Disney's Snow White and the Seven Dwarfs.

Lips red as the rose. Hair black as ebony. Skin white as snow. For she is Snow White, the fairest one of all. A princess so lovely and beautiful that she puts everyone else to shame. And her Stepmother wants her dead, because *no one* may be more beautiful than the Queen, not even her family. You begin the day that the Queen approaches the mirror with a question that will change the life of dear Snow White.

"Magic mirror on the wall, who is the fairest one of all?"

Here, take this **+1000cp** to help you on your journey. And remember, don't accept anything from strangers.



Locations.

Where to begin your story?

Roll 1d6 Or Choose For Free:

1. The Castle of the Queen.
2. A Clearing in the Forest.
3. A Little House in the Forest.
4. A Mine Filled With Jewels.
5. A Cliff Topped With a Boulder.
6. Free Choice.

Origins.

Age and Gender is a free choice.

Drop-In: Perhaps you are just a commoner who wants nothing to do with the drama of royalty. Perhaps you just appeared out of thin air one day. Perhaps you're a dwarf who lives in the forest and tries to just mind your own business. Whether you have a background and memories of this life is up to you.

Prince: You don't have to be a Prince (or even male) but you are certainly someone to swoon over. A handsome traveller from far away, searching for adventure, love, or both. You follow your heart like an orchestra follows their conductor. Your passion burns through your veins, keeping you warm on even the coldest nights, and driving you closer to your goals. This story needs a brave knight, Jumper. Are you up for the challenge?

Princess: A sweet, pure hearted child, dressed in rags by a cruel parental figure, wishing only for true love. A visage that drives those gifted poets to creation, and those less gifted to silence. You are a beauty like no other. There will always be those who wish to give you everything they have, just as there will always be those who plot and seethe with jealousy. You needn't worry though, as beautiful people can always find their Happily Ever After.

Evil Monarch: You strike an imposing figure as you sit on your throne. The one true ruler of your kingdom. None could dare rise against you. You wear darkness like a cloak. All your citizens know that to draw your ire is to experience true fear for the first and last time. A spark of magic at your fingertips. Ice in your heart. None could ever be as fearsome, powerful, and stunning as you. And if there ever comes a challenger you will smite them like a wrathful god.

Perks.

Perks under your origin are discounted by 50% except for 100cp perks which are free.

General:

Poetic Beauty (free): Your eyes. Your lips. Your hair. Everything about you is like poetry in motion. You are graceful. You are gorgeous. Artists will come begging just to have you sit for a portrait or model for a statue. Thousands of books could be written about your stunning good looks alone. Musicians will croon about your every feature. Your beauty could rival even the Fairest of Them All herself.

Rhyme Time (free): Isn't it strange how people seem to be able to pull a rhyme or a song out of nowhere? Well, now you can too. With a flick of this mental switch, you can make it so that your speaking pattern sticks to a certain rhythm and you'll never be lost for words. No one will find this strange unless you want them to.

Disney Style (free): Are you nostalgic for the animation of old? Do you want to take that style with you when you leave? Then take this aesthetic toggle that will allow the world and people around you to look exactly like a classic Disney animated film.

Run, Hide Everywhere (100cp): Fear is an affliction that all mortals must suffer. The weakest of them will be so cowed that they would let go of their morality and ideals, if only to spare themselves. But not you. You, Jumper, can seperate yourself from your fear. You will never be driven to betraying your morals out of terror. Where lesser men would fall, you can stand proud in the face of danger.

Drop-In:

We Dig, Dig, Dig (100cp): You are an excellent digger, and more knowledgeable than a trained geologist. You can tell the difference between a quartz and a diamond with just a look, and can name every kind of stone, metal, and gem in existence. With the right tools you could dig your way through a mountain in an hour. Without the right tools it might take you a whole day.

From Early Morn 'Til Night (200cp): Your flaws are lovable and tend to attract amusement/fondness rather than anger or resentment. Even if you say something nasty or outright bigoted, people will dismiss it as a joke.

Diamonds By The Score (400cp): Everyone hates group projects, but none more than the kid who did all the work only for the other members of their team to swoop in and claim the credit for themselves. And if you lose out on a grade or a reward because of it? Maddening. You can kiss those days goodbye because now your hard work is protected from those vultures. No one can take the things you've rightly earned, physical or otherwise. You get the credit you deserve, and will always reap the rewards you were promised.

A Thousand Rubies Sometimes More (600cp): Murder is wrong, we all know that. That's why it's illegal in most places. But sometimes there are people who just need to die. They're just too dangerous to be left alive. However, if you kill them you'll likely face some serious repercussions. You can't be held responsible if they get themselves killed though, can you? I mean, even if you were chasing after them with intent to murder, they're the ones who ran in front of a truck. To put it bluntly, your enemies tend to neatly die by their own hand, all you have to do is hand them enough rope to hang themselves. There will always be witnesses or evidence that will exonerate you of their death.

Prince:

I Have But One Song (100cp): You are quite the romantic idealist, aren't you? Is that why you didn't think twice about showing up out of the blue to declare your love for a girl you hadn't met? Most people would think you were a massive creep. But of course you're simply a passionate person expressing their true feelings, so you get a pass. So long as you didn't do anything actually harmful no one will misconstrue your romantic intentions.

One Heart Tenderly Beating (200cp): As a dashing adventurer you're sure to get yourself into a nasty situation or two, such as finding yourself strapped to a death machine as the villain hightails it out of the room. But little does the villain know that all you needed was a little privacy to free yourself and make a daring escape. In other words, so long as no one important is around you will find a way to miraculously survive dangerous situations.

Constant And True (400cp): It is better to be lucky than good. So many toil needlessly when they could just be blessed with good fortune and excellent timing like you. You have the ability to turn up at the right place at the right time and be named the hero despite doing none of the work. It's as easy as walking into a new town, bumping into a thief, and being named a hero for stopping them. And the people who did the actual work won't even be mad.

One Love Only For You (600cp): Life is unfair and full of tragedy. Despite how valiantly you fought, despite how desperately you searched, despite your every possible action, sometimes

you lose. You get there too late to save your loved one. You get there and all you can do is say goodbye. So you lean forwards, press your lips to theirs, and tell them you love them. And then their eyes flutter and open, and suddenly they're alive again. Through the strength of your love, your kiss can revive the recently dead (See Notes), heal any injury or illness, and break any curse, so long as you genuinely love the recipient. It does not need to be romantic love either, as familial or platonic love are just as valid.

Princess:

Lips As Red As The Rose (100cp): A kiss from you is worth more than gold. Who would turn down a kiss from one as lovely and graceful as you? People are willing to accept a kiss from you as payment or a reward for small favours. This will not work on people who hate you.

Hair Black As Ebony (200cp): So long as you don't have bad intentions, people will forgive you for your minor infractions. Accidentally trample someone's flowers while chasing after your dog? They'll forgive you, and won't even demand you to pay for the damages. Break into someone's house because you're trying to escape a murderer? No harm, no foul.

Skin White As Snow (400cp): Your skin is so lovely that most cannot bear to harm you. A hitman hired to stab you to death would falter and ultimately decide it isn't worth it. A mugger would rather ignore you than risk putting a bullet in that delicate skin. Someone who is targeting you personally will still try to kill you, but even they will try to do it without ruining your beauty.

Fairest One Of All (600cp): You give off an air of innocence and gentleness that makes people love you as quickly as they meet you. They feel an intense desire to protect you, even when doing so would be hurtful to them. There are still people out there who will hate you - villains and evildoers, naturally - but this will only turn others against them. After all, only the most wicked could hate someone so pure and sweet like you, Jumper?

Evil Monarch:

You Know The Penalty If You Fail (100cp): So difficult to find good help these days, isn't it? Worse when your spineless underlings learn to stand up for what's "right" and "good". Now you no longer have to worry about it because all your underlings are so terrified of you that they wouldn't even consider betraying you. No pesky moral code or appeal to their humanity to worry about here.

Make Her Hunger For A Bite (200cp): "*Dip the apple in the brew. Let the sleeping death seep through. Look! On the skin! The symbol of what lies within. Now, turn red to tempt snow white to make her hunger for a bite*". Whether through magic, trickery, or simple manipulation, you know how to make the dark and dangerous attractive. Tempting those who should know better, and those too innocent to understand, to tamper with forces beyond their control. The little fools will happily follow your tune and they won't realise their mistake until it's too late.

A Perfect Disguise (400cp): When they say "Master of Disguise" they clearly mean you. You have an exceptional talent for glamour magic and shapeshifting, to the point that not even those who know you personally could guess that it's you. You could perfectly imitate someone else, become an animal, or reinvent yourself completely. You will never revert back to your original form unless you want to, nor will you find yourself stuck in one form.

Bring Me Her Heart (600cp): There is magic in this world, but no branch is as dangerous as that of curses. This is magic relating to the heart - both literal and physical. After many years of study you have learned how to rip out someone's heart without killing them, granting you complete control of them. Your victim becomes an emotionless husk of their former self. You can safely store the heart so that it does not decay or wither. Crushing their heart will cause them to die immediately. If, instead of making them your puppet, you ritualistically consume their heart you can gain their power, positive traits, and memories instead.

Items.

Items under your origin are discounted by 50% except for 100cp items which are free. You may freely import items you already own where applicable. Items bought here will respawn in the warehouse if they are lost/destroyed. Property bought here can be attached to the warehouse or be placed somewhere at the beginning of each Jump.

General

Apples By The Score (50cp): Apple pies, apple muffins, apple dumplings- so long as it's food and has apples in it, you have an infinite supply of it in this picnic basket.

The Poisoned Apple (100cp/200cp): One bite and they will sleep forever. This is a copy of the apple that put Snow White to sleep, and like that apple its curse can only be broken by a kiss of True Love. But if you pay an extra +100cp you can choose to remove that condition or alter it as you see fit. Want to make it so the curse is only broken by a slap to the face? It will regenerate in one hour after it has been used.

The Apple Company (800cp): "What apple could be worth that much?" you ask. The kind that's worth billions of dollars and is actually a technology company. That's right, you can buy the entirety of Apple right here and now. The whole business is undisputedly yours and will function fully without your intervention, at no cost to you. Guaranteed to be slave labour free!

Drop-In

A Reliable Pickaxe (100cp): The perfect tool for someone who spends most of their time mining. It is unbreakable and can slice through stone like a hot knife through butter.

A Cosy Little House (200cp): A rustic-styled house that cannot be found except by those who mean you no harm. It has everything you need to lay low comfortably. General supplies and food are delivered once a week by a young peasant boy who knows how to keep his mouth shut.

A Mine Of Jewels (400cp): The earth is filled with wonders. Unfortunately when you take them they don't really grow back. This mine is the exception. It's full of all sorts of materials - jewels, metals, minerals - and after a week it refills. After this jump, the mine will produce any mineable products from that setting (Dust from RWBY, for example) and will retain these additions permanently.

Prince

A Dagger (100cp): An elegant and wicked sharp blade that has helped you in your journey, though not necessarily through bloodshed. Signifies your position as a prince, and operates as proof of your identity.

A Faraway Kingdom (200cp): A small, faraway kingdom that is always waiting for you. You instinctively know where it is no matter how far you go. You receive an allowance from them while you're away, and can expect a luxurious welcome when you do come home. Any inactive companions may stay here but cannot leave the kingdom's boundary.

"Dancing" Shoes (400cp): This is a most gruesome device - a pair of iron shoes that can be superheated, forcing the unlucky wearer to dance themselves to death. They cannot be removed without your permission. If you wish, they may do no permanent harm to the wearer while still causing horrific pain. Or you could instead have a regular pair of shoes that force the wearer to dance until you say stop.

Princess

Wishing Well (100cp): A small wishing well that, while it can't actually grant wishes, can draw people to it. Singing about love and what your true love would be like? They'll just happen to be walking by, and will be happy to join your serenade. Grumbling about the villain you're trying to catch? Seems their lair just happens to be nearby.

A Forest Where Wildflowers Grow (200cp): This may seem like an innocent patch of trees, but for the unprepared it is a nightmare-filled labyrinth. When you need to put some distance between you and your pursuers this forest will spring up, trapping them within while you escape. It will disappear in an hour and leave no permanent damage.

A Glass Coffin (400cp): A body that lies within this coffin will not perish. A magical blessing allows those within to rest and recover, requiring no food or water, and healing any injuries or diseases. It can bring back the recently dead, but it will take nearly a year of uninterrupted sleep.

Evil Monarch

Box Of Hearts (100cp): A place to store the hearts you rip out of people. Keeps them (and the victim) fresh and healthy. Can only be opened by you. No limit to how many hearts you can store.

The Grimoire (200cp): A big book full of spells and potion recipes. Updates every jump but cannot integrate spells and recipes that are unknowable or otherwise guarded. Also comes with a potion laboratory stocked with equipment and ingredients.

The Magic Mirror (400cp): An indentured servant captured within an ornate mirror, who can answer your every question. They are always honest, and can detect lies told in their presence. They can show you the location of anything you seek, regardless of distance. The mirror cannot be broken and will shrink down to pocket sized if needed.

Companions.

Import/Creation (50cp per companion OR 200cp per eight companions): Every companion receives 600cp. If you paid for eight companions they receive 800cp instead.

The Prince (50cp; free if you purchase Snow White): An angelic face, a nice voice, and… uh, well I'm sure you'll find out more about him once you get to know him. He's certainly passionate and determined. He has all of the Prince perks, as well as the free Prince item.

The Seven Dwarves (100cp): It's a 7 for the price of 1 deal! These folks may seem a little simple, and more than a tad strange, but they're brave, kind, and compassionate (well, most of them). They cared deeply for Snow White, and if you do right by her then they'll be with you until the end. They each have the Drop-In line of perks and the free Drop-In item.

Snow White (100cp): A sweet girl who truly deserves the title of fairest in all the land. Her kind and gentle heart convinced the Huntsman to spare her, charmed the dwarves into protecting her, and caused the prince to fall for her after the barest of interactions. I see she has captured your heart as well. She has the Princess perks, and the first Princess item free.

The Evil Queen (200cp): Got a thing for bad girls, eh? Or perhaps you have found common ground with her; bonding over the torture and murder of innocents, casting dark magic over the land. She's a tenacious, cunning, and powerful woman, with a thing for collecting hearts. Keep her happy and yours will stay in your chest where it belongs. She has the Evil Monarch line of perks and the free Evil Monarch item.

Drawbacks

That's Not What Happened (+0cp/Variable): Go to a different version of Snow White.

Comical Storyline (+0cp): The comic strips by Hank Porter are now canon.

Are We Done? (+0cp): The events of Snow White are not necessarily a long affair; after all, happily ever after isn't necessarily exciting. So, once you are done with the story and any drawbacks you have selected, you may leave the jump when you are ready.

For She Is Jumper, Fairest In The Land (+0cp): Do you want to be Snow White? Or the Prince? Who am I kidding, you want to take the place of the Evil Queen, don't you? So long as you have the appropriate origin, you may take the place of any of the characters you desire.

Too Hard To Animate (+100cp): Much like the Prince, it was decided that animating you took too much time and resources. Because of this you have been barred from getting involved in the main story. So, no getting involved with Snow White, the Dwarves, the Queen, or the Prince. You may still purchase them as companions, but you won't see them until the end of the jump.

Bland, Boring, Forgettable (+100cp): Most people view you as so boring that they don't even bother to learn your name, if you even have one. It will take repeated interactions and prompting for people to remember you.

Mirror Mirror (+100cp): You are very easily misinterpreted. Your words seem to go in one ear and out the other. This is confusing for everyone, especially you.

One Defining Quirk (+200cp): Choose one of the seven dwarfs (Doc, Happy, Sneezy, Sleepy, Bashful, Grumpy, or Dopey). Now, like them, you are defined by one single trait. If you choose Doc, you are stuck with a stammer and will often mix-up your words. Choosing Happy, Bashful, or Grumpy means that emotion will be your default state, with little room for feeling anything else. Sneezy or Sleepy means you suffer constant hay fever or narcolepsy, respectively. Choosing Dopey renders you mute.

Innocent Or Just Stupid (+200cp): You are so trusting and naive that you'll accept food from mysterious strangers despite multiple warnings. I hope you have some friends that will keep you out of trouble.

Locked Out (+200cp): No Cosmic Warehouse. This also disables any abilities you have that can summon something from the warehouse.

Powerless (+200cp): No out-of-Jump powers or supernatural abilities.

Clueless (+200cp): You have no memory of your past Jumps or your status as a Jumper.

The Brothers Grimm Version (+300cp): Blood, guts, gore. The usual staples of Grimm stories. Even if you head out to somewhere else you will find the darkness of this tale infesting the land.

Take The Blame Never The Credit (+400cp): Others are always stealing your ideas, taking credit for your good actions, and blaming you when things go wrong. No amount of protests or pleading will get anyone to believe you. Your companions are immune to this.

Stalker With A Crush (+400cp): Someone out there loves you. They love you a whole lot. And they'll do anything to be with you. They happen to be a witch like the Evil Queen and will use everything at their disposal to get close to you. Prepare for a few surprise date nights in your future. They'll kidnap and/or murder anyone they feel is trying to muscle in on their territory, and will not tolerate you showing too much affection to anyone else. They won't hurt you though. Just everyone else.

Heart In A Box (+600cp): You made a mistake, Jumper. You let the Evil Queen too close to your heart, and now she has ripped it out. But you aren't lucky enough to die just yet. The Queen has decided you might be more useful as her devoted lackey, and she has the perfect task for you to prove your loyalty. Kill Snow White with the Queen's poison apple, and wipe out anyone who gets in your way. If you fail… well, I'm sure you can guess what she has planned. Unfortunately, it won't be as seemingly easy as it was in canon. The Dwarfs are now masters of stealth and guerilla warfare. Doc is a genius inventor that creates traps and weapons beyond this century's capabilities. Snow White has learned from her stepmother's betrayal and undergone intense training to become an advanced martial artist with mystical powers. And the Prince? Turns out he's actually a famous, undefeated swordsman with an enchanted sword back home.

Ending

Stay: You choose to remain here in this fairytale world. Take +1000cp as a parting gift.

Go Home: You have had enough daydreaming and wandering. It's time to go back to your own world. You keep everything you have gained on your journey.

Move On: The siren song of a new adventure still calls to you. You follow it to your next jump.

Notes

Version History:

Version 0.0 was created on the 16/07/2020.

Version 1.0 completed on 20/08/2020.

Commentary:

I Have But One Song: No one wants some stranger showing up in their garden professing their love but apparently it works for this dude. He heard there was a beautiful maiden in this kingdom and decided to mosey over to meet her. The comics actually made it a bit cuter and less “hey u wan sum fuk?” Basically your romantic gestures will always be seen in the best light, instead of as creepy or invasive.

One Heart Tenderly Beating: Apparently they were going to have a whole sequence where the Queen kidnaps the Prince and holds him captive and then he’d MacGuyver his way out of it. Hence this perk allows you to escape certain death so long as you’re not in view of an audience. Exactly what “audience” means is up to you.

Constant And True: Since he was cut from so much of the film, it really seems like he just has the good luck of being where he needs to be.

One Love Only For You: By recently dead, I mean within 24 hours from their death. It cannot revive someone who passed on due to old age.

The Apple Company: Why is this here? Because it’s funny to me, and my last two jumps included ridiculous things you could buy/earn so why not. In jumps where there is no modern technology, the company will be centered around whatever industry you see fit.

Wishing Well: Does not grant wishes, merely causes coincidences. It cannot summon a god or anything like that. It has to be physically possible.