.

Release them at the right time, and you will have a general sense of when this is, and they'll choose to quickly return, or not even wish to leave in the first place.

The time it takes for this perk to take the fullest effect will vary based on the person in question, their personality, and their willpower. For a typical human, it usually requires a period of a few months. This perk will not make prisoners approve of physical harm inflicted upon them, or of harassment to a greater degree than the examples described above.

[600cp, Discounted for Castle Dwellers] Enchant-less

Don't you think it's unfair, getting turned into a teacup because of the actions of someone else? Fortunately, this is no longer something you will be put through.

You are now immune to unwanted physical transformations imposed on you by outside forces. It doesn't matter if it is from a magic spell, some strange technology, or something even more esoteric; if you don't want to change, you don't have to.

This perk does not prevent mental changes. It also doesn't prevent you taking physical damage, so if someone's idea of taking some height off you is cutting you in half, you'll have to look elsewhere for protection.

Villager Perks

[100cp, Free for Villagers] ***I'm especially good at expectorating!***

You have developed an odd aptitude for spitting, allowing you to pull off some amazing 'trick shots' when doing so.

Although this may not be the most useful to you in your day to day, it nonetheless serves as a neat party trick that is surprisingly well received in the village.

[100cp, Free for Villagers] ***My, what a guy that Gaston!***

Whatever else they might say about you, you are definitely a good friend to have.

You are particularly skilled at raising the spirts of others, finding ways to compliment them, appeal to their ego, and raise them out of a funk. This effect is greatest when trying to cheer up those you know well already, as that gives you a better understanding of their good points, which you can use to bolster their confidence.

[200cp, Discounted for Villagers] Great Hunter

Does the village have a second hunter in its midst?

You have gained the necessary skills to track the kinds of game found in mid-1700s France. You are also a great shot when using guns or similar weapons.

Whether you use these talents to hunt beasts, to hunt the Beast, or for some other purpose is up to you.

[200cp, Discounted for Villagers] ***Oh, that is despicable. I love it!***

Sometimes the situation calls for something more complex than simple brawn or bravado. And while thinking can be a dangerous pastime, a particular tactic can now be a more effective part of your repertoire.

From now on, you have a sixth sense for when the person you are talking to is likely to accept a bribe from you. You will not know what exactly their limit is, so you might overpay, but those who would require far more than you would consider to be reasonable, or affordable, will not trigger this instinct of yours.

[400cp, Discounted for Villagers] *For there's no one as burly and brawny*

You are incredibly strong, Jumper. With a single arm, you could hold up a bench that has three adult women sitting on it.

Optionally, you can elect to gain an exaggerated musculature equivalent to Gaston, though this does not provide additional strength beyond what you are already getting out of this perk. You can choose to apply this effect to any approximately humanoid form you have or come to possess. Forms that are so far removed from human that such musculature makes no sense cannot gain this aesthetic, but still benefit from the strength increase granted by this perk.

[400cp, Discounted for Villagers] Inventor

You are a talented inventor, on par with Maurice, who managed to build a ride-on automatic wood chopper using only what he could find in a mid-1700s French village.

Naturally, you will be able to cobble together similar contraptions with the same access to resources. As you gain access to better materials and technologies, the things you can create be will become more useful, though at a fundamental level your inventing talent is built around taking existing technology and parts and putting them together in a way that makes a useful final product, rather than creating new kinds of technology wholesale.

Maybe an invention of yours will actually manage to find its way to the fair?

[600cp, Discounted for Villagers] The Mob Song

You are actually quite popular, Jumper.

This works at a collective level, not an individual one. Feats of strength and skill, and other acts that would bolster your reputation are quickly spread across local communities, whereas poor relations with an individual are mostly contained to that individual, with the poor reputation that would spread outwards from that person occurring much slower than it would otherwise.

When speaking to a crowd as a collective, you are much more persuasive than usual, particularly if you choose to play into a crowd's existing fears or biases. When you need to turn a crowd into an angry mob and set them on your enemies, this is a wonderful skill to have indeed.

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.

Beauty Items

[100cp, Free for Beauties] Dress to Impress

This item comes with two sets of attire. The first is a less flashy set, something that could be reasonably worn by a villager. One of the Bimbettes' dresses is about as flamboyant as you could get out of this. The second is an elegant, high-class attire, in line with Belle or the Beast's ballroom outfits. Both sets are self-cleaning and self-repairing, allowing you to wear them whenever you like.

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

[200cp, Discounted for Beauties] Your Horse

You are now the owner of a fine horse, of a breed appropriate to mid-1700s France, and a sex of your choosing.

Your horse is loyal to you, but is also danger-averse. It has pretty good intuition too; were you to ride it to a crossroads, it would naturally want to head down the path that presents the least immediate danger. Of course, it is still possible to correct it and head down the other path if you desired.

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

[400cp, Discounted for Beauties] Grand Library

This room, which may be added to a property you own, or attached to your Warehouse by a special gateway, is a large library filled with books. A perfect gift for the voracious reader.

To begin with, the library is equal to the one found in Beast's Castle. However, at the start of each new jump after this one, an equivalent number of books will be added, derived from the books that may be found in the world you have arrived in. Rare books may be included, but only if they are mundane in nature. If supernatural or magical books are commonplace in the world you have arrived in, then some of your new books may be the more common varieties of these kinds of books.

Your library will always be able to hold any number of books inside, regardless of whether they were provided by this item's own effect, or introduced by you manually. In order to accomplish this, the library will expand internally in order to accommodate them. No matter how large it gets, it will not get larger on the outside, and you will somehow find it easy to navigate to specific books you are looking for.

In each future jump, you may choose to move this room 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 the room 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. If a book provided by this item is lost or destroyed, a replacement will appear in the room after 24 hours (if the room has also been destroyed and has not yet been replaced, this effect will delay to the same time as the room replacement).

[600cp, Discounted for Beauties] Shining Castle

Want to leave the provincial life behind? There's no better way than by moving into your very own castle.

This large castle is quite similar to the Beast's Castle (before the spell was cast over it) in terms of size, layout, and general aesthetic. Portraits of the Beast and his family have been replaced by those of you, and those you are travelling between worlds with.

In order to maintain the castle, and look after you, this item comes with a small army of servants, well-trained in their intended roles. These entirely human servants are loyal to you, and you may decide their appearance, gender, and personality on a general or specific basis if you like. They count as followers, but cannot be made to leave the castle. Inactive companions may stay here as well; they too must remain inside 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.

Should the castle 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.

Castle Dweller Items

[100cp, Free for Castle Dwellers] Footstool Dog

This living footstool was formerly a dog, until it was changed by a magic spell. Unlike the one you may meet elsewhere in this world, this change is permanent, and unrelated to the spell affecting Beast's Castle.

Naturally, the footstool still behaves like a dog, though it also enjoys being used as a footstool by you, and is quite comfortable to put your feet up on. It is completely loyal to you.

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

[200cp, Discounted for Castle Dwellers] Enchanted Carriage

This carriage has been enchanted by a magic spell, allowing it to travel under its own power, without the need for horses.

Your carriage is able to understand your commands, and will follow them to the best of its ability, but will ignore the commands of others unless you specifically tell it otherwise.

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

[400cp, Discounted for Castle Dwellers] Magic Mirror

This special hand mirror is now all yours.

In addition to being a perfectly functional mirror, this special item has the special power to show you what is happening elsewhere. Simply ask it to show you a place, or a person, and it will do so.

The mirror has an impressive range. Peering into a castle on the other side of a large forest is entirely within its power.

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

[600cp, Discounted for Beauties] Enchanted Castle

Want to leave the provincial life behind? There's no better way than by moving into your very own castle.

This large castle is quite similar to the Beast's Castle (after the spell was cast over it) in terms of size, layout, and general aesthetic. Portraits of the Beast and his family have been replaced by those of you, and those you are travelling between worlds with.

In order to maintain the castle, and look after you, this item comes with a small army of servants, well-trained in their intended roles. However, these servants are all animated objects, with forms appropriate to their designated role. This change is permanent, and independent of the spell the enchantress cast over the Beast's Castle. You may decide their appearance, gender, and personality

on a general or specific basis if you like. They count as followers, but cannot be made to leave the castle. Inactive companions may stay here as well; they too must remain inside the property.

While this spooky aesthetic may appeal to you, and the animated object servants do have advantages over humans in some respects, be warned: the people of this world (and perhaps others you might visit) will not take kindly to the existence of your castle, should they discover it, and may even choose to attack it to defeat the "evil" inside.

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.

Should the castle 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.

Villager Items

[100cp, Free for Villagers] ***When I was a lad I ate four dozen eggs***

Want to grow up big and strong? This might be just what you are looking for.

You now have access to a supply of chicken eggs. At any time, you can pull one out of seemingly nowhere, simply by meaning to retrieve one. No matter how many you retrieve, you'll always be able to get more, and retrieved eggs will always be nice and fresh when you acquire them.

[200cp, Discounted for Villagers] Hunting Set

A set of three weapons, well suited for hunting.

In terms of ranged weapons, this set comes with both a blunderbuss and a bow. In order to use these, you also have supplies of arrows and ammunition. These supplies never seem to run out, and you will always be able to find them when you need them.

This set also comes with a large knife, perfect for when you wish to stab someone in the back.

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

[400cp, Discounted for Villagers] Jumper's Tavern

You are now the proud owner of your own tavern, Jumper!

All of the hard work has been taken care of for you. All bills associated with the tavern will be covered for you. The tavern will be automatically supplied with beer of ordinary quality, though you will have to source higher quality drinks on your own. It even comes with a handful of staff, which count as followers but cannot leave the tavern. A large, comfortable chair sits by the fireplace, reserved for your exclusive use.

As owner, you will receive a cut of the profits without lifting a finger, and the staff will happily listen to any suggestions you have in regards to how the tavern is run. Your tavern retains upgrades, should you go to the effort of making it even better.

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, though you may opt out of this if you like.

Should the tavern 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, Discounted for Villagers] Little Town

This quiet village, located somewhere appropriate, close to your starting location, will now follow you across worlds.

The village is quite ordinary, by the standards of mid-1700s France. If you like, you may decide the appearance, gender, and personality of the inhabitants, on purchase of this item. Regardless of your choice, you will find that you are extremely respected here; the villagers will happily break into song about how great a person you are, and you will find many suitors willing to marry you as well. The businesses here, which include a bookshop, bakery, and barber, among others, will even sell their products and services to you at cost.

If you've also purchased the Jumper's Tavern item, you may choose to replace this village's tavern with it (removing competition), or place it separately within the village. Choosing either option overrides its normal replacement and movement rules and it is treated as part of this item instead.

The villagers that come with this item are followers, and can leave the village if they wish to. Useful for when you wish to talk them into attacking a nearby enemy. Any loss of population the village suffers will be made up at the start of the following jump. Post-chain, this occurs every ten years.

Your village retains any upgrades it has received. Inactive companions may stay here, but must remain inside the village.

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.

Should the village 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 Beauty and the Beast (1991), Beauty and the Beast: The Enchanted Christmas, and Belle's Magical World, on your preferred form of physical media. This classic tale of love can now be viewed at your leisure.

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

[50cp] Merchandise

A lot of Beauty and the Beast 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 Beauty and the Beast 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] Enchanting Rose

A wonderfully pretty red rose. It glows slightly and floats in the air. Unlike another rose you might know, this one is not tied to any great spells, and will remain in pristine condition indefinitely.

Your rose is covered with a glass bell jar, keeping it free from dust or accidental damage. Should either the rose or jar be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Bribe Money

This small sack of gold coins, equivalent to the bribe Gaston would have provided Monsieur D'Arque, is now all yours!

It will not replenish when used, so spend it wisely.

-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 Beauty and the Beast (including Enchanted Christmas and Belle's Magical World if you've included them 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.

[100cp] The Bimbettes

Should you wish to take Claudette, Laurette, and Paulette all along with you, here is a special offer. Recruiting the Bimbettes through this option will allow you to choose whether each member takes up a separate companion slot, or whether they share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

[100cp] The Jumpettes

This group of identical triplets has fallen head over heels in love with you!

You may decide whether the triplets are blondes or brunettes, and whether they are girls or boys. In any case they are devoted to you, highly attractive, and each possesses the *Bim-better Hair* perk. At the same time, they are fairly simple-minded.

The Jumpettes share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks somewhat.

-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] Jumper the Beast

Requires the Beast-like species, the Castle Dweller Origin, and the Curse of the Enchantress drawback – including starting early via it.

Using this toggle, you can take the Beast's place in this world for yourself. Your starting location is overridden to Beast's Castle – Ballroom. Will you fall into despair, or find true love? Time will tell.

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether the events of Beauty and the Beast: The Enchanted Christmas and Belle's Magical World are a natural part of the timeline or not. For those most part, the events of these films take place prior to the Beast returning to a human form.

[+100cp] Easily Frightened

You're kind of a scaredy-cat, Jumper.

It is quite easy to frighten you. In particular, the appearance of the Beast, as well as his transformed servants, freak you out. If you purchased the Beast-like or Enchanted Object species, your own appearance will not bother you, but the appearances of those who share your species will disturb you just the same.

It may be wise for you to stay away from Beast's Castle.

[+100cp] Short-Tempered

Whatever your personality before, you are now easy to anger, becoming irritated over even small inconveniences. Such moods are more likely to result in bad decisions, and making new friends will be more of a challenge when you shout at them so often.

[+100cp] Directionally Challenged

Cannot be taken with *I'm bolted to the wall!*

Like Maurice, you struggle to read maps and get lost quite easily. Even if you've made multiple trips through the forest before, you might still take the wrong path. You would do well to rely on someone else when making such trips.

[+200cp] *She's nothing like the rest of us*

No matter where you go, you will always be considered peculiar by others. This will cause you to be ostracised at the community level by others. At an individual level, you may improve your relationships with others, but it will be much tougher than normal, and at best they will still consider you something of a weirdo.

Those you are bringing into this jump from outside (such as existing companions and followers) are not affected by this drawback.

[+200cp] Wolf Bait

It seems that wolves consider you to be their ideal prey. Expect to be attacked by packs of them on a semi-regular basis even if you stay away from the forest, and to be beset by them almost immediately should you intrude on their domain.

[+200cp] ***How can you read this? There's no pictures!***

You have lost the ability to read. Perhaps not that unusual given the time period. This has all sorts of downsides, and may make you look like quite the fool in front of Belle besides.

Fortunately, you may re-learn to read if you put the effort in.

[+300cp] Curse of the Enchantress

Oh, did you upset an enchantress as well, Jumper?

A spell has been placed over you, and if you cannot break it by the end of your stay, your chain will come to an end.

In order to break the curse, you must truly love someone, and have them come to love you in return. Each of you must announce these feelings to each other while genuinely feeling them.

Unfortunately, there are a few complications. First, existing companions and followers will not count, no matter how deeply you feel for each other. New companions acquired here may be used, but in order for them to be eligible, you must accept that any guaranteed love or loyalty they might have towards you will be removed. At best, they can simply have a personality that meshes well with your own. Second, any appearance enhancing effects that you have will be removed for the duration of the jump, any human or human-like form you possess will be made even uglier than this for the duration of the jump as well. Third, any supernatural abilities that instil love will fail to work on you, or on others if the love is directed towards you.

To represent the spell, you have been provided with an enchanted rose. This floating, glowing rose will naturally last until the end of your ten-year stay, by which time it will have completely wilted. If the rose is destroyed early, then that will automatically end the time period and end your task, meaning you will fail your chain. Should you complete your task, the rose will become as the *Enchanting Rose* item, and will be yours to keep. Its destruction will no longer matter from that point.

Optionally, you can elect to arrive in this world approximately ten years earlier than normal. The Enchantress has just left the castle. You can decide whether or this extends your total stay in this world to twenty years, but your curse will have a ten-year time limit regardless. Tracking down and dealing with the Enchantress does not break your curse.

[+300cp] Kill the Beast!

By the end of your stay, you ensure that the Beast, and every servant of the Beast's Castle that was transformed from a human is dead, accomplishing what Gaston and the villagers could not.

Fortunately, you, and any companions you have brought into this jump, do not have to be killed, even if you took the Castle Dweller Origin and a non-human species choice. Don't expect this to be easy however; the village was thoroughly trounced when they tried to accomplish this themselves.

Should you fail in your task, you will fail your chain, so make sure that every last one of those monsters lie dead. Though, for taking a drawback like this one, perhaps it is you who is the real monster here, Jumper?

[+300cp] ***I'm bolted to the wall!***

Cannot be taken with Directionally Challenged.

Somewhere appropriate, close to your starting location, you have been connected to a wall by a chain. This prevents you from moving more than a metre or two away from it.

Attempts to sever, break, or escape this chain will invariably fail. Should the wall be damaged or broken apart in some way, you will find that the piece of wall connected to the chain is enough to hold you in place; no amount of strength will be enough to pull it along after you.

I hope you have some plan to take care of what you need to from here. Perhaps you can find a sucker to act on your behalf?

-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:

Happily Ever After: You choose to remain in this world. Your chain ends here.

Jumper and the Chain: You choose to continue your chain. Proceed to the next jump.

Jumper's Magical World: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

How old was the Beast when he lost his human form?

The enchanted rose was said to last until he was 21. It is stated that the servants have been in their non-human state for ten years (which happened at the same time as the Beast). So, one might assume he was 10-11 when the spell was cast.

However, the effect of the spell appears to prevent aging as a human whilst transformed. Chip is big evidence for this. More importantly, we are shown a painting of Beast as a human made prior to his transformation where he looks exactly as he does when turned back into a human, clearly as an adult.

Ultimately, it's not an important aspect of the story, so try not to worry about it too much.

So, what exactly happens here, anyway?

Note: this synopsis only covers Beauty and the Beast (1991) in its entirety, but indicates where the direct to video films fit in.

The Beast's backstory is explained: once he was a young prince, who was selfish and unkind. One night he turned away a beggar asking for shelter. The beggar revealed herself to be a beautiful enchantress, who cast a spell over the castle as punishment. The prince was transformed into a hideous Beast, and others who lived there were transformed as well. An enchanted rose was provided by the enchantress, its last petal will fall on the Beast's twenty-first birthday. If the Beast can learn to love another, and be loved by her in turn, before this time, the spell will break. Otherwise, the Beast would be stuck this way forever. The Beast gives in to despair, and remains within the castle, using a magic mirror to peer into the outside world.

Ten years later, a young woman (Belle) leaves her home and heads into the village. She returns a book she has borrowed and picks up a new one (that she has already read before). Around the village, Belle is considered the most beautiful, but is also considered odd by most of the village due to her reading hobby. Gaston, a hunter, explains his desire to marry Belle to her assistant LeFou, which is motivated solely by her status as most beautiful. Gaston tries to win Belle over, but fails, and Belle gets upset when LeFou calls her father a loon (although Gaston reprimands him, it is made clear that he agrees with LeFou). Belle calls a father a genius and returns home after seeing a small explosion coming from her house.

Belle talks to her father, Maurice, who is an inventor struggling with his latest invention. She cheers him up, and he asks about Gaston. Belle says she has no interest. Maurice gets his invention, an automatic woodcutter, working. He intends to enter it into a fair, and use the money to start a new life with Belle where she will be happier.

Riding his horse, Phillipe, Maurice attempts to take his invention to the fair, but gets lost in the forest. Beset by wolves, Maurice and Phillipe are separated. Maurice comes across Beast's Castle as he escapes, and enters it to find safety. The Castle is seemingly abandoned, so he asks if anyone is present. As he looks around, he is observed by Lumiere (the castle's maître'd, now a living

candelabra) and Cogsworth (the Beast's majordomo, now a living pendulum clock). Lumiere is moved by Maurice's pleas, and says that he can stay. This alerts Maurice to the pair, but he is fascinated rather than afraid. After he sneezes, Lumiere directs him to the fire to warm up. Cogsworth is cautious and doesn't want it to happen, but is ignored. In the shadows, the Beast watches.

Maurice is assisted by other castle servants, including Mrs. Potts (the head housekeeper, now a living teapot). The Beast comes in, angered. When Maurice says he just needed a place to stay, the Beast locks him in the tower.

Back at the village, Gaston has had a wedding ceremony arranged. He jokes that now he has to go propose to the girl, confident that she will say yes. However, she turns him down. Angered, he promises LeFou that he will have Belle as his wife.

Phillipe comes running back to Belle's house, alerting Belle to her father disappearance. She takes Phillipe back to the forest, where she finds the Beast's Castle. Leaving Phillipe at the gate, she explores the castle, and she is observed by many of the servants. Lumiere expresses hope that she will be the one to break the spell. Belle finds her father, who begs her to escape. However, the Beast finds her. Belle pleads with the Beast to let her father go, as he is sick and may die. She offers to take his place as a prisoner, and the Beast agrees, as long as Belle promises to stay in the castle forever. Belle sees the Beast's form in the light, but nonetheless makes the promise. Beast removes Maurice from his cells and returns him to the village with an enchanted carriage. Lumiere suggests that the Beast provide Belle with a more comfortable room instead of a cell as she will be staying a long time. The Beast complies with this suggestion (perhaps as a consequence of seeing Belle crying over not being able to say goodbye). With Lumiere's prodding, the Beast tries to cheer Belle up by saying he hopes she will like it here. He gives her permission to go anywhere in the castle, except the west wing. He orders her to join him for dinner later.

At the village's tavern, Gaston is sulking, but LeFou manages to cheer him up. Maurice comes running, begging for help, but the crowd think he is crazy as usual, and throw him out. This gives Gaston an idea.

Back at the castle, the servants try to cheer up Belle. Meanwhile, they give some advice to the Beast, who believes that a beautiful girl like Belle would never fall for someone looking as he does. Belle chooses not to eat dinner with the Beast, which angers him greatly. He tries to change her mind, but gets fed up and says that unless she is eating with him, she is not to be fed.

Later, Belle sneaks into to the kitchen, and the servants decide to feed her anyway. After, Cogsworth gives Belle a tour of the castle, during which she slips away into the west wing. She enters the Beast's room and finds the enchanted rose. The Beast sees her and yells at her (because she may have accidentally damaged the rose), and she runs away. This is too much for her and she chooses to break her promises and flee the castle. Belle and Phillipe are attacked by wolves in the forest, but Beast saves them. He is wounded in the process, and passes out, so Belle chooses to head back to the castle and tend to his injuries.

[The majority of Beauty and the Beast: The Enchanted Christmas (should you include it via the toggle) occurs over Christmas, sometime after the Beast fights the wolves but before the ballroom dance.]

[The events of Beauty and the Beast: Belle's Magical World (should you include it via the toggle) take place sometime after the events of The Enchanted Christmas, but before the fight with Gaston.]

In the village, Gaston and LeFou have a meeting with Monsiuer D'Arque, owner of the local asylum. Gaston intends to blackmail Belle into marrying him by threatening to send her father there if she does not. Though D'Arque believes Maurice to be harmless, he accepts a bribe from Gaston and agrees to go along with his plan. The three arrive at Belle's house just as Maurice leaves to go rescue Belle from the castle, missing him. Gaston orders LeFou to stay near the house and alert him if Belle or her father return.

The Beast starts to feel more for Belle, and gives her the castle library as a gift. The pair grow closer. After a ballroom dance, the Beast asks Belle if she is happy at the castle. She says that she is, but that she misses her father and wishes she could see him. Beast allows her to use his magic mirror, and she sees Maurice sick and alone in the forest. Seeing her upset, Beast releases her from imprisonment and allows her to leave to find her father. He tells her to keep the mirror. When Cogsworth asks why he let her go, he says it's because he loves her. Amongst themselves, the servants agree this is the case, but unless she loves him in return, the spell will not break, and they fear it is over now. The teacup Chip (son of Mrs. Potts) sneaks into Belle's bag when nobody is looking.

Belle finds her father and take him back to their house. LeFou sees their return, and goes to get Gaston. After Maurice recovers, Chip reveals himself. Soon after, the villagers arrive with Gaston, LeFou, and D'Arque. LeFou gets him talking about the Beast, which the crows laughs at and takes as proof of Maurice's lunacy. Gaston tells Belle he will clear up the misunderstanding if she marries him, but she refuses. Instead, she uses the mirror to show the crowd the Beast. The crowd becomes scared of the Beast, and Belle tries to calm them down. However, Gaston sees how Belle is behaving towards the Beast, and turns the crowd against her, taking the mirror from her, saying that she too is crazy, and that they need to kill the Beast before it kills them. He locks Belle and Maurice up so they can't warn the Beast, and takes the villagers with him to attack the castle.

The servants see the invaders, set up an ambush against them, and fight back. However, the Beast doesn't bother, as he believes it is already too late to break the spell now. Chip uses Maurice's invention to break Belle and her father out. The servants are able to drive the villagers away, but Gaston slips by and attacks the Beast in his room, forcing him to the rooftops outside. The Beast is content to be killed, but Belle and Maurice arrive, and Belle's shouts motivate him to defend himself. Belle makes her way to Beast as the fight continues. Beast gets the upper hand but chooses to spare Gaston. He sees Belle and they hold hands. Gaston takes the opportunity to stab the Beast in the back, but this causes Gaston to slip and fall to his death. As the Beast is dying, Belle confesses her love as the last petal of the rose falls. The spell is broken, also healing the Beast as he returns to a human form. The two kiss as the castle and the servants are returned to normal as well. Beast and Belle live happily ever after.

[The prologue and epilogue of Beauty and the Beast: The Enchanted Christmas (should you include it via the toggle) occur one year after the events of Beauty and the Beast.]

-Changelog-

0.1
Created the jump.

1.0
(i) Corrected time period for **Be Our Guest**. (ii) Added two new drawbacks: **Jumper History**, and **Jumper the Beast**. (iii) **Curse of the Enchantress** now optionally allows you to start earlier than normal. (iv) Minor typo fixes.

1.1
(i) Minor typo fixes.