The Little Mermaid.

Version 1.0

By u/Its-Long-Story.

Welcome, Jumper, to a world that would appear to be much like your own, if it wasn't for the merpeople beneath the waves. In the depths of the ocean, far out of humanity's reach, is the City of Atlantica. It is ruled over by King Triton who wields the illustrious Trident and commands the seven seas. His temper can turn a clear sky into a broiling storm, damning any ships in its path, and there's nothing he hates more than humans. His youngest daughter, Ariel, doesn't share his thoughts toward humankind in the slightest. In fact, she's very interested in the world above the waves, and this curiosity will set off a chain of events that will bring those worlds together. Unless you have a different future for this world in mind, Jumper.



Location:

Roll 1d8 or pay 50cp.

1. Prince Eric's Castle. A lovely, luxurious castle in Denmark. The prince is currently away, but he should be back soon if you feel like waiting for him.
2. A Fishing Village. Not too far from the castle is a little town that makes its living by plundering the ocean and brutally murdering its inhabitants.
3. The Beach. A picturesque shoreline, the meeting of land and sea. A beautiful place for the beginning of a love story. Humans may choose to start here for free.
4. A Ship, in the Middle of the Sea. The ship bringing Prince Eric home. I'd suggest you make sure the lifeboats are working... just in case.
5. The Middle of the Sea Without a Ship. Uh oh, looks like you're in a spot of trouble, Jumper. There is a small rock jutting out of the water over there, you might be able to reach it if you can swim.
6. The City of Atlantica. A beautiful, glowing city filled with merpeople and sea creatures that lies at the bottom of the ocean. Sea Creatures and Merpeople may start here for free.
7. Ursula's Lair. Are you here to make a deal? I'll be the first to warn you, she tends to screw over most of the people who come to her. I'd suggest getting out of here before her minions find you. Sea Witches may start here for free.
8. Free Choice. Lucky you, you can pick any canon location to appear in.

Origins

Roll 1d8 + 15 for your age or pay 50cp to choose it yourself. Your gender is up to you. Any of these origins may be taken as a Drop-In.

Sea Creature (free): You enter this world as a mundane though long-lived sea creature. This includes animals like seals, penguins, and seagulls. Basically, if it spends a large amount of time in or around the ocean it's fair game. This does not include mythical creatures like the Kraken.

Human (free): A normal person who lives on land, breathes air, and has two legs (usually). You might be a servant who works in the castle, a villager just trying to get by, or you might be royalty looking for a good time.

Merperson (100cp): You have a tail! A fish tail! And you can swim fast and breathe underwater. You've lived in Atlantica all your life but do you ever dream of more? Do you ever wonder what it's like to live above the waves?

Sea-Witch (200cp): You're an octopoid (half-human/half-octopus) who knows a little magic, and you use it to "help" people. You don't *have* to be a villain if you take this… but that would be too boring for you, wouldn't it? Discard previous age roll and use *30 + 2d8*.

Perks

Discounts are 50% off, 100cp perks are free for their origin.

General:

Swimming Lessons (free): You can doggy paddle, backstroke, butterfly, dive, tread water, basically anything you could learn in five years of swimming lessons. This won't make you the Thorpedo of swimming, but it'll give you the necessary skills to keep your head above water (or below it if you're not a human).

Beauty (free): Ah, Disney, they certainly know how to make a gorgeous leading lady and gentleman. And now, as though they waved their paintbrushes and pencils like a magic wand, you look just as beautiful. Eyes that sparkle and shine, soft, perfectly styled hair that not even years of salt water could ruin, and shapely lips perfect for bestowing a kiss of true love. You may also choose to disney-ify those around you in this jump and beyond it, although this is only an aesthetic filter.

Now Sing (free): Oh, please, Jumper, just one more song? I could listen to you all day. You are blessed with a beautiful voice that would make a siren green with envy. Not to mention that no one minds or finds it strange when you burst into song. Who would be upset by a personal concert from such a talented vocalist? They may even join in if you desire it.

Wrapped In a Sail (50cp): What a fashionista you are! You're skilled at making clothes for yourself out of odds and ends, like an abandoned sail or seashells or seaweed. These clothes won't fall apart, no matter how fragile the components should be, and will always keep the bare minimum covered. You don't want to be indecent do you? Some may raise an eyebrow at the choice of clothing, but even they would admit that you make it work. This also makes it so that regardless of how impractical your outfit is it won't impede you in any way.

Love at First Sight (100cp): Even if your love is based on something fickle or seemingly shallow it will endure and strengthen with time. You can build a functioning, healthy relationship out of longing glances and the briefest meet cutes, so long as they're open to a romantic relationship with you. This won't smooth over actual malicious actions you take, nor will it build a relationship where there isn't the potential for one.

Child of the Sea (400cp): You must have been important to Poseidon (or some other Sea God) in a past life because now the ocean itself loves you. It shows this love by granting you some special gifts. First being that you can survive underwater without being a merperson/sea creature. You can breathe as easily as if you were on land, can see even if the light shouldn't

reach you, and your body resists the crushing pressure no matter how deep you go. After all why would the water hurt you? Second is that you may protect items of yours that would otherwise be ruined by being submerged. Paint won't run, paper won't dissolve, and electronics will continue to function (for as long as their battery/power source remains...). So long as it's yours the ocean will keep it safe for you.

Sea Creature

An Expert in the Matter (100cp): You may not know everything, Jumper, but you know enough to *sound* like you do. You have the confidence, creativity and bluster necessary to convince others of your knowledge in a particular subject or of a given item. This won't fool an actual expert or someone of decent education in the matter, but someone ignorant of the topic or with very little firsthand experience will buy it hook, line, and sinker. And remember, it's not fibbing if its an "*educated*" guess!

Advisor (200cp): There's just something about you that makes people want to listen. Whether it's because you have wisdom beyond your years, a calming presence, or endless platitudes, you can get even an arrogant hothead to listen - *truly listen* - and understand what you're saying without getting defensive or misinterpreting your point. You have a way with words that helps you to guide people towards your preferred solution or viewpoint. You can shred nonsensical arguments with a witty jab, point out flaws in battle plans, and make them understand the consequences without being torn to shreds yourself. Granted, you're not going to turn a genocidal maniac into a peace-loving monk with one conversation, but you could maybe convince them to spare a child or two.

A Way In (400cp): When you're trying to deliver an urgent message, the last thing you need is your lack of opposable thumbs, feet, and ability to live out of water getting in the way. But how does a crab or fish or eel like yourself get into a massive castle that is firmly rooted on land? Well Poseidon is certainly smiling on you today, little one because you can always find a path into a place when you need it. Even if it should be unlikely, though it may not be pleasant or unnoticeable. As a sea creature, this means you could find a convenient sewer pipe into a castle, or a crack in a giant wall so you can escape a deranged chef. As a human it might mean a slightly larger sewer pipe or an unguarded service elevator, depending on the type of place you're trying to get into.

Under the Sea (600cp): Not all sea creatures are as lucky as you. They can't talk *or* sing, and most aren't exactly sapient. They spend their short lives trying to find food and avoiding being someone else's food. So it's a good thing that your sapience is practically infectious. With a little

song and dance you can bring colour into their humdrum lives and pull them up to your level. Soon they'll be carrying a tune as they set off for a grand adventure. This also gives them a more Disney appropriate look. Their newfound awareness lasts however long you want, but they cannot spread it themselves.

Human

All Aboard (100cp): You may not have been born in the sea, but you can be darn certain you can travel across it. You have all the skills required to man a ship, as well as knowing the technical terms and slang necessary to communicate with your crew. Whether its knowing port from starboard or how to find your point of sail, you have enough experience to keep yourself from going under.

A True Hero (200cp): A noble heart, ironclad courage, and unshakable willpower. These are essential elements of a hero, and you have them in spades. It's clear as day to those you meet that you are not some ordinary man. The more heroic, altruistic actions you take, the more this presence grows and the more it can affect the people around you. At the beginning, you may be able to call one man out of thousands to fight by your side, but so long as you carry on fighting the good fight you'll soon have hundreds standing by your side. This also spurs others to offer what hospitality they can, so long as you aren't working against them or harming them in some way.

Royalty (400cp): You are a prince or princess, perhaps a sibling of Prince Eric if you wish. You have grown up with the finest tutors, well-versed in all the subjects a budding ruler would need, such as diplomacy, etiquette, battle strategy, economics, politics, etc. You have lived quite a charmed life, truth be told, but amazingly you haven't let it go to your head. But the most important thing is that you can keep the delicate balance between the nobility and peasantry, something that has been the undoing of more than one King or Queen. This perk comes with a regal aura that you can turn on and off, allowing others to identify you at a glance. Post-Jump it allows you to attach yourself to a Royal family of your choice (or the closest equivalent to royalty available).

Hey That Could Work (600cp): Sometimes there just doesn't seem to be a way to win. The bad guy is invulnerable and all-powerful. No matter what you do, your attacks just seem to bounce off. Do they even have a weakness? Of course they do. Everyone does, at least when you're involved. Once every jump (or every ten years), when you're facing insurmountable odds and an overpowered enemy, you can trigger a stroke of brilliance. It will seem and feel like an impulsive decision. A mad plan that couldn't *possibly* work, could it? It might be as simple as

‘drive a boat at her and stab her with it’ or ‘throw this weird plant I found into their drink’. But you only get the one chance. If you mess it up, refuse to act, or hesitate in the heat of the moment the weakness will go away for good. The more powerful the enemy, the more convoluted or hard to implement the plan is.

Merperson

Finders Keepers (100cp): You have a near unnatural ability to find treasure- well, it may not be considered treasure by everyone else, but it is to *you* and that’s what really matters, right? For the most part it will be small, easily lost things, but every now and then you’ll find something really special, but you can be sure it will related to your area of interest. You are going to have to get out there and look for it though. You can’t just expect treasure to fall out of the sky. ‘Seek and ye shall find,’ or so they say.

Not So Naive (200cp): Unlike poor Ariel, you know when someone is trying to trick or manipulate you. No matter how sly or silver-tongued they are you will not be pulled in. You can accurately guess the consequences of believing such honeyed-words, at least for the immediate future. The more you know about them, the more you will glean about the how, what, and why of their manipulations.

Siren Song (400cp): Surely you know of the sirens, Jumper. In myths they were beautiful bird-women who tempted people with songs of their deepest desires. They invited sailors to dash their ships upon the rocks, and then they’d drown them. You possess a truly hypnotic voice, able to take control of all who listen to you, and force them to do anything you want. They will lose all survival instinct and any concept of loyalty or friendship. Those with sufficient willpower can fight you off, but without a way to block you out even they will lose themselves to you. You may also create ‘earworms’ that can activate days or even months later, lulling people into a fugue state and performing pre-planned actions.

Child of King Triton (600cp): You’re either one of Triton’s many daughters or perhaps his only son, but either way you have a special bloodline. First, you’re a royal of Atlantica with all the privileges that implies. Beauty, wealth, and a city of subjects to rule over. Second, this grants you some of Triton’s power; controlling the weather and the water, as well as being able to command sea creatures. You can summon storms that sink ships, turn calm waters into massive tidal waves, and rouse an army of sharks. With time and training you could command the entire ocean and control the weather of the entire planet, much like King Triton does - *without* the Trident. You are also - now and in future jumps - aligned with water magic/abilities automatically, and cannot be harmed by them.

Sea-Witch

In A Dark And Lonely Cave, Beneath Where The Sun Can Reach(100CP): There is something about you that pulls those that has something of interest, or could be of some use to you, to you. The longer you stay in one place the further the whispers of your existence will reach, and more fools shall come looking for you. When you change a location this pull shall fail, and when you are with a client or do not want to deal with another or wish for some peace and quiet then those people that heard about you will seemingly freeze where they are in their life, no getting another crush, no finding another way to their problem, and not even growing up from their problems, literally.

Happily Ever After, For Me!(200CP): You know those fairy tales where the villains lose and the hero and heroine couple get married and nothing bad ever happens to them? That is yours now. If you dethrone the 'tyrant' king after he agrees to your terms (in exchange for you not turning his daughter into a freaky worm thingy) then there won't be any fallout from it. You'll have your kingdom, you'll have your loyal subjects, and you'll have your... Whatever else you want. You won, and there won't be anyone standing in your way so long as they don't have a personal reason (like their father being in eternal agony as a freaky worm plant thingy).

Opportunity For Evil(400CP): Chance, luck, fate, doen't matter what you call it, you'll get your time underneath the spotlight. When you desire something, truly desire it, you'll get your chance to grab it as long as you are smart about it. This might come in the form of winning the lottery if you truly want money, or you may encounter the right people at the right time to get into a situation where, once again, if you keep your wits with you, get out with what you want. Or, if you truly have no chance of getting that thing you desire by yourself, and desperately want something, then the events will conspire hardest for you to get that thing, but this does nothing to let you keep that thing.

Those Unfortunate Souls(600CP): Power, that is what everything about, you realized that very early on and learned a few 'truths' to this life. This realization gave you the ability to create unbreakable contracts, nothing short of you or your death can release any fool willing to sign your contract. Over time you learned how to add things other than merely material wealth as the cost, things like magic, but the thing about magic is that one body can only generate so much before it gets bloated and slow, so you learned to turn others into your tiny power generators, they become little more than plants with sapience, writhing in agony whenever you draw upon the power you need.

Items

Discounts are 50% off, 100cp items are free for their origin. All items will respawn in the warehouse in 24 hours if they are destroyed, unless stated otherwise. All property may be attached to the warehouse or will follow you into a jump. If you have an applicable weapon/vehicle/property you may import it for free where appropriate.

General

Wardrobe (50cp): A wooden wardrobe or chest that's big enough to hold several outfits and accessories as appropriate for your background. You may also choose to set a specific style for your clothes. They are always freshly laundered and repaired when you next open the wardrobe/chest.

Musical Instrument (50cp): Planning on joining the band? Or perhaps you're looking to help set the mood. One musical instrument of your choice, though you are restricted to non-electric or otherwise modern instruments. It will function both above and below water.

Money (50cp): Enough money to live decently for ten years in the local currency (or a currency of your choice).

The Youth Stone and Magic Flute (100cp): A large, football sized jewel and simple wooden flute that, together, can cause someone to de-age back to their adolescence. To use it, simply get the person you want to de-age to hold the jewel, and then play a tune on the flute. They will lose all memories related to being older. The person will turn back to normal after a day.

The Trident (800cp, discount with Child of King Triton): The Trident of King Triton! Or a copy of it at least. This a potent magical item, a god-given artifact some might argue. Allows you to do things like transforming mermaids into humans, creating rainbows, controlling the body of multiple sapient beings, and non-violently destroying castle walls. It is, basically, a very powerful magic wand, and possessing it gives you a legitimate claim to the Throne of Atlantica. As a weapon you will find it dealing mortal wounds that override invulnerability and healing factors.

The Ocean (900cp): Yes, you read that right, Jumper, the *entire* ocean could be yours for one easy payment of 900cp. Covering 70% of the Earth's surface and containing thousands of creatures - some completely undiscovered by humanity - this slice of real estate is definitely worth the price. You have total control of your ocean, able to sense anything happening within it, and can transport yourself across it instantly. It is self-cleaning and pristine, though it is up to

you what happens to all the garbage and junk. You may import it into future jumps so long as there is an ocean.

Sea Creature

Kelp Bars, Fried Potatoes, and Sea Sponge Cakes (100cp): An array of delicious pre-prepared meals and snacks, suitable for herbivores, carnivores, and omnivores. Enough to satisfy even the hungriest of Great White Sharks. These snacks are self-replenishing, and will not cause negative effects such as unnecessary weight gain, sugar overload, etc.

Decoy (200cp): Do you ever find yourself being chased through a castle by a deranged French chef who wants to turn you into lunch, just wishing you could distract him long enough to escape? No? Well you might, which is where this comes in. A small supply of highly realistic dummies that you can deploy at will, which will immediately catch your pursuers attention, and which they will assume is you. The dummies cannot move under their own power, but have a fake pulse and appear to breathe. So long as you stay hidden/out of sight your enemies will be none the wiser... Well, until the decoy deflates, which will happen within a day.

The Catfish Club (400cp): Atlantica may seem like a vibrant and colourful city filled with all kinds of music and art, and for the most part it is, but there was a time, not so long ago, when the city was under a strict prohibition. Following the death of his beloved wife, Athena, King Triton banned all music and singing. Music had been such an important part of their life, their world, that some citizens just couldn't let it go. So, they formed a secret, underground club where they could go to sing, dance, and play to their heart's content. The prohibition may have been lifted, but the Catfish Club remains a testament to the importance of music and what they were willing to risk in order to keep it. Now its ownership has fallen to you. Featuring a spacious dance floor and stage, plenty of tables and chairs, a fully stocked bar and the staff to man it, and a Club Band armed with the swingingest songs this side of the Pacific.

Sunken Ship (600cp): A pirate ship! One of the largest and grandest in the fleet! Or it used to be, before it sank to the bottom of the ocean. Now it's all yours. The coral, algae, and anemones have overtaken large portions of the ship, providing you with ample space to relax and numerous nooks and crannies to hide in. Despite its appearance (and against all odds), it has maintained its structural integrity and is impervious to damage. Below deck are barrels of rum, weaponry, including the still functioning cannons, and chests of treasure.

Human

A Loyal Dog (100cp): Man's best friend. This dog is your loyal companion, and will stick with you through thick and thin. They may be any mundane breed, and if they die they will respawn within a day, albeit as a puppy. If you are in danger, they will do their best to help you (dragging you from the water if you can't swim/are drowning, waking you when there's danger, leading you out of burning buildings, etc). They also have a limited sense for evil and can see through glamours/disguises. They do not take a companion slot but they can change form to fit into future jumps (within reason).

It Was a Birthday Gift (200cp): A statue of yourself, gifted to you by a loved one. Made out of a material of your choice, this statue manages to be a realistic depiction of who you are physically and spiritually. Anyone who sees this will understand what kind of person you are and what you stand for, and react appropriately. If they stare at it long enough they might just fall in love with you.

An Unsinkable Ship (400cp): A grand sailing ship fit for a king, equipped with armaments typical for the time period. It will retain upgrades if you care to make them. Guaranteed to not sink even if Poseidon himself was pulling it downwards! Comes fully staffed with loyal sailors and all the supplies you need for a year-long voyage. And to restock you just need to pull into a port somewhere and your crew will take care of it. The sailors do not count as companions and, while not completely bound to the ship, aren't inclined to leave it for anything other than a trip to the tavern.

Castle By the Sea (600cp): A beautiful, fairytale-esque castle with its own private beach and dock. Comes in a style of your preference (or defaulting to brilliant white stonework). Fully staffed by dutiful servants and brave guards. There is also a small fishing/farming/etc village nearby who will pay a not insignificant amount of taxes each year. Will retain any upgrades/changes you make and can be attached to your warehouse or placed somewhere near water in the jump.

Merperson

Chariot (100cp): A fine, seahorse-drawn chariot when you need to get somewhere *fast*. As sturdy as it is ornate, the beauty of this little number is that your seahorses know exactly how to get to your destination without any input from you, *so long as your destination is water-accessible*. Obviously they can't take you somewhere they can't physically reach, like space or the middle of the Sahara, but they could get you from the California coast to the

Queensland coast in less time than it takes a commercial airplane. When not in use they'll hang around the nearest shore and wait for you.

A Locket From Your Parents (200cp): A beautiful golden locket bearing your name that, when opened, displays a holographic/magical image of Atlantica and plays a sweet, soothing melody. It reminds you of home, dispelling mind/memory altering enchantments and non-magical effects with its song. If you wish, you may change the image and song to something you associate with 'home'.

Secret Grotto (400cp): A secret little hideaway for all your precious trinkets and treasures. No one can enter without your permission, and any attempt to steal or smash your possessions will result in their immediate expulsion. Items will repair themselves if broken, though this does not apply if they were broken before being placed in the treasure room.

Atlantican Castle (600cp): A gleaming, golden castle at the bottom of the ocean, surrounded by a small city of merpeople. Staffed by a mixture of sea creatures (where appropriate) and merpeople. Any air-breathing guests will find that they are perfectly safe and comfortable while here (though this does not extend outside the city limits).

Sea-Witch

Minions (100cp): A pair of loyal creatures who will help you in your plans. They are strong and fast but their intelligence is fairly average. Very good at following instructions. They have a sixth sense for your location that helps them keep track of where you are. As a final note, they are highly protective of you and will sacrifice themselves to keep you safe. They gain merperson/human forms post-jump. Can become companions if desired.

Amulet of Silencing (200cp): This amulet can steal anyone's voice, it simply needs to hear them speak. This can prevent them from talking at all, as well as letting you perfectly mimic how they sound. Only one voice at a time may be stolen. You can also use it to prevent someone from talking about something specific (i.e. making it impossible for them to use the word 'Tuesday' or say 'Good morning' or say anything about you).

Magic Cauldron and Ingredients (400cp): You can't be a Sea Witch without a cauldron! Well, you *can*... if you're like Morgana. Fortunately, you aren't Morgana. This cauldron never boils over, stirs automatically, and keeps your potions from exploding in your face. Comes with all the necessary ingredients (which replenish over time when used) and spell books.

Lair (600cp): Built into the corpse of a leviathan (or, if you prefer, a big cave or an ice fortress) is a safe haven just for you, where you can plot and practice your dark magic. There's a nice garden area to grow potion ingredients, a potion-making area (sans cauldron and ingredients), a dungeon, as well as all the necessary living arrangements for you and your minions/companions. More importantly, this lair boosts your magical abilities and can even assist you in small ways. Self-cleaning, regulating the temperature, self-repairing, etc. Can either attach to your warehouse or will be placed in the jump, under- or near water.

Companions

Companion Import/Creation (50cp/companion, or 200cp for 8): You may import or create up to 8 companions. They receive a free background, a history in this world, 600cp to spend on perks, and 200cp to spend on items.

Canon Companion Purchase (100cp/companion): If someone has caught your eye you may pay a small fee to bring them along on your chain. If you're taking Ariel you may also take Eric (if they're married) and Melody (if she exists).

Drawbacks

There is no drawback limit. Take whatever you can handle. If two options seem contradictory/clashing, then use your best judgement for what would/should happen.

I Wanna See It All (+0cp): The prequel and sequel movies are now canon. You will start with The Little Mermaid - Ariel's Beginning and continue until the end of The Little Mermaid - Return to the Sea.

TV Show (+0cp): This incorporates the Little Mermaid cartoon series into canon, and shifting your starting date back by a year or so. You can take this with I Wanna See It All.

The True Little Mermaid (+0cp/Variable): ...Are you sure? I mean, sure all the singing can get annoying but you don't have to go *that* far to avoid it. Or maybe you're just a fan of the classics. Regardless, instead of the Disney movie you'll be living out the novel by Hans Christian Andersen. Where walking on land is agony for the little mermaid, where the sea witch isn't evil, the woman who steals the prince's heart isn't the sea witch in disguise, and the little mermaid ends up... well, let's just say it doesn't end great for her. Incompatible with the I Wanna See It All and Tv Show drawbacks. For every other drawback you take, this is worth 100cp i.e. taking this with 'Singing Like a Seagull' means it is +100cp, taking it with 'Singing Like A Seagull' and 'Straight and Narrow Upon the Path' makes it +200cp and so on.

I Wanna Be Where The People Are (+0cp): If you have the correct background, you may import yourself/your companions as a canon character (i.e. Ariel, Eric, Ursula, etc). This grants no extra abilities or benefits. You may ignore your age roll and starting location in favour of whatever is more accurate to the character you replaced.

Singing Like A Seagull (+100cp): God, how do you make that sound? It shouldn't be physically possible to sound like a cement mixer, 18 000 seagulls, an air horn, and a car alarm all at the same time. You probably won't be releasing an album any time soon.

Sink or Swim (+100cp): Well you aren't going to have much choice in the matter. You can't swim. There was no one around to teach you, and besides, why would you want to swim anyway? I suggest investing in some floaties, just in case you get knocked into the water at some point. If you're a Merperson or a Sea Witch, this translates into difficulty swimming, becoming fatigued quickly from any amount of swimming, and requiring assistance to get around.

Were You A Cat In Your Last Life (+200cp, Requires Sink or Swim): Now, not only can you not swim, you are utterly terrified of water, even if its only up to your ankles. You become

paralysed by your fear, unable to even doggy paddle to save your own life, and will not function properly until you're on dry land. For Merpeople and Sea Witches this becomes a fear of land and/or open air.

You're Allergic to What Now (+300cp; Requires Sink or Swim AND Were You A Cat...): Your repulsion towards water is not just psychological, it's physical. When you touch or are immersed in salt water your skin becomes red and insanely itchy, your eyes puff up, and your throat starts to close. If you aren't removed from the water soon, you'll likely die. Merpeople and Sea Witches will find themselves getting a similar reaction when they come into contact with air.

Locked Away (+100cp/300cp/600cp): You know the drill, no outside perks, powers, or gear. If you've completed ten jumps or less, this drawback is 100cp. For 11 to 100 jumps it is worth 300cp. And for 101 jumps or more it is worth 600cp.

Straight and Narrow Upon the Path (+200cp): You cannot interfere in the major plot points of this world. Ariel's mother will die by the hands of humans, Ariel will still make a deal with Ursula, and she will marry Prince Eric and have a child with him. The details may be a little more fluid, but the actual events must happen.

Banished (+200cp): You did something, or were framed for something, and now you're exiled. Humans will find themselves banned from the entirety of Prince Eric's country. Sea Creatures, Merpeople, and Sea Witches are banned from Atlantica. Since photos aren't really a thing right now, you're going to have one defining physical trait (odd hair colour, birthmarks, scars, etc) that can be used to identify you. Hope you're good at disguises.

Voiceless (+200cp): Did Ursula steal your voice too? Well, unfortunately, you can't just stab her to get it back. Its gone for good (...until the jump ends). Maybe you should see if Gabriella will teach you sign language.

Genre Savvy (+400cp): Have you ever had a moment in your life where you felt like you were suddenly thrust into a movie or video game? When you are so thrown off by a situation that it feels positively unreal? You'd best prepare yourself, because you're going to be feeling that way for the entire length of this Jump. The world itself will endeavour to throw you off by constantly changing the genre and mechanics of the reality around you. One minute you are working your way through a fairytale, the next it will become an action adventure or a comedy. The pie eating competition you signed up for will become a rhythm game or a test of accuracy (somehow). Instead of an actual fight you will compete in a styling contest or a thumb wrestling

match. And you will never be expecting it. Any time you start to get too comfortable, the world around you will twist and contort itself into something entirely different.

King Of Breaking Things (+400cp): King Triton is an angry man. So angry in fact that sometimes he just wants to break stuff. Specifically your stuff. Every couple of months he'll blow his top over something and just so happen to wreck things that belong to you. Even if you're on land, he'll find a way to get to you. And don't try to hide things in your warehouse, he'll just break everything in there as well.

The Price of Prejudice (+600cp): Oh no. What have you done, Jumper? This is not the Disney movie of your childhood. This is a brutal world where King Triton is waging a war against humanity. Any ship that dares to try and cross his seas is pulled down to the depths, and the ocean is slowly rising to drown people on land. He won't be easily dissuaded from this war, especially since humans have kidnapped his youngest daughter.

Keeping Your Side of the Bargain (+600cp): Now you've done it, Jumper. You made a deal with Ursula, and couldn't pay what you owed her. Now you're just another polyp in her garden. However, there is a way out. When Ariel signs her contract, Ursula will offer you a new deal - a better deal. Prevent Ariel from getting Prince Eric to fall in love with her and help Ursula become the Queen of the Seven Seas, and you'll be given your freedom. Fail and you will stay in the garden forever, your chain broken.

Ending

Down To the World You Know. It's been fun, Jumper, but I can see that you yearn to return home. Your true home. I hope you found what you were looking for.

Part of Our World. Decided to become part of this world? Take 1000cp as a parting gift, and enjoy your stay. Best of luck.

Just Keep Swimming. As always, on to the next journey. Safe travels, Jumper.

Notes:

A huge thanks to YamanKurt who rewrote the entire Sea Witch perk line, as well as making many excellent suggestions for other perks/items/etc.

Also a huge thanks to Grimms-VI, GreyGaiaOfTheEarth, Nerx, FrequentNectarine, SonicCody12, RealityWanderer, solstik123, DOOM-Knight009, Daoist_Sunblade, Sivartius, and NightmareNursery who all commented on the previous post with advice and suggestions.

Under the Sea: This does not guarantee that they will be happy with their situation. Also, they have to be physically present for the song and dance in order to be affected.

Child of King Triton: Specifically, a lake the size of Lake George, NY, USA, which has an average depth of 70ft (21m) and a surface area of 45 sq mi (120km^2).

Opportunity For Evil: This perk is meant for evil and it will increase your luck in evil ways, so you might get the lottery but you need to steal it from someone you know has it, or you may be pulled into a robbery at gunpoint at the start but rather than being killed they would offer you an equal amount of money to shush you from going to the cops(though you might need to lead them to that decision). Or maybe you are desiring a certain trident but you would need to take hostage the owner of the said trident to do it, just do it fast before they realize that while the contract is unbreakable you aren't, and that killing you would free their daughter. Ursula The Sea Witch was a genius of manipulation, she used simple misdirection like summoning the shiny contract and using it as a shield and target in front of herself, and keep pushing Triton by using both his love and desperation as he watched his daughter being transformed in front of his eyes slowly. Sadly she didn't realize that she also had to abide by the contract, that was what gave her that weakness to the physical attack... And also because she was distributing her defense to all around her and was basically a giant balloon of evil magic at that moment.

Those Unfortunate Souls: Their new form depends on you, if you think a worm is the most pathetic thing possible then that will be what they resemble more, if you think a bug is even worse then they will resemble that more but they will still be immobile and incapable of speech.

Those Unfortunate Souls: As is obvious power gained from this is aligned with darkness and negativity, so anything fueled with this will have that, if you use it to give strength to someone then that person will be more prone to causing mayhem and destruction than saving the day and being the hero, if you use it to harm though? That will come Very easily, while doing the opposite will be very hard, since, you know, it is still your power, just tinged with the suffering

of who knows how many people(whose negativity, such as desperation and depression at their new form or natural inclination to be evil, also adds to the darkness), yet it is still your power to do as you please.

Money: In terms of how much money you get, let's say it's the equivalent of $50,000/year in today's money that scales depending on time period and origin/lifestyle.

The Trident: When I say “override invulnerability” it does not mean One Hit Kill, it means that those who would normally be invulnerable to weapons/injury/death et cetera will find that invulnerability/immortality failing. As in, you could stab Superman with this and it would hurt him, but he would still have his strength, speed, laser eyes, and every other power not directly related to his invulnerability, and so long as it was not immediately fatal (through the head or heart for most life forms) he could still heal afterwards (but it would heal at a normal human rate). This also applies to those with healing factors/superhuman regeneration.

Sink or Swim, Were You a Cat In Your Last Life, and You're Allergic to What Now: These are stacking drawbacks, so if you take Sink or Swim and Were You a Cat… you would get 300cp total, and 600cp if you took You're Allergic… as well.

If you have any questions or suggestions feel free to PM me on reddit. Fanwank where appropriate/necessary.

Also I give blanket permission for editing/updating/replacing this jump, so long as it is in good faith.

Changelog:

0.01 - Created the document.

1.0 - Added text to make any background a drop-in option.
Edited the descriptions of multiple entries to add more flavour/depth.
Removed as much profanity as I could. This is a Disney jump after all.
"Beauty" now allows you to place a Disney filter over others, making them appear as though they are as pretty as the hero/ine of an animated film (and a good one at that).
Added general perks “Wrapped in a Sail” and “Child of the Sea”.
"Singing" has become "Now Sing".
Removed Capstone Boosting/reverted Trident to a magical item without meta effects.
Added +0cp drawback "I Wanna Be Where the People Are" allowing you to take over for a canon character.
Adjusted the location roll so that 8 is now 'Free Choice'.
Removed the Sea Creature 600cp perk 'In Your Time of Need' and replaced it with 'Under the Sea'.
Changed the Sea Creature 100cp and 400cp items.