Aladdin v. 1.0

Follow me to a place where incredible feats
Are routine every hour or so
Where enchantment runs rampant
Gets wild in the streets
Open sesame, here we go
Arabian nights
Like Arabian days
They tease and excite
Take off and take flight
They shock and amaze
Arabian nights
Like Arabian days
More often than not
Are hotter than hot
In a lot of good ways
Pack your shield, pack your sword
You won't ever get bored
Though get beaten or gored you might
Come on down, stop on by
Hop a carpet and fly
To another Arabian night

Welcome to the land of Aladdin, another installment of the Disney universe. You not get to spent a full ten years in this world. If is a hot, arid landscape set in what you would know as the Middle East. And before you ask, the people do pray to Allah, but he never makes an appearance.

Anyway you are bound for the time period of Aladdin. It is a land of wonder that is ripe to explore. Ancient ruins dot the landscape and mythical creatures roam. You start with the first movie. On the night that Gazeem is killed by the Cave of Wonders. Jafar has yet to trick Aladdin and set the plot in motion. If you are quick, you may be able to disturb the story.

+1000CP

Locations: **Start in Agrabah or roll a 1d8 if you want more fun.**

1. **Agrabah, Arabia:** Capital of city of one of the Seven Deserts. It is home to the street rat Aladdin and Princess Jasmine. This sprawling city is protected on three sides by hills and mountains. And is best known for its palace and its marketplace. It is also the main city where the story takes place.
2. **Odiferous:** A strange land of cheese loving Germans. These people love yak, cheese, and brute strength. You may be challenged to fights or other displays of strength.
3. **The Vanishing Isle:** The fabled Vanishing Isle is a wonderful place to start. Much like the Cave of Wonders, this Isle holds a treasure, the Hand of Midas. While many would kill to get here, you are only going to have a day before the great turtle dives under the waves once again. Luckily for you, you started in a boat. Have some fun exploring the island before it is gone.
4. **Isle of Galifrm:** This island is high in the sky and ruled by the Queen Hippsodeth. It is a female only society that shares many similarities with the Greek Amazons, including their architecture and choice of pegasus as mounts. They are certain to not be welcoming to any men they happen o find in their territory. Just don't defeat the queen or she is going to fall in love with you.
5. **Land of Black Sands:** Another of the Seven Deserts, the land of Black Sands is home to the Sorcerer King Monzenrath. As its name would suggest, the sands are all black and the sun is always obscured by clouds. The only two living creatures in this land are Mozenrath and his pet eel Xerxes. All other citizens have been turned into loyal undead minions to serve their master. It would be wise to leave before discovery or to have very good reasons for intruding in this private domain.
6. **Quirkistan:** This is the African land of a child fisher-king. While the boy is happy, all prosper. And when he is upset the land and weather reflect it. The current king is a spoiled brat that doesn't care who he hurts if it means he can get what he wants.
7. **Greece:** Alright, hold it right there. I know that the Hercules Animated Series had a crossover or two, but still. You are going to miss all the fun in the desert.
8. **Free Choice. Lucky you.**

Age: Decide between being a teen (1d8+10) or an adult (2d8+20)

Gender: Any you want within reason.

Race

Free – Human: Ah, the basics. Most of the people you meet will be human. So why not join them.

Free – Talking Animal: There are a few talking animals in this world and if you like, you can join them for free. Two notable ones are Iago the parrot and Xerxes the flying eel. Pick an animal that you want to spend a decade as. If people ask, just say you are cursed. You'll get less questions that way. And yes, this means that you can be the land shark.

Optional to have Gilbert Gottfried's voice.

100CP – Non-Human: You can select from a number of non-human races if you want. Mermaids, zombies, imps, elementals, ghosts and more exist in this lore. Now you can be anyone you want. You gain all the advantages and disadvantages of the race. **(restricted: no genies)**

400CP – Freed Genie: You are a freed genie. That means that you do not get the Unlimited Cosmic Power of your bound cousins. As such you have a much larger mana reserve than normal, vast magical knowledge, gain the power of flight and even the power to change your form at will. You also no longer need such things as foci or incantations to cast your spells.

Just like in the animated series, your magic can be blocked or negated by the proper forces. And you count as magic for anything that targets it. So stay away from magic eating monsters and anti-magic zones if you know what is good for you. But know that you are still on par with the powerful sorcerers of this world. Unlike Genie from the franchise, your power will not grow back to the Unlimited Cosmic Power levels over your time in this world on its own. This limit can be removed post jump if you can find a proper way.

Origins

Free - Drop-In / Foreigner: You seem to be new to these lands. Quite possibly having fallen out of the sky, it happens so often people won't notice. Enjoy being yourself. You can also be a traveler from a foreign land from this world. It is a large world after all.

Free – Street Rat: An orphan or maybe just someone that started in the poor district. You are use to having less and relying on your wits and theft to survive.

100CP – Noble: Born with a silver spoon in your mouth, you have rarely wanted for anything. You are a noble of your starting region with the responsibilities that come of that. What? Want you be Jasmine's identical twin sister? Knock yourself out.

100CP – Magician: Some claim power through birthright or sword or coin, but you have claimed the real secrets of power. In this world there are so many ways to gain magical powers. Items, blood, being taught, or just having wished for it from a genie.

General Perks

Free - To Song: If you want to sing then sing. You can now carry a tune, even if you couldn't before. Music will fill the air and others will be compelled to sing their parts. Some might find this odd and sing their concern.

100CP – He's Got A Sword!: In these tough times it would be unwise to not know how to fight. With this you will know which end of a sword is which. You are skilled enough to teach others. Maybe you could get a job doing that.

100CP – Hygiene: The people of this Disney worlds are always looking their best. Rarely dirty, a great smile, freshly done hair and no BO. Now you have this as well and living in a desert will not affect you as if does others. You no longer need to bathe and your always looks as if you just came from the stylist.

200CP – Make Way For Prince Jumper!: At will you may summon a grand musical procession fit for a visiting prince. It comes with everything such an event should have; dancers, standard bearers, singers, animals, and more to show just how great you are. These people are not truly your servants. They serve a freed genie that you made a deal with so that he would be the parade master. As such he will always appear to lead the singing and get the crowd filled with awe or terror depending on your intent and magnified by your perks that garner such feelings. They will sing of your deeds, real or fictitious.

After you arrive at your destination the genie will slip away with everyone else. While people remember your servants and standard bearers, they won't question where they went to after the parade is over. The genie is not a companion and counts as a contract worker. Yes, this means that you can even summon the genie and dancers if you want a grand parade to announce that you are indeed going to the bathroom. Just don't expect the lyrics to be very flattering.

Drop –In

100CP – Foreign Customs: One thing everyone can agree on is that foreigners are a strange lot. They have no real culture and are little more than savages. With this perk others will expect you to be a bit odd with different ways of doing things. Just blame them on your culture. If they say anything then you can call them intolerant. Love smelly cheese? Being a cheese connoisseur is a noble profession where you come from. Of course no one wears shoes. What kind of pathetic man has only one wife? As long as you don't hurt anyone or use overt magical powers most people will pass it off as you being a crazy outlander. This perk only extends to your behavior and actions.

200CP – Strong As Ten Regular Men, Definitely!: Maybe you have som Odiferous blood in you, because you are ripped. Easily a head and shoulders taller than average. Even the children of Odiferous can lift grown men with a single arm. You won't be throwing boulders, but you can lift the family yak if you started working out.

400CP – 1,001 Nights: What is a hero without an adventure? The same as a story with no plot. And now Fate has taken an interest in you. Good for you, maybe. Adventures and happenstance will seem to just fall into your lap on what appears to be a weekly basis. You will have no control over what kind of adventure takes place or even when the real adventure starts. While this won't grant you plot armor to always win, Fate will always leave you a chance at victory. Although, this might require you to think

outside of the box. Just remember that Fate likes to take its time to get somethings right and has a sense of humor.

The danger level and kind of these adventures will change depending on the setting you are in and your own power level. For here in Aladdin you can expect the sort of Saturday morning cartoon antics similar to the tv series. Just don't use this in any QQ jumps unless you are willing to put up with the consequences.

These adventures will have varying degrees of treasure along the way as well as the fame associated with them. You may even toggle this perk at will if you feel like taking a break.

600CP – Mechanicles: Master of Mechanical Devices: While some people might call cogs, wheel, and pistons simple and the most basic tools, you call those people amatures. Such is your geniuses that these simple tools' can be used to create mechanical mechanisms far ahead of their time. From small clockwork dragonflies, to giant fire breathing centipedes, to armies of termites that can join together to form battle armor and more. All made with the most primitive of tools. Each and every one moves and acts with a semblance of life. Being able to follow complex orders, commands, and actions some might confuse them for being alive.

And that is only what you can do with cogs and wheels, imagine what you can do more advanced technology. You can now breathe live into your creations. AI, androids, golems or the simple clockwork constructions of this world, you will find them learning and growing beyond what others would expect or could make. Please be a good father to your children. (Start with a free mechanical pet. Default is a scarab beetle named Scooter)

Street Rat

100CP – Eating From The Gutter: Being a street rat isn't easy. Food is often times hard to come by and sometimes it is best not to look before you bite. With this perk you gain a steel stomach that can digest anything edible without ill effects. So, don't worry if there is a little mold on the bread or the meat has turned green.

200CP – One Jump Ahead Of The Lawman: What good is being a thief if you always get caught? Where some could be called nimble or agile, you are a cut above the rest. And when I say that, I mean near double what an average man would be capable of. Faster feet, more flexibility, and better sleight of hand make you the thief others look up to.

400CP – Honor Among Thieves: A problem with working with underhanded cutthroats is that they are underhanded cutthroats. Most will kill you for that fortune and think nothing less of it. Where is the Disney romance in that? You now form strong bonds with your brothers of the shadows. And that is what you will become, a brotherhood of thieves. Each working together for the betterment of the group and not just themselves. Even crooks outside of your organization tend to keep their word when dealing with you. You could lead a vast criminal empire with this.

600CP – Diamond In The Rough: Just like Aladdin, you are more than you seem. He was able to enter the Cave of Wonders, a place forbidden to all but one. You have now gained a similar power. You bypass magical restrictions for entrance or item use. As long as you can reach a place, you can enter it. You still

need to open the Cave of Wonders if you want in, but after that the sand panther will let you just strole in. use any item linked to good or evil to your heart's content. Hell, You can even ride a unicorn.

Noble

100CP – Competent Ruler: Not a lot of rulers know what they are doing. Most enjoy lazing about while some others do the actual administration. But you are different. You have been trained from birth to know the working of your kingdom. Some people might run It better, but you will at least run it decently. As long as you are not trying to ruin the place, your skills should keep your nation afloat. As such, you no longer require a grand vizier, though that will give you more time with the harem.

200CP – Looks Fit for Royalty: This is Disney and with Disney there is one rule: all the heroes and princesses must be attractive. Now you fit that mold and will be at least an 8/10. Thank you Disney eugenics. This trait will be passed on to your offspring.

400CP – Loved By Her People: Some rulers are feared by the people the rule over, some are hated, and even more just view their lords in a neutral light. But now you are loved by your people. They know that you are there looking out for their best interests. You might not always be the right thing, but your people understand that sometimes a good leader must have a strong hand. It will take a lot to get your citizens to rise up against you. You will also find an easier time recruiting people to settle in your territories.

600CP – Fisher King: It is said that a king and his land are one, but most are just people ruling over the land. With this you may select to become a fisher-king. Feared and loved. You will become connected to any land or property you own and they will become reflections of you. If you like you can be linked emotionally. With weather changing just as fast as your mood it is advised that you learn to control any serious emotional outbursts as it could lead to massive destruction. With the emotion link, the land and weather will change too fast for the people to adapt and can lead to disaster. Tornadoes and volcanoes are not uncommon sights when you anger. Likewise, bountiful harvests and all the plants bursting with life is common when you are happy.

Magician

100CP – Street Magic: Not all magic is equal. Some are simple pallor tricks. Snake charmers, fire eaters, rope charmers, and even the hot coal walkers are all considered magicians by the common rabble. Now you too can perform on the streets for the cheers of the masses, the filthy masses. At least it is great for parties.

200CP – Learned: Few people take the time to learn, such a shame really. Few people in a world like this even know how to read. You are a man that has dedicated his time and efforts into learning as much as you can. Philosophy, mathematics, architecture, poetry, and more. You can read the stars and know the best time for planting crops. You have the knowledge of a classical scholar. Don't be surprised if people come asking for your advice.

400CP – Grand Vizier: One great thing about knowing the higher mysteries is that many people will look for your help. Not only that, they are more trusting of you despite your shadier aspects. . Allowing you to gain the upper hand. People are more willing to seek you advice and treat you as a valued confidant

than they would normally be. You also now have all the practical knowledge on how to keep a kingdom running smoothly, even if the ruling sultan is a fool.

600CP – Sorcerer: You have the power and knowledge of real magic. No more parlour tricks for you. Know the incantations to summon monsters, magical lore and the casting of great power. You might not be the most powerful sorcerer in the world, but the magic of this world is varied and powerful. Mozenrath had the power to turn all citizens in his city into mindless zombies. Sadira was a sand witch with power over sand. She once even created a pocket dimension. The siren Saleen had the power to bewitch and turn Aladdin into a shark. Select a theme and gain an impressive alt-form for it. Similar to Jafar's snake form.

Items

Any properties bought will allow your inactive companions or followers to stay there, though they will not be able to leave into the larger world. Changes to properties carry over between worlds. And all items respawn in the warehouse after a week if lost, stolen, or destroyed. You may import previously owned properties in place of ones bought.

Undiscounted Items

Free – Clothing: You might as well look the part. So have some clothing that matches your origin.

100CP – Arabian Theme: You may now have your warehouse take on an Arabian theme if you wish. This includes ever burning torches, carpets, sand (if desired) and everything else that you could want. Or you can buy this to change one property to mach the arabian theme if you want.

300CP – Old Lamp: This is an old looking and outdated lamp, but it holds secrets. Inside is a moderately sized mansion styled to your specifications. To get in all one has to do is rub the lamp and smoke will appear to whisk you inside. Great place to hold secret meetings, throw a party, smuggle people across international borders or just keep a harem. Can be linked to your warehouse.

Drop-In

100CP – Traveling Cloak: It may not be much, but this tattered looking cloak is great for keeping the sun and sand off of you. While wearing it you will not succumb to the ill effects of the sun. No more needing to worry about heat stroke or sun burns.

200CP – Mood Stones: A set of six magical stones each representing an emotion. Those holding the stone will have their emotions changed to match the stone. The stones are; blue (sadness), white (joy), yellow (fear), pink (love), Green (envy), and purple (snobbishness).

400CP – Treasure Map: There are so many places for someone like you to find. This map starts blank, but if you write the name of a treasure or location you desire onto the top of the paper then the lines of this map will begin to fill in. You can name anything, such as: the location of Atlantis, Hand of Midas, or even true love. It might not be the safest of journeys. Once you have your treasure in hand, the map will change so that you are lead to the nearest town or city before vanishing in a puff of smoke. The map will update once per jump and lead you to a new location.

600CP – The Vanishing Isle: Well, it isn't the true Vanishing Isle, but a smaller cousin to the other. This giant sea turtle swims without a care in the world. Although it does have a small city on its back, the place is unoccupied for now. You may also import a previously owned city or island to bind it to the turtle, thus populating this place. The turtle travels where it wishes, but will not dive under if there are people on its back. The Vanishing Isle will appear swimming in the oceans of future worlds.

Street Rat

100CP – Disguise Kit: Sometimes people just need to hide. And sometimes it is best to hide in plain sight. You gain a simple, but effective disguise. You can decide what it looks like, but default is an old beggar with a humpback and long beard.

200CP – Cassim's Dagger: This old dagger was a gift from your long lost father or someone's long lost father. Though it is simple steel, this dagger will never rust or dull. But on top of that all, the handle holds a vague symbol that will change once per jump to match that of a secret society. It will make the holder as a "legacy" and ease membership. This dagger will not prevent other members from challenging you to fights.

400CP – Magic Carpet: A magic carpet set in the local style. Besides being able to fly at incredible speeds, its loyal, and it is even smart. Although the level of its intelligence is unknown. It is able to understand complex commands, plot, act on its own to save you from danger and more. As for speeds, in a single night it traveled from the Arabian desert to China and back. The magic of the carpet even protects the riders from the ill effects from its flight. Such things include, but not limited to, windburn, whiplash, and the force of sudden changes in speed.

600CP – Black Market: Stealing is all fine and dandy, but having a place to sell your loot is just as important. You now run an underground black market. In this case it is quite literally underground in some long forgotten ruins. Don't expect best items to come through, but you would be surprised what can be found if you look hard enough. Two great advantages of this place are that everyone knows you are in charge with "rent" being paid by the merchants and they know that this is a "peace zone" with fighting strictly forbidden. So you can walk the streets without worry of being shanked. But outside of the black market is fair game. This place will follow you to new worlds with the wares being updated to whatever one could expect to find in such places. A special merchant will specialize in items of past worlds.

Noble

100CP – Fancy Room Full of Silk: Some people live in mud huts, but you live in a palace. This large room is fit for royalty. Couches, beds, pillows and even silk curtains drape through here. If nothing else, it will impress the low born.

200CP – Comfortable Throne: This throne is so damn comfortable, you might not ever want to get up. But in all seriousness. This is the perfect throne for you. While it has no great aura to intimidate the peasants, it will change to match what kind of ruler you are. It will also grow too small and uncomfortable for any that you would disapprove of, if they were to be foolish enough to usurp you.

400CP – The Oracle's Scythe: You have stolen a very special scepter. The Oracle's Scythe can summon an all knowing spirit that will answer any question it hears. But every person only gets one answer. The spirit enforces this rule, but as a Jumper things are a bit different. While the Oracle will still enforce the normal rule of one question per person, she will make a single exception. Once per jump you will get a new question. While you can always have someone else ask on your behalf, the Oracle will answer EVERY question, even rhetorical ones.

600CP – City State: Your own personal city to rule over. You can build it anyway you want or take a preexisting city to claim. Be it the cheese loving city of Odiferous, the Land of Black Sand or some place else. Whatever it is, it is now yours to rule over as you see fit. It is a well known and prosperous trade hub in its region. You may import a previous city as this one. If taken with Vanishing Isle you may combine the two. Yes, it can be Agrabah if you are part of the royal family in one way or another.

Magician

100CP – Books: It may not seem like much, but books can teach people a lot. You gain a complete collection of mathematical, historical, and other classic literature from this world.

200CP – Magic Focus: Most magic users have some sort of foci. Just like many feel the need to grow beards. While staffs are the most common foci, rings, amulets, gems and the like are also used. With this you gain a magical foci of your very own. If you are a proper magician then you have some sort of theme going on and this will reflect that. Besides being a foci, your item has a simple, but useful additional ability. Jafar had the whole snake motif going on and his staff was a cobra that could hypnotize people. You can import previous item for this.

400CP – Bottle of Entrapment: This old looking bottle or lamp comes with a very Arabic look to it. Though many might overlook it as a piece of junk, you know its real value. With the right incantation smoke will billow out from the opening to trap your target. Not all people or things can be trapped this way, Ghosts, spirits, elementals and genies are the easiest to capture. Gods are just too powerful for this and some other more powerful entities might have their own methods of escape. But once captured you will be able to telepathically commune with whatever has been trapped inside. This item is more containment than enslavement. Though some spirits may be willing to barter for their freedom. The bottle can only hold a single entity and anything inside is freed at the end of the jump.

600CP –Forgotten Citadel: There are many lost and ancient ruins in these lands. You just so happened to find one. This hidden Citadel is a bit run down, but nothing some hard work wouldn't fix. But the real beauty of this place is the fact that it contains a library and apothecary containing everything a sorcerer of this world would need. The items will refill, if used, at the beginning of each jump. You can import an existing property for this if desired and place it in future worlds.

Companions, Pets, and Followers

Companions

Companion Import/Creation (50Cp per or 300CP for 8): This is your standard companion importation option. You know how these things work by now. They each gain 600CP and a free background of their selection. This option includes companioning canon characters.

If you want the harem triplets shown throughout the movies then you can pay 100CP to get them to share a single companion slot. Any other human will just cost you 50CP to companion.

200Cp - Freed Genie: You seem to have befriended a genie. Maybe it was one that you freed yourself. For whatever reason this free spirited genie has decided to join you on your travels. As a genie they are made of magic, natural shapeshifters, don't need magical foci or incantations. This one can qualify as a powerful sorcerer from this world, but can still be contained and stopped with the right knowledge. Expect zany antics as genies seem to all have meta knowledge of how the world works.

Pets

100CP – Pets or animal companions: What kind of Disney setting wouldn't offer you a pet? Some of these can be intelligent and know how to talk. This option even include the more unconventional pets, such as the clockwork beetle named Scooter. Even if they can talk they will not count as a companion unless you import them as one. You may import a previous pet in this slot.

Free - Iago: You can have this annoying parrot for free. He is loud, cowardly and has an annoying voice. He will start as a smart mouthed pet, but can be imported as a companion in future worlds. If you are crazy enough to do that, you will find that his human form is that of Gilbert Gottfried.

Followers

100CP – He's Got Slaves, He's Got Servants and Flunkies: Proud to work for him. They bow to his whim. Love serving him. They're just lousy with loyalty, to Jumper!

Just like in the song sung by Genie, you have found yourself with 40 people who are just as loyal as could be. They could be slaves, servants, merchants, bandits, apprentices, or even harem girls. These people are your newest loyal followers and do not take up a companion slot. Unless you want them to, in which case they will all share a slot with all perks shared equally among them.

Drawbacks

+0CP – Disney's Expanded Universe: Disney loves to connect their worlds and with this, so can you. If you have been in another Disney setting then you can have the continuity carry over.

+0CP – Games, comics, and more: You may, at your discretion include any of the games, comics, the animated series and more that fit the Aladdin franchise into your jump.

+0CP – Live Action: You ended up in the live action movie with Will Smith as the genie.

+100CP – No Celebrity Voice Actors: Okay, so it seems that the Disney lawyers won't allow the audio from a Disney product to be used in non-Disney sanctioned media. Because of this I had to outsource all the voice actors to another company. Everything will still look and be the same, just don't be alarmed if everyone, including your companions, sound as if they are in a cheap Walmart knockoff.

+100CP – Brought To You By Sand: It's Everywhere: Sand is such a wonderful thing and it loves you. Now you will get to experience the full extent of sand's love. You will always find some bit of sand waiting for you. In your shoes, in your hat, in your underwear and even a nice dune of it waiting in your warehouse. It will always be there waiting for you to acknowledge its love for you.

+100CP – By The Heat Of The Sun: There is one thing about living in a desert, the sun sucks. For the rest of your time here the sun and heat will bypass any defenses you have. Expect sunburns, heat stroke and requiring double the water of a normal man would.

+200CP - Three Laws of Being A Genie: There are three laws that you must follow for your time here.

Rule 1: No killing. If anything you do would cause death, then all damage will be negated.

Rule 2: Cannot make anyone fall in love. All of your harem perks will be disabled for the jump. I hope you can maintain a relationship without them.

Rule 3: Cannot bring people back from the dead. It is messy and you will wish you hadn't.

+200CP – Some Kind of Saturday Morning Cartoon: For some reason things just keep happening to you. Mud monsters, plant monsters, Amazon knock-offs, a Greek steampunk, and more. You just seem to keep falling into adventure. And if you stay home, the adventure will come to you.

+200CP – Glove of Jumper: Similar to the sorcerer Mozenrath, you have a magical glove that grants vast power beyond the imagination of most mortals. What power is this? Why, your Jumper powers. From now whoever is willing to 'pay the price' can wear and use the power of the Jumper Glove as long as they wear it. What price? To access the power, you must sacrifice your hand. It will be painful as the flesh is stripped from the bones, but you can keep those. After the jump you can keep the glove and will act as a normal magical focus and will only strip the flesh from unauthorized users.

+300CP – Phenomenal Cosmic Power: Like many genie before you, you are now bound to serve a master. They will be someone opposed to your moral alignment and intend to use your jumper powers for their own selfish desires. As their bound servant, you cannot directly bring them harm, allow them to die and must follow out their commands. But any good servant knows how to twist their master's commands without breaking them.

+300CP – Itty Bitty Living Space: The famous line of Genie is that he spent 10,000 years in his lamp before being freed. You wasn't have to wait so long. You only have to spend 1,000 years stuck in a magical lamp before being freed and your decade in the jump start.

+300CP – Chaos: Oh dear. You seem to have attracted the attention of Chaos. Do not be fooled by his appearance, even Mirage fears this goofy looking winged cat. As his name implies, he is chaos incarnate. He is against routine and Fate, as Fate cheats at cards. He is above such petty things like good and evil. And as it happens he believes that your chain has gotten rather boring. Expect him to show up at least once a month to bring you excitement and break you out of your routines. You can expect them to be rather cartoony or slapstick. Just don't try giving him orders, as chaos has no order.

End

Remain Here: What made you stay here? Was it the sand? I bet it was. It's so coarse and gets everywhere. What kind of monster could ever hate sand?

Return Home: Tired of jumping? Well, everyone yearns for home from time to time. Take what you have and enjoy your retirement.

Another Story to Be Told: There are so many places to visit and so little time. Seems like you will be off to the next world.

By AladdinAnon

Scenarios

Gilbert Gottfried

How you doing Jumper?! You're never going to believe what just happened. I was eating dinner with the wife when some person appeared and offered me a literal ton of gold and asked me to do some voice acting! I told them that for that much gold I would voice act anyone they wanted. Now I'm in this sound booth talking to you. How wonderful. I'm not just the bird, I'll be voicing everything you meet. Every man, woman, child and all the animals too. That includes your waifu, whatever that is. I can't wait to get the sex scenes when I can start whispering dirty, pillow talk in your ear. HA HA HA HA HA!!!

You may call an end to this challenge at any time during the jump. But if you can last a decade with Gilbert to win.

Reward: Gilbert Gottfried is now on call to do voice overs or commentary at any point in the future. So if you ever wanted a personal narrator, here you go. He can voice certain people or everyone in general. If you feel like it you can set him to voicing just dogs or every Girl Scout. The options are up to you. As an added bonus, you can now 'bless' others to hear the voice of Gilbert Gottfried. You sick bastard.

Mirage's Wrath

No matter where you would normally end up at the start of the jump you will instead take a detour through Morbia due to some random genie. What is Morbia? It is another realm that resembles an asteroid field. You will be dropped out of one portal on top of Mirage, Queen of Evil, a second portal will open to pour freezing water on the two of you before finally one last portal takes you to where you were originally meant to start.

The goals of this feline evil elemental are normally to spread plagues, misery, and sorrow around the world(s), to increase her demonic cohorts, and destroy love as it is something she cannot understand. For your insult she has added your destruction to that list. You can expect her to plot, scheme, call favors and more to make your time here as sorrowful as possible. Expect all manner of natural disasters, fire cat and El Katib attacks and worse as the years drag on, but you don't have to worry about Mirage fighting in person. It isn't her style. She is more of a plotter.

Don't expect to be very popular during your stay. But that isn't to say Mirage can't be dealt with. Beings of her level play by certain rules. If you manage to "kill" or trap Mirage, she will respawn or escape three months later. Now there is an easier way to appease the furry mistress of sorrow. you could start committing acts of evil. Mirage is willing to leave you alone for one month if she approves of acts of evil, but this grace will be lost if she catches you committing good deeds.

Reward: There are two possible rewards. The first goes to everyone that survives while the second can only be claimed by those that spent their time doing evil.

Section of Morbia: This is a small plane of existence that resembles an asteroid field. Here, if you will it, you can store all of your properties that have not been imported into the current jump. They will all float around on their own personal asteroids. Don't worry about breathing as this void has air, somehow.

Companion; Mirage, Queen of Evil, Mistress of Disaster (if evil): Your evil deeds have impressed Mirage and she just finds you fun. She has offered to join you in your adventures to help spread misery. While she isn't one for taking orders, she can work together. Just don't expect much loyalty unless you have perks for that. Mirage is a powerful evil elemental who specializes in sorcery, illusionist, and is very intelligent. She likes evil, destruction, killing, pain and despair. She hates genies, good, fairness, chaos and love.

If taken as a companion just know that you have been warned. And yes, she is a catgirl.

Jumper And The Forty Thieves.

Do you know who gets remembered? Alibaba, Bonnie and Clyde, Robin Hood, The Dread Pirate Roberts and the like. Thieves make the world go round. And who can blame them? Look at the loot. Sure you might have to cut a few throats, but since when did that ever stop a Jumper? During your stay here you must seek out Cassim and his band of forty thieves and take control. The standard entry requirements is to kill one of the current members. Your goal is to gain control and lead the band on epic heists. Make everyone know of Jumper and the 40 thieves. When people talk of bandits, you must be the first thought in the minds of the common people.

Reward: Band of thieves, mountain hideout

Mountain Hideout: Every good gang needs a place to stay. This hideout belongs to you. You can insert it into any new setting and it will act as a safe house. It also has an expanding treasure vault for all of your storage needs.

The Forty Thieves: Your band of loays cutthroats. Stories could be told of your adventures and they will be. Your legend and deeds will replace the stories of Alibaba or his equivalent. On top of that, these people are willing to follow you to worlds unknown and riches barely dreamed of. You may take them as either followers or divide them up among as many companion slots as you with. be that a single share slot or forty individual ones.

Rags To Riches

Few men can look up from the gutter to see the grand palaces of the rich without dreaming of something better. Now you are one of them. Congrats. In a few days time you will run into Princess Jasmine trying to see how the common people live. If you don't remember how well that went, she needed rescue. And now you get to do that. If you return her to the palace and get arrested, just like

Aladdin did. Jasmine will appreciate this. And Just like the original street rat, you will get a free pass into the Cave of Wonders. Just don't touch the gold.

But onto your challenge. You must win the heart of the princess, marry her, and rule as sultan for a decade. This is a bit harder to do than you might think. She hates snobs, bullies, royals, anyone that thinks they are better than others, evil, and more. Being in her presence will also disable any "harem" and charisma perks that you might have. So this means that you will have to rely on your natural skills of seduction and not cheating. Expect to work for it as you are going to have to go through everything Aladdin had to before he could marry Jasmine. This automatically includes all three movies and the animated series, games, and whatever else Disney has pumped out if you selected to have those happen during this jump.

Rewards: Good Agrabah, Normal Jasmine, Free Abu

Agrabah: As the sultan for the past decade it is only fitting that you get to keep the city which you ruled over. It will now follow you into future worlds.

Jamine: Why wouldn't you take your wife with you? she loves her Jumper. You can expect her to be headstrong and not shy away from doing what's right.

Abu: Just take the monkey for free. It counts as a pet and its intelligence is questionable. But Abu can understand human speech.

Notes:

If you are stupid enough to turn yourself to gold with the Midas Hand then it counts the same as if you were petrified. So however you wank that rule, it will apply here.

Strong As Ten Regular Men, Definitely! is based partly on the song, but mostly on the strange Prince Uncounthma.

Make Way For Prince Jumper! is based on the song.

Mechanicles: Master of Mechanical Devices should be self explanatory.

Fishier King is based on the character King Mamood. A child king of Quirkistan that held Jasmine hostage. From the episode "Bad Mood Rising"

With enough hard work you might be able to befriend Chaos. But do know that as Chaos his friendship might be worse than his displeasure. You just never know.

If you combine Vanishing Isle with Mechanicles: Master of Mechanical Devices then you can choose to make your Vanishing island an mechanical turtle with the city inside of the domed shell and capable of staying submerged. Or you can make it a flying city.

If you have the Vanishing Isle and Morbia, then you can find your turtle city flying harmlessly through the void as it eats comets and whatever else turtles do.

On that note, the Vanishing Isle will grow if given space and time. So give it a few thousand years and you might have a world turtle.

When in doubt, wank it out.

Version .01

Started working on it.

Version 0.2

Started writing scenarios

Added a race option

Added more perks and items

Version 0.3

Lowered cost of Magician and Noble origins

Lowered cost of Old Lamp

Added: Secretly a genie all along

Changed companion options.

Added drawback: Three Laws of Being A Genie

Version 0.4

Added the Drop-in perks.

Added Jafar, bandit king, Aladdin, and Mirage scenarios

Changed Second Most Powerful Sorcerer In The World to a scenario.

Lowered the cost of Chaos to +300cp

Version 0.6

Scrapped the Merchant Origin

Added acp drop-in perk

Version 0.7

Added last drop in perk

Version 0.8

removed the Be Jafar and Ba Aladdin scenarios until I can figure out how to balance them better.

Version 0.10

Spelling errors

Version 1.0

Jumpable as is. Will polish it up at a later date. Stuff came up.