

Morning in Paris, the city awakes
To the bells of Notre Dame!
The fisherman fishes, the bakerman bakes,
To the bells of Notre Dame!
To the big bells as loud as the thunder,
To the little bells soft as a psalm,
And some say the soul of the city's
The toll of the bells...
The bells of Notre Dame!

Welcome to Paris, Jumper! Notre Dame rings out for you, and you'll spend the next ten years among the many sights and sounds and colors of our fair city! You will arrive one month before Quasimodo attends the Feast of Fools. Please, take these to speed you on your way:

+1000 CP

Now of course, before you decide where you're going, we must discover where you've been!

Origins

Humble Citizen

One amongst many, you are a citizen of Paris. Perhaps you are a craftsman of some kind, or maybe a beggar, or something else entirely… but simple origins do not prevent you from rising into the light.





Outcast

In one of the greatest cities in the world, it is no surprise that travelers and vagabonds will pass through in their own time. Your life may lack material things and you may be persecuted for your strange ways, but your life is also filled with camaraderie and adventure, so perhaps it's worth it?

Guardsman

Paris does not survive by grandeur alone; there must always be those who are willing to provide and enforce order. Of course, how you do this may vary; will you simply follow the orders of those above you, or will you strive to be an example to others?



Minister

Piety is a fact of life in the City of Lights. Whether you are a member of the clergy or one of the city's movers and shakers, you know that faith leads the masses… for good intent or ill.





Perks

General

Singing Voice (free)

You are gifted with song, able to come up with verses to fit your mood on the fly and sing them with passion, clarity and skill.

Bilingual (free)

You have an in-depth knowledge of the French language, as if you had grown up in the country. If you already knew French you may pick another language, so long as it is one found on Earth in this time period.

Quite the Acrobat (200)

You have acrobatic skills that border on the magical, able to smoothly leap dozens of feet, swing across long distances on ropes, catch the smallest of handholds from a long distance fall, and balance on slippery or narrow surfaces with hardly a care. You make it all look easy, and if you were strong enough you could probably do it even while carrying another in your arms!

Humble Citizen

Craftsman (100)

You are an expert craftsman in a single area of your choice. Perhaps baking, or smithing, or woodcarving? Maybe you even fashion the mighty bells that toll in Notre Dame's belltower! Regardless, while you are not a master, you are skilled and competent and certainly have the capacity to grow and succeed in your endeavors.





Observant (200)

You have shockingly good eyes, able to see in excellent detail even from dizzying heights and across entire blocks of city streets. Even further, your people-watching skills are second to none, letting you get a general but complete picture of someone's life as you observe them.

What I'd Give (400)

To act selflessly, even to your own detriment, expecting no reward… it doesn't always work out. Some may never know just what you do for them, and you may sacrifice your own happiness for the sake of others. But that doesn't mean it's not worth it.

You have an innate understanding of how to act in order to make others happy and content, and leave them in a position for a long, fulfilled life. In addition, you will find that when you sacrifice for others, it all tends to even out. Give money to charity, and you might find you do good business for sometime afterwards. Help someone find their feet after a tragedy, and someone will be sure to return the favor if you need it. In essence, when

you do good things, good things will happen to you in turn, with the magnitude increasing in comparison to what you sacrifice.

Made of Something Stronger (600)

You may be weak, you may be small, you may be ugly, but at your core is something *strong,* and by God, nothing will hold you back. No restraint can hold you for more than a minute, and when you are desperate and in dire need, all restraints on yourself vanish as well; you become stronger, faster, more capable and ready to *act.*

While the ability to break restraints is always active, the power boost is not. This can only occur in times of true need; you cannot activate this on a whim, and it will only activate if you *need* the power. When it does activate, it will increase your speed, strength, endurance and skill by 50% or to the bare minimum amount required to complete the task you need it for, whichever is higher. After the conflict is over, you will immediately drop to half-strength for a period three times as long as you were powered up. This does not work against divine or godly beings unless you are already at least a ⅕ as powerful as they are. In other words, this power directly resists attempts to manipulate, munchkin or cheese it, so don't try to punch out God.



Outcast

Sharp Tongue (100)

You are never without a comeback, and you have a knack for getting past other people's hangups and issues to make them heed your words. You also have a penchant for storytelling.





Vanishing Actor/Actress (200)

You're a masterful performer. Dancer, singer, musician, acrobat… and escape artist. It takes *considerable* effort to capture or contain you.

Rabble-Rousing Reveler (400)

To inspire others to let go of their fears and rules is a powerful thing, whether to make merry… or rouse a revolution. You have great skill in encouraging others to release their passions, and can direct those passions. Do note that this is *not* control, merely direction. It's hardly a revel if you have to control every little detail, now would it?



God Help the Outcasts (600)

You have a way of tugging at heartstrings and building bridges between people. A heartfelt appeal from you could bring all but the coldest or most hateful heart to consider your plea, particularly on behalf of others. What's more, you can reconcile differences between disparate groups and bring them together, urging them to ignore their instincts and prejudices. Any positive interactions brought about this way will stick in the mind, ensuring that no matter how they try to think of someone as ugly or evil, they will remember how they were kind in person and that they got along well.



Guardsman

Courageous (100)

It takes guts to stand and defend the people… or to stand up to those above you. In either case, you will find that fear will never prevent you from acting.





Man at Arms (200)

What good is a sword if you don't know how to wield it? Thankfully, you're no slouch in combat, having proficiency in all weapons common to medieval military, including swords, axes, polearms and bows, and you may pick one weapon to have expert training in.

Voice of Authority (400)

You attract notice. More than that, you *command* it. You know how to grab hold of a crowd's attention, whether to rally them, intimidate them, or soothe them. This extends to personal encounters as well, giving you a personal gravity that even the most snooty noble would find hard to ignore. This can be turned off if you wish to remain inconspicuous.



Captain of the Guard (600)

More than a simple guardsman, you are a leader! You know how to organize, strategize,and lead men in daily operations or in battle. You have both tactical and strategic skills to match your rank, and your personal skill in your chosen weapon and style ascends to mastery level.



Minister

Productive Preaching (100)



You understand how people think, and are skilled in influencing them. You have a knack for swaying people to believe what you tell them, whether for good or ill.



Long-term Planner (200)

The road to redemption and righteousness can be a long one… but you are patient. You know how to plan for the long term, months or even years in advance. Such plans will be resistant to random events that would change them, and you will always have an instinct for when it is the best time to finally execute your plan.

Condemnation (400)

The wicked, the unlawful, the heretical, they must be corrected… and you can force them to do so. When you directly witness someone performing a crime or sin against a society or faith you are both ostensibly a part of, you may condemn them for it and enact a penance upon them. Note that they must at least profess to be part of your society or faith.

You set a task or condition that they *must* follow, or be immediately imprisoned or shunned by their society or faith. Do note, that while you can set the act they must perform, you *cannot* decide how they go about completing this act. The act you choose can be a large or difficult one, but it must be possible to complete.

As an example, you could tell an overzealous judge to care for the orphaned child of someone he killed. Or order a thief to make amends to those they have wronged.



Of My Virtue I Am Justly Proud (600)

You have devoted yourself to a specific virtue or concept. Lawfulness, justice, purity, or kindness are good examples.

This devotion must be consistently shown through your actions and deeds; you cannot embody kindness if you consistently browbeat or mistreat others.

However, should you show your devotion, you will find that this virtue shines through in all you do, growing along with all of your capabilities related to that virtue.

For example, if you chose kindness, you will find that all skills you use to show kindness will grow much, much quicker, so long as you use them for that purpose. They will also grow in effectiveness; a small act of kindness in healing a sick man could spread to encourage others to heal as well, or cause other sick people to take heart and improve, or that healed man may turn over a new leaf and be kinder themselves.

You can encourage how this manifests, just realize that this is centered on the virtue you choose and will only make effects related to that virtue; you couldn't use kindness to encourage others to wage war (save very rare circumstances).

Items

Model of Notre Dame (50)

A simple but lovingly-made model of Notre Dame and the square outside. Contains a variety of other buildings and carvings of townspeople, including one for each of the cast… and one of you!

Coin of the Land (50)

A bag of coins, enough to live comfortably for a year. Can be purchased multiple times, doubling the money each time, but keeping the bag the same size. Refills at the beginning of each jump in the local currency.

Artisan Tools (100, free Humble Citizen)

A set of tools for a particular profession or hobby. These are of excellent quality, and can be used for professional or hobbyist purposes.

Favored Scarf (100, free Outcast)

A colorful scarf in the color and pattern of your choice. When gifted to another, all friends and allies will know immediately upon seeing it that you've bestowed your favor. This scarf cannot be stolen or taken by force.

Sturdy Blade (100, free Guardsman)

Not necessarily a blade, but rather a reliable weapon you can always depend on. So long as you take time to keep it clean and maintained, it will never break, even against forces that should snap it like a twig.

Official Vestments (100, free Minister)

A set of clothing that can, at your discretion, either project a feeling of intimidation, serenity, or lawful authority on command. This will not prevent others from acting against you, but will aid

Ringer’s Rope (200, discount Humble Citizen)

A coil of rope that, while always seeming to be about 20 feet long when coiled, will become the exact length needed to swing, rappel, or climb whatever height is required by the user. It also seems to always move just right to get someone where they need to be, avoiding tangling or catching on objects, even if it would be physically implausible. Perfect for dramatic entrances and daring rescues, but also useful in any number of other ways! This coil is always close to hand as well, and will instantly appear on your person if you need it.

Woven Band (200, Outcast)

A small woven charm, cleverly hiding a map to a location or safe spot of your choosing. Whoever is in possession of this charm will be able to reach this location secretly and safely, without being followed.
Passing this to someone else is easily done, untraceable, and the recipient will always be able to decode and interpret the map in a timely manner. You may change the map and destination once per week.

Symbol of Office (200, discount Guardsman)

A simple insignia that instantly proves your rank and affiliation to any who view it, without doubt, so long as you actually hold that rank. This effect can be turned off at will.

Heart's Hearth (200, discount Minister)

This hearth, nearly as tall as a man, will have the flames and smoke take on the appearance of whatever the watcher desires most. More than that, it will bolster the resolve of those who pursue this desire. Can be placed in any building that you own.

Shop/Tower (400, discount Humble Citizen)

A workshop with tools and materials for your craft and profession. Anything you make be here may be placed on shelves or tables you designate, where they will be flagged for sale. Each week, any items you do not sell

yourself will vanish from these spots, leaving behind an appropriate amount of money, assuming they were bought for market value (including a bonus for stylish or well crafted items). Alternately, you may choose a tower that, while easily visible, is hard to find the entrance to, giving you decent privacy and an airy, larger workshop for your profession.

Wagon (400, discount Outcast)

A wagon, but more than that, a home. No matter how cramped the inside may seem you can always fit in comfortably. Rides in this wagon are smooth and the weight of the wagon itself never seems to increase, allowing it to be pulled along much faster. Hiding goods and belongings in this wagon means they will be unable to be found by anyone you don't personally show the hiding spots to. Finally, the wagon comes with an unfolding table and stage to set up a show or market stall at a moment's notice.

Guard Post (400, discount Guardsman)

A reinforced guard post with a squad of 10 guards that will obey your *lawful* commands. The post is made almost entirely of stone and has a barracks, mess hall, foyer, cells and offices for you and the officers. The cells, while mundane, are superbly well designed to hold anyone who is not an accomplished escape artist.

Manor (400, discount Minister)

A manor house suitable for city living. Comes with servants, a stocked pantry and kitchen, plumbing and several bedrooms, along with other rooms to fill two floors and a basement.

Companions

Animal (50)

You have an animal companion of some kind that is empathetic and surprisingly intelligent, able to obey complex commands and often possessing a distinct personality.



Generic/Import (50)

New friends or old! You may generate a new companion with any Origin and 600 CP to spend on perks and items.

Canon (100)

Want to dance the night away with Esmeralda? Go on patrol with Captain Phoebus? Or maybe make a new friend in Quasimodo? In any case, this guarantees a good introduction; you will still need to convince them to come along.

Imaginary Friends (100)



A trio of imaginary beings have taken residence in your mind, offering advice… though each has a distinctly different personality and outlook. And while they can be distracting or irritating on occasion, they're also good at their job, helping you work through emotional and personal problems and giving at least some advice in other areas. Unlike the gargoyles, they cannot interact with the world physically without use of magic or supernatural abilities you grant them. You may dismiss them at will, and may 'materialize' them as physical companions sharing one slot in future jumps.

Scenarios:

The Bells of Notre Dame

You are the caretaker of Notre Dame, not only preserving the building, but the spirit.

You must ensure Notre Dame remains sacrosanct, open to all, and keep the bells tolling for *twenty* years, starting the night Quasimodo begins living in the church.

Outside forces will attempt to steal from the church, influence it, appoint other attendees and guardians with their own agenda, and so on. You must ensure that the poor and downtrodden are as welcome as the rich and influential in the cathedral. Frollo in particular will be firmly against you, as one of the few who can challenge his authority, at least where the cathedral is concerned.

Should you succeed, the whole of Notre Dame will travel with you… and become semi-sentient. A peaceful and kind personality, but with a *fierce* defensive streak for those who claim sanctuary, so long as they uphold the traditions. Furthermore, you may command the bells to be rung whenever you please, their range is quadrupled, and all who hear them will be filled with the appropriate emotion, whether that's joy, solemnity, stoicism, dread or even righteous anger.



Imaginary Friend

You are the imaginary friend of someone in Paris. They can be a gypsy, a normal citizen, a child, even a noble, and it's your responsibility to see them live and grow.

You can pick whatever form you like (though gargoyles are traditional), though it must be something your host is comfortable with. Your goal for the next ten years is to ensure they survive and thrive.

Your ability to affect the real world is severely limited; you may only 'manifest' yourself for short bursts, and only in dire need to protect your charge. Small actions like housework or cleaning are allowed more consistently, but as a general rule you will be firmly relegated to a supporting role.

If you succeed in ensuring your host survives ten years, then you will gain your imaginary form as an alt-form. Furthermore, you get the ability to grant imaginary friends to others with a touch, so long as they want a friend (children will often be more open to this than adults). You do not get to choose these friends' forms or personality, but you can speak to them and ask them to help their hosts in specific ways.



Romani Remade

You must, over the course of your ten-year stay, make gypsies welcome without prejudice in Paris. Hate crimes and persecution against gypsies cannot be the norm, nor tolerated by law.

This will be more difficult than you expect, as people on both sides will be reluctant to make peace. City officials in particular will be stubborn, and suspicious of any good actions or intentions, while certain troublemakers among the gypsies will be against surrendering any freedoms to the dullards in charge.

Should you succeed, you will find persecuted minority groups in future jumps start off as friendly to you, so long as you take no hostile action against them, and you find it easier to dissolve prejudice wherever you go.



Drawbacks (800 max)

A Different Time (0, Toggle)

Would you prefer to start before the main story takes place? Perhaps as Quasimodo is growing up? Or perhaps you prefer a life among the gypsies? Or maybe you want to serve in the wars? Pick as you like, there's nothing holding you back!

A Faraway Place (0, Toggle)

A certain amount of crossover is inevitable in the world of Disney; by toggling this, you may find that your actions in previous Disney jumps have affected Paris in some way… or you may just meet some familiar faces. Who knows?

Ugly as Sin (100)

You are hideous, plain and simple. What's worse, the initial reaction to your appearance is fear, as opposed to pity. Expect thrown items and harsh words, at least until you can bring them around.

Tonal Shift (100)

Your stay here will be... inconsistent. One day will be happy and cheerful, the next dour and serious, the next ludicrous and obnoxious, affecting both people and the general atmosphere. This will always throw you off guard, and tend to interfere with your plans.

Feathered Menaces! (100)

Birds like you. They like you a *lot.* You'll find they tend to land on you whenever you aren't looking. They won't steal your lunch or cause damage unless you harm them, but you'll get a lot of odd looks and feathers in your hair.

Claustrophobic (200)

You don't do well inside stone walls. You prefer the open sky, and the longer you are forced to spend inside or with limited ability to move, the more anxious you grow. One day is merely disgruntling, three is irritating, five is harrowing, and by the time a week has passed you will be doing your best to *leave,* no matter the consequences.

As They Will Never Know Me (200)

You suffer from intense loneliness, but you also can't bring yourself to break this habit, suffering from social anxiety except in situations where you can blend in with the crowd.

Marked by Romani (200)

Ooooh, whether through anger or mischief, you've gained the attention of the gypsy clans of Paris. Expect a very… *interesting* time. Pranks, thefts, salacious rumors, mocking plays and shows… it's a war on your patience!

I Can Get By (200)

Which is good, because during your stay you won't be getting anywhere with material wealth! You will only be able to earn enough to live a modest, somewhat comfortable life with few luxuries, and be unable to move beyond this state no matter how you try.

Bless Me! (200)

You are a picture of piety… perhaps too much so. Many would consider you zealous, some might even say 'fanatical'. You will find that it's difficult to ignore any slight against your religion of choice, and you'll feel the urge to silence or ridicule those who speak against your faith during your time here.

Never Meant For Heaven's Light (200)

You're in Paris, Jumper. Is it so wrong to want love to follow? Unfortunately, you are destined to be unlucky in love during your stay. You will be completely unable to find a compatible romantic partner, despite truly wanting one. Do keep in mind, while romance is not in the cards, you'll find you can still form friendships.

This drawback will prevent you from importing any companion who you are romantically involved with.

This Burning Desire (400)

You are afflicted with an obsessive, all-consuming desire for something or someone. This is a destructive desire as well, urging you to possess and smother the object of your 'affection'. While you can resist these urges, it becomes increasingly difficult the longer you spend around your target, and you *will* encounter your obsession multiple times. I hope you have companions you trust to pull you away from these moments of poor restraint, lest you do something… unwise.

Excommunicated (400)

The church is furious with you for some reason, and has excommunicated you. While this isn't illegal, it does mean you will be viewed with suspicion, the devout will shun you, and are barred from all Christian places of worship in Paris… including Notre Dame. You are utterly unable to enter by any means.

The Common, Vulgar, Weak, Licentious Crowd! (400)

The common peasantry in the film are, while flawed, mostly decent people so long as they aren't being egged on by Frollo or Clopin. Unfortunately, with this drawback that changes. The moral standing of people in general has significantly dropped. This will not affect any plot-centric characters, but prejudice, greed, pride and selfishness are now far larger concerns among the populace, and this will likely affect the story significantly…

Prisoner of Justice (600)

Oh dear. You did something to catch Frollo's attention, and you will start the jump imprisoned in the Palace of Justice. You'd best escape quickly, unless you want a front-row seat to medieval torture techniques… and to clarify, you will not have the benefit of any power that will aid you in resisting this torture or escaping until you set foot outside the palace.
Furthermore, as an escaped convict, you will be hounded by guards and bounty hunters throughout your time here, almost to the same extent Esmeralda was hunted.

Like Ordinary Men (600)

Perhaps you are confident, or foolish, or simply want to leave your burdens aside, but you'll not have any out of jump perks, powers, items, nor warehouse access during your stay.

Just One Day Out There (600)

You have a location to which you are bound for most of the year. While you can go outside this location, you find doing so deeply uncomfortable, and all out-of-jump powers, perks and items become instantly useless.
However, you may alleviate this restriction for a total of 24 hours each year. This time must be spent in 1 hour increments, but can be spread out over the course of the year.

The Wars (600)

France is at war, Jumper. The War of Burgundian Succession should be winding down about now, but something has happened. Maybe the Hundred Years war has extended or rekindled, maybe another power has invaded. Regardless, Paris will soon come under attack from outside forces, and you WILL be guaranteed to participate in some way, even if it's mostly by fleeing angry soldiers.

Frollo Triumphant (600)

Oh no… this is not the world you expected. Frollo proved to be frighteningly effective at his job, and has been elevated to the High Judge of France. This means his brand of justice and piety is enforced among the population. The gypsies have been driven into hiding. Captain Phoebus is currently in a cell in the Palace of Justice. Esmarelda never came to Paris, and Quasimodo is kept hidden out of sight, terrified of a world that seems so cruel from his balcony. Notre Dame is still sacrosanct, but only barely; even Frollo must respect the cathedral… for now.

You must survive ten years. Will you keep your head down? Or will you see your way to participating in these dark events…?