The Lion King V1.0



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Welcome to Africa, specifically the land known as the Pride Lands, ruled over a pride of Lions who called themselves Pride Landers. You will enter this world a month before the birth of Simba. Prepare yourself, and have +1000 Choice Points to help you do so.

Age and Gender

You may choose your age and gender yourself.

Location

You can choose to arrive anywhere in the Pride Lands. I strongly advise not appearing inside Pride Rock, unless you have a good reason for being there.

Origins

Whether a mere commoner, a humble servant, a member of the royal family or even a dastardly villain, you're sure to make your mark on the world.

Commoner

Otherwise known as the Token Drop-In option. You are a simple commoner of the Pride Lands. You live your day to day life, and depending on your species you either hunt other animals, or avoid being hunted. Nobody will know you, but that may be a good thing in the grand scheme of things.

Servant

You have dedicated your life to serving someone. Whether it's the Lions of Pride Rock, or the wicked Hyenas of the Elephant Graveyard. You are knowledgeable in grovelling at the feet of others. But it's not all bad, after all: nobody notices the help.

Royalty

Whether by blood or adoption, you are a member of the Pride Landers royal family. Depending on your species, this may lead to a few eyebrows being raised, but very few will question your inclusion to the family.

Villain

You have been spurned Jumper. Maybe you were denied your rightful place to rule, or maybe you were cast out of society due to existing prejudice. Either way, you have dedicated your life to villainy and sheer badness. Green fire and a glorious singing voice included.

Species

Mundane Prey (+100)

You're a bog standard prey animal native to the heart of Africa. You get an extra 100 CP as odds are you'll be considered food by most of the heavy hitters of this world. Be quick, be nimble, and don't die.

Mundane Predator

You're a bog standard predator animal native to the heart of Africa. Whether you are a Hyena, a Lion, a Leopard or even a Vulture, one thing that links these animals is the diet of meat, and you won't be finding any supermarkets here. Hope you're not squeamish!

Exotic Prey (100 CP)

My, my, how did you get here? Did a passing cargo ship lose a few crates of zoo transfers? Meh, either way, this option is for those who want to be a little more… unique. Choose any living prey animal from around the world, but be warned: Uniqueness = Attention.

Exotic Predator (200 CP)

Ah of course, where there's prey, there must be predators. Choose any living predator from around the world, and enjoy the boon that comes with being a top predator never before seen by the citizens of the Pride Lands.

Perks

Origins get their 100 CP perks for free, and the rest are 50% off.

General

Singing
FREE
You could probably guess this was coming. What's a Disney Jump without a singing perk? With this perk, you'll be able to match pitch with all of the greatest singers, and it being a Disney Universe, there are quite a lot. Use it well.

How to Pounce
100 CP
You are skilled at using your forms natural defences. Whether it be a porcupine's quills, a lion's claws or a boar's tusks. If you got it, you can use it to inflict some serious damage.

Fierce Flatulence
400 CP
You possess a powerful gut. The stink you can generate is capable of knocking out an entire crowd of your fellow animals, and with some training can be used as a capable weapon against enemies! Unlike Pumbaa, you have complete control over when you release your stench, and will not do so by accident at inopportune times.

The Great Kings Before Us
600 CP
If you die, you will be able to exist as a spirit in the world, often taking the form of a cloud shaped like whatever alt-form you were in when you died. You can only take on a visual form for a short time before you become fatigued. In order to continue onto your next jump, you have to guide a lost soul to their destiny. Failure to do so before the Jump has ended will result in a chain failure.

Commoner

Hakuna Matata
100 CP
With this perk, you will find that you no longer worry as much about the things you can't control. Can be toggled on and off at will.

It Means No Worries
200 CP
Places you consider to be "perfect" become literal safe zones. While in this location, you will not suffer any intruders or mishaps that could result in harm to you and those you allow in. This protection can be averted by twists of fate, like a loved one finding their way as part of the "Can You Feel The Love Tonight" perk.

For The Rest of Your Days
400 CP
When taking on the role of a guardian, you will find you are capable of bringing out the best in someone. You could take in a malnourished lion cub and raise them to a strong and healthy adult, even when their diet consists of various insects.

It's Our Problem Free, Philosophy
600 CP
Through hard work, you can overcome deep set instincts, both inside of you and others. You could raise a carnivore to not see you as food, even if you were an antelope and they were a lion. You could even teach a bull to not charge the color red. Forces of nature just seem to bend for you.

Servant

Babysitting
100 CP
As much as it may grate on your nerves, you are skilled at corralling and caring for children not your own. Doesn't matter what their species is, you know just how to keep your charges in line, and out of trouble. Most of the time.

Administrative Duty
200 CP
You'd think a kingdom run by lions would have less paperwork then a human one, right? Wrong! Only difference between a human kingdom and an animal kingdom is actual paper is rare, if not actually a thing. With this perk, you gain a talent for keeping track of dates, remembering who's who and what's what, and you gain an impressive memory to aid you in keeping all the details straight.

They're At The Elephant Graveyard!
400 CP
You have the ability to form empathic connections with people you care for. Combining this with your enhanced tracking skills, you can find anyone you are familiar with at the level of a close friend or charge. Those who you've formed a particularly strong bond with can even act as a beacon in times of stress, allowing you to find them all the more faster.

Shamanism!
600 CP
With skills like these, some would think you trained under the tutelage of the great Rafiki, royal Mjuzi of the Pride Lands. You are trained in Swahili Shamanism, allowing you to commune with spirits, peer through the mists of time and perform elemental feats by communing with the spirits of Air, Water, Earth and Fire.

Royalty

Oh, I Just Can't Wait to be King!
100 CP

You are full of unending optimism, and when you need it: Hope. It's difficult to get you down, and when you have a dream you can't help but put your all into achieving it. A general mood boost and morale reinforcement, for those who dislike fancy language.

Can You Feel The Love Tonight
200 CP

When separated from your loved one, you'll find that events transpire to bring you back together. The very environment may even bend to make these reunions as romantic as possible. Don't be embarrassed! It's a love story, after all.

Everything the Light Touches
400 CP

While ruling over a kingdom, the aesthetic and lighting fits your style of rulership. Jumpers who rule justly and kindly will experience their kingdoms being awash in bright lights and give a sense of warmth. Jumpers who rule through fear will rule over kingdoms plagued with darkness, death and despair. This effect can be tweaked, but it will ultimately reflect on the kind of King/Queen the Jumper is.

Roar of the Elders
600 CP

You possess an ancient mystical ability normally bestowed upon the leader of the Lion's Guard, and usually reserved for the second-born of the current monarch. Oddly enough, you seem to possess the ability despite not matching either of those criteria. By letting out some form of roar, you can cause various effects to happen, ranging from atmokinesis, electrokinesis, spirit summoning, geokinesis, rain summoning and unleashing pure concussive force. During your stay, the Great Kings will be able to veto your use of the Roar, but in later Jumps you'll be able to use this power however you see fit. Try not to piss off the Great Kings of the past while you're here.

Villain

“Oh, I Shall Practise my Curtsy”
100 CP
Your wit has been sharpened to a point, and you can now lace your words with pure sarcasm.

Honeyed Words
200 CP
You are quite the smooth talker. With but a few sentences, you can play someone like a fiddle, and manipulate them into doing your bidding, all while they think you’re *helping* them. You dastardly devil, you.

The Roar of Vengeance
400 CP
By naming someone as your heir, you will be able to nudge them towards completing your own goals, often using their own wants against them. If you die and activate the perk The Great Kings Before Us, you will be able to use your Cloud Form to coerce and guide your heir to completing your mission.

Long Live the King
600 CP
Being born into a position, campaigning for it, or earning it on your own merits is so dull, and unfair! No, what you need is a way to TAKE positions, and with this, you can. As long as you can 'bump off' (kill, vanish, or frame) someone in a higher position, you can step into their shoes once they are out of the way. So long as someone who isn't an ally or patsy doesn't see you doing the deed, all is well and no suspicion will fall upon you. This doesn't give you the skills or connections to do a good job, just ensures that you WILL have it.

Items

General

A Family
200 CP
… of your very own. And it doesn't always consist of blood relatives. Depending on your Origin, this item changes. If you are a Commoner, you will meet like-minded people who will quickly befriend you. If you are a Servant, they will be blood relatives that are always willing to lend a hand. If you're a Royalty, you gain a small band of best friends you've known since you were young. And if you're a Villain, you gain your very own motley crew of flunkies and thugs. These people act as NPCs, and cannot be taken as companions. They will appear in future jumps as whatever the most common race or species is for that Jump.

Pride Lands
600 CP
Your very own copy of the Pride Lands. Everything the light touches (and that you see in an official canon movie/comic/show in the Lion King franchise) is yours to take with you to future Jumps. If you're struggling to figure out how much that is, assume a decent chunk of the centre of Africa. You can have it as a Warehouse Extension or import it into future jumps, either as its own island or part of an existing landmass.

Commoner

Makeshift Hula Costume
100 CP
This costume is bound to turn heads, and acts as the perfect distraction. Extra effective when used alongside a singing accompaniment.

A Platter of Bugs
200 CP
You gain a platter made of bark and lined with leaves, and once per day this platter will refill with various bugs. Eating these bugs you will be shocked to find that they are unusually delicious, and very nutritious too. Even herbivores can enjoy them!

Oasis
400 CP
You now find yourself in the possession of a large and beautiful oasis, situated around a large lake with a waterfall. Rainforest grows around the Oasis, lush and full of food, both vertebrate and invertebrate.

Servant

Major Domo Beads
100 CP
These beads rest on a necklace made from twine. They identify you as protected by whoever you have pledged your services to. The appearance of this necklace is customizable upon starting a Jump, and cannot be changed until the next Jump.

Shaman Staff
200 CP
You possess a staff much like the one held by Rafiki. The gourds attached to the top of the staff can be broken in half, and the juice used to paint images on walls. The juices can also be used to give blessings, and the staff makes for a great whacking stick!

Rafiki's Tree
400 CP
You gain your own version of Rafiki's Tree. While not much to look at, the inside of the trunk is hollow and spacious, allowing you plenty of room to perform your rituals and paint on the walls. While meditating inside the tree, you may experience visions of the past, present and future. Those with training in Shamanism will be able to discern them easier than those without.

Royalty

Iconic Birthmark
100 CP
You have been born with a birthmark in the shape of your choosing, which will allow you to convince those who see it that you are an important figure. Those who see this mark will be quicker to trust you, and people will be less likely to doubt your choices. Those with a strong will can overcome this compulsion if their personal beliefs are in conflict with your choices.

Gopher Information Network
200 CP
You have access to a network of Gophers burrowed throughout the area you are currently in. Occasionally they will pop out of the ground to provide reports on what's happening in the Kingdom, and other times they will provide an early warning in regards to any invasion forces. They can be summoned, but reply a week or two between summons to gather new information.

Pride Rock
400 CP
A perfect replica of the famous Pride Rock, which will now follow you to future worlds. Those who own Pride Rock, own the land within 100 miles of the mountain. Those who live in that area will respect your rule, as long as you prove to be a fair ruler. What constitutes a “fair ruler” differs depending on location, so take that into account.

Villain

Bone Cage
100 CP
You have access to cages made from bone, that come in various sizes. They are near impossible to escape from, and are quite strong, no matter the size.

Summonable Stampede
200 CP
Once per month you can summon forth a stampede of any large animal. Whether to use as a distraction or to assassinate someone, that is your choice. Once they are done doing the deed, they will vanish into thin air and will require a month to recover before they can be summoned again.

Elephant Graveyard
400 CP
While not the prettiest piece of land, this graveyard makes for a great lair to hide away from. Various elephant skeletons dot the land, with some holding passages down into secret caverns. This, coupled with the aura of fear and hopelessness that scares away any who come investigating, makes it invaluable for any villain. Comes with NPCs of whatever species you wish.

Companions

Import/Create - 50 CP
Your basic Import/Create option. For every purchase, you get two companions, up to a limit of eight for 400 CP. Each gets an Origin and Species for free and 700 CP to spend on perks and items. Note: companions cannot purchase 600 CP perks or 400 CP items, discounted or not.

Canon Companion - 100 CP
Purchasing this will allow you to designate one canon character that you will be guaranteed to meet while in this world. Whether or not they choose to join you on future Jumps depends entirely on how good you are at convincing people.

The Jumper's Guard - 400 CP
(Discounted to those who took Roar of the Elders)
This purchase allows you to create your own version of the Lion's Guard. You will be able to create or import up to 5 companions to be a part of your Guard, and will take on different specialties, that being the Strongest, the Bravest, the Fastest, the Smartest

and the Keenest of Sight. Each is given 700 CP to spend, and whatever specialty the companion takes up will result in them gaining a boost in that aspect.

Drawbacks

You can gain up to 600 CP from drawbacks.

Same Story, Different Actor +0

Import as any canon character. Opens up more options when paired with Rewind/Fast Forward.

Rewind/Fast Forward +0

Change the setting to that of any of the movies, comics, games. Would you rather experience Scar as the Leader of the Lion's Guard? Maybe start when Kiara meets Kovu? Hell, you could even choose to go to a fanfiction version of this world. Go nuts, bud.

Hyperrealistic Remake +100

Oh dear, why would you do this? You've entered the live-action remake. The Uncanny Valley is strong, the contrast is a bit too sharp, and for some reason the internet keeps talking about the outrageous lack of testicles.

Tone Deaf +100

For the entirety of this jump, you will be completely tone deaf. What's worse, you'll feel compelled to join in on every musical number that happens near you, no matter how much you may be ridiculed by others.

Feast and Famine +200

The seasons in Pride lands are strange. At one moment there is a population boom where animals are flush and food is plenty, and at others there is hardly enough food that all starve. you must deal with the constant flux of having too many animals to too little food changing with little regards to actual seasonal changes.

Circle of Life +200

You believe truly in the circle of life. You may not take an action which would cause harm to another unless for food. You must help protect every animal from danger within your sight and not allow others to hunt for fun or sport.

African Poachers +200-300

Turns out poachers are a thing in this world, and you've been tagged as being quite valuable. Expect poachers to try and capture you, in order to sell to some warlord or foreign millionaire. Getting captured will lead to a chain failure.

For an extra 100 CP, the order has been changed from "capture" to "kill". They want your hide, and they don't want to pay extra to ship a living animal.

Hybrid +400

You are the spawn of two species, whom cannot interbreed. you are a Liger or similar animal and likely to have plenty of sickness and weakness due to your incompatible DNA. You are also considered a freak, and nobody wants anything to do with you. Choose two animals of the same tier and combine them. They have to be similar enough for you to not end up some horrible mutant, unless you are into that kind of thing. So a Zebra/Horse is okay, but a Flamingo/Crocodile is not.

Predator vs. Prey +400

It turns out that everybody's first reaction to you is based on the animal you both are. Maybe they flee when they see you, maybe they want to eat you. Maybe they won't care. Most main characters will push through these impulses, but first impressions are a powerful thing.

Backseat Leaders +400

Your past ancestors don't agree with how you do things. They will speak to you through the stars and plains and tell you what they don't agree with. Whenever it gets dark expect to be told all your failures to their standards nightly. If you ever do achieve their standards another ancestor will disagree and start to complain.

The King is their People and Place +600

You must guard the king, any damages to the ruler of the land whether moral, mental or physical manifest as problems to the land. A dark soul causes the lands to darken, whilst a peaceful majestic lion causes animals to frolic.

Not Bipedal +600

Due to your animal nature, the perks you can use are severely limited. If you possess four legs and no hands, any spell casting that requires hand gestures are off the table. Perks and Abilities that have been shown to be used by animals, like Bending, can still be used as long as your chosen species suits the animals that used those abilities.

Hated Species +600 (Cannot be taken with Royal Origin)
Something somebody in the past did has angered the royal family of the pride lands and now your whole species is no longer welcome in the light. you were born soon before this falling out and so everybody blames you for the exile. Enjoy your life hated by everyone.

Notes

- Removed the 600 CP tier from the items section for each origin. Top Tier items are now the 400 CP. This has been done because there simply aren't that many physical items in the Lion King franchise that can be purchased. General will still keep the 600 CP item, because the entirety of the Pride Lands is definitely worth 600 Points.
- Version 1.0 released.
- Special thanks to Nerx, Thaelin, Madcow360, RichardWhereat and SoftAnon for their help in fleshing out my first Jump Doc.