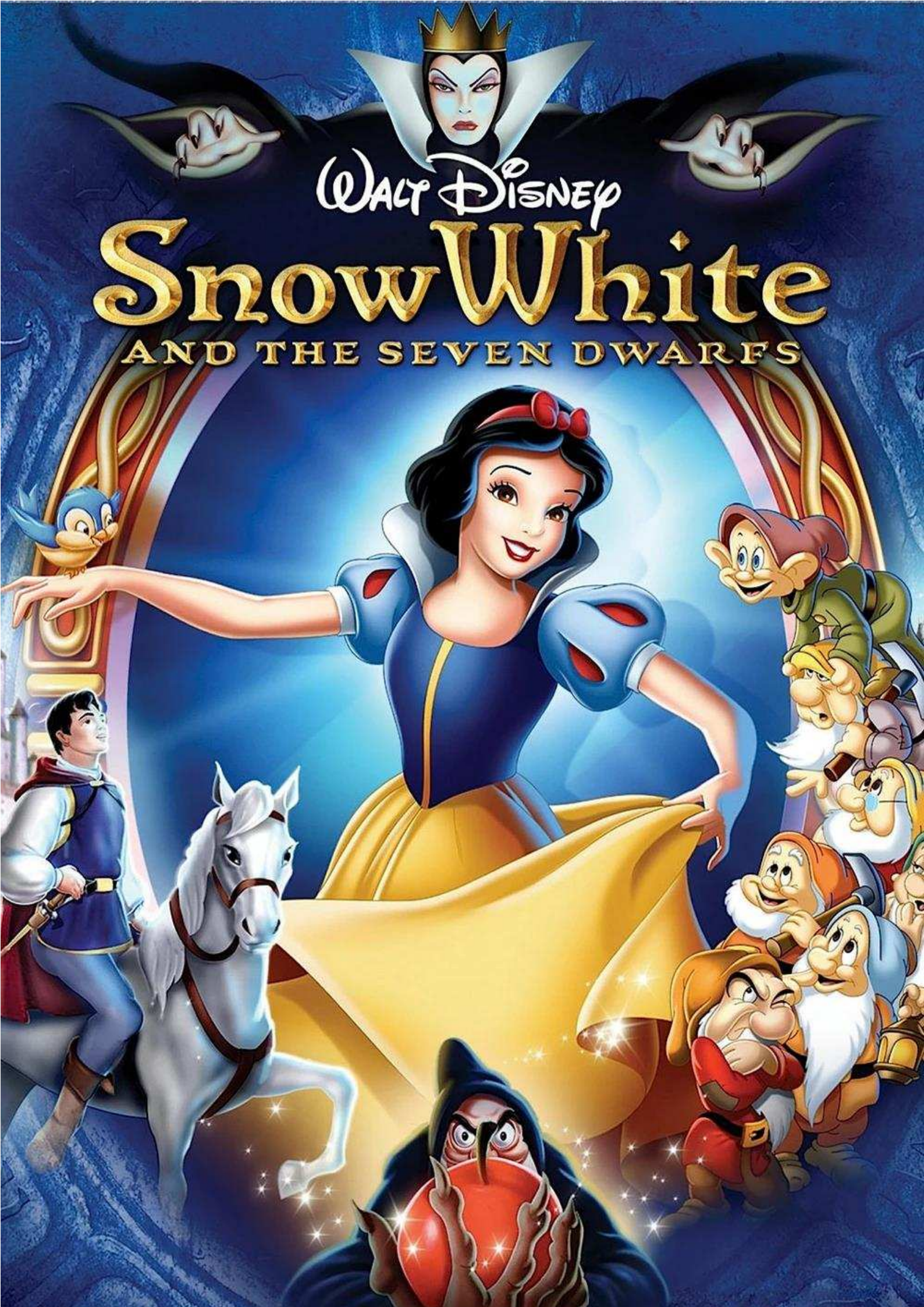

Walt Disney
Snow White
AND THE SEVEN DWARFS

Snow White and The Seven Dwarfs

1937 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.2

Once upon a time there lived a lovely little princess named Snow White. Her vain and wicked stepmother the Queen feared that some day Snow White's beauty would surpass her own. So she dressed the little princess in rags and forced her to work as a scullery maid. Each day the vain Queen consulted her Magic Mirror, "Magic Mirror on the wall, who is the fairest one of all?" …and as long as the Mirror answered "You are the fairest one of all", Snow White was safe from the Queen's cruel jealousy.

You arrive in this world just after the Mirror tells the Queen that Snow White is fairer. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

You may choose to be either a human or a dwarf. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. Perhaps not so ordinary, depending on your other purchases, but a human all the same.

[Free] Dwarf

Also referred to as 'little men', a fully grown dwarf is the size of a human child, but is much more physically capable.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Young Royal

You are a princess, prince, or at least a young member of nobility. You might be a brother or sister to Snow White or the Prince, or perhaps you've come from a distant kingdom.

Evil Royal

As above, you are a member of royalty, or at least nobility. What sets you apart is probably your age, which is likely at least of a similar age to the Queen. Also, you are probably not a nice person.

Non-Royal

Maybe you aren't part of the nobility at all, making your living with a more mundane occupation like hunting or mining?

If you've also taken the Dwarf species, the Seven Dwarfs may now be eight as you live alongside them.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in a specific place for free, determined by your Origin.

[1] Queen's Castle

The castle where the Queen resides, and where Snow White works as a scullery maid.

Those with the Young Royal or Evil Royal Origin may choose to begin here for free.

[2] Queen's Castle – Dungeons

The dungeons of the castle, where the Queen prepares potions and poisons. You probably don't want to be here.

[3] Secluded Glade

A glade of wildflowers. Should events proceed as normal, it is here that the Huntsman will fail to kill Snow White.

[4] The Forest

A forest near the secluded glade. It is relatively safe, though perhaps not the best place to be if you are scared out of your mind.

[5] Cottage of the Seven Dwarfs

Home of the Seven Dwarfs. Snow White may also end up here if events proceed as expected.

Those with the Non-Royal Origin may choose to begin here for free.

[6] Mines

The Seven Dwarfs work here during the day, digging for precious gems such as diamonds.

[7] Prince's Castle

The Prince's castle, where he will live happily ever after with Snow White, unless you throw things off track.

[8] Free Choice

Lucky you! You may choose to begin in any of the above seven locations for free.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Young Royal Perks

[100cp, Free for Young Royals] Whistle While You Work

Did your stepmother force you to be a scullery maid too, Jumper?

Whatever the cause, you are now quite proficient in cleaning, cooking, and sewing. If you didn't already, you know how to cook apple dumplings, gooseberry pie, and various soups. Learning additional recipes will come fairly easy to you as well.

[100cp, Free for Young Royals] With a Smile and a Song

You have an excellent singing voice, Jumper! The kind of voice that draws the attention of others, maybe even causing them to stop what they are doing and seek out its owner.

You'll also find that the act of singing has a positive effect on your mental wellbeing, calming you down when you are scared or stressed, and cheering you up when you are sad.

[200cp, Discounted for Young Royals] I'm Wishing

Being able to sing is one thing, but knowing what to sing is another thing entirely.

Fortunately for you, you have an incredible talent for coming up with songs on the spot. In other worlds, this might earn you a decent living. Here, such a thing is less likely. Still; such skill may provide you opportunities to demonstrate your singing voice in a natural manner.

Maybe a dashing prince will overhear and come to meet you?

[200cp, Discounted for Young Royals] Animal Assistants

It is one thing to make some animal friends, but it is another thing entirely to get proper help from them.

Now, when you have already acquired the assistance of animals, you will find that they are quite competent when it comes to helping you with your cooking, cleaning or sewing. They will be able to recognize the difference between a plate cleaned by their tongues, and a plate washed in a sink, along with various other nuances such creatures would not normally be able to understand. While some animals may not be physically able to perform certain tasks, in general they will receive a boost to their dexterity while helping you out in these roles, allowing for some unusual feats.

Additionally, when animals help you in these roles, the results are surprisingly hygienic. No need to worry about getting sick from eating a pie scored and dressed by a bird, on a plate cleaned by a squirrel.

[400cp, Discounted for Young Royals] Someday My Prince Will Come

When it comes to affairs of the heart, you are quite fortunate indeed.

Should you be seeking a new love, you will find a suitable match for you (should one exist) will cross paths with you sooner rather than later, even without you having to go looking for them yourself, or perhaps even changing your routine. As long as it is possible for a person to come across you, your new love almost certainly will.

Additionally, once you and another have truly fallen in love with each other, you will find them encountering you during critical moments. This will not always occur, and it may not always occur in the manner you expect; for example, a prince might not arrive in time to stop you being poisoned, but will get there in time to cure you. In order for this effect to be able to work, your love must theoretically be able to get to you already – this effect simply pulls them toward you in a convenient manner.

[400cp, Discounted for Young Royals] Love's First Kiss

By kissing someone that you deeply love, or who deeply loves you, you can wake them from sleep. This can even wake someone from magically or supernaturally induced sleeps.

Additionally, when you kiss someone you deeply love, or when you are kissed by someone who deeply loves you, you can choose for that kiss to be treated as "Love's First Kiss" for the purpose of magical or supernatural effects that require or benefit from such a thing. If you are in a state of unconsciousness, this will happen automatically if that is what you would have wanted.

[600cp, Discounted for Young Royals] Fairest One of All

You are exceedingly attractive, Jumper. On purchase, you may choose whether this manifests as beauty on par with Snow White or an equivalent handsomeness. Be warned, such beauty may draw the ire of the Evil Queen.

Beyond this, you passively give off an aura of purity and innocence. In addition to the general impression that you give off, this aura provides two other benefits. First, it will sow doubt into the hearts of those who seek to kill you, causing them to hesitate at crucial moments or give up entirely. This effect is not absolute, and is far less effective against truly wicked individuals.

Second, it will draw in nearby non-hostile animals, such as deer, squirrels, and small birds. Animals that are at a human-level of intelligence or greater are not affected. You will find that you can communicate with these animals in broad terms, and get them to help you out in various ways, such as getting them to bring you things or take you to a nearby residence. If you are in danger, they will try to help out, either by confronting the danger directly, or running off to someone that can help and trying to bring them back to you.

You may toggle the impression, doubt, or animal effects of this aura on or off as you please without impacting the parts of the perk you would like to keep on.

Evil Royal Perks

[100cp, Free for Evil Royals] Rhyme Time

You have an excellent grasp of rhyme, to the extent that, if you want to, you can fall into naturally speaking in rhyme without even paying attention to it; you won't find yourself doing this if you wouldn't like to.

Your grasp of rhymes is limited by the languages you know; as you gain a high level of skill in a language, you will become able to passively rhyme in it, assuming that such a thing is possible for that language in the first place.

[100cp, Free for Evil Royals] Wicked Cackle

What kind of villain would you be if you didn't possess a truly evil-sounding cackle? Thanks to this perk, now you do!

You can perform this cackle pretty much on command, making it a fun way to scare onlookers, or just a way to ham it up and revel in your villainy.

[200cp, Discounted for Evil Royals] Quite Fair

Being beautiful is exceptionally important, Jumper – just ask the Queen. Fortunately, this perk will help you out in such matters. This perk grants you a noticeable boost to your appearance; on purchase, you may decide whether this manifests as additional beauty or handsomeness.

However, you may also find that in this world great beauty can also be a curse. As such, you are now able to adjust your attractiveness anywhere between from a maximum of your current peak down to a minimum form that is uglier than you would ordinarily be with all appearance boosting effects stripped from you. You can readjust at any time.

While your ugly form may not be quite as effective a mask as the Peddler's Disguise, you may still find value in it. At the very least, being this ugly will help keep the vain Queen out of your affairs.

[200cp, Discounted for Evil Royals] A Disguise So Complete

You have gained an amazing talent for acting, Jumper. Changing your mannerisms, body movement, and even the cadence in which you speak all come very naturally to you.

You are so good at acting in fact, that it would be easy to convince others that a change in appearance completely changed your personality as well.

I'm sure someone like you will be able to make great use of such a gift.

[400cp, Discounted for Evil Royals] Have A Bite

It seems that people are inherently far less suspicious of you than they would ordinarily be. Even if you were the type to cackle maniacally, wear stereotypically evil attire, and ask questions like "all alone, my dear?", unless a person already knew you to be bad or had evidence against you, they would take it in stride (though in the case of strange questions, they may elect not to answer, or to lie). "Gifts" given by you with ill intent are more likely to be accepted by others, even when they are already generally alert to danger, as long as they have not yet recognised as you as an enemy.

This effect extends to your disguises as well, where you still receive the benefit of the doubt but may also avoid being linked to an identity a person is already hostile toward.

[400cp, Discounted for Evil Royals] *Nothing must be overlooked.*

Not every plan is without flaw. In fact, some flaws are so great that they undermine the entire plan. Fortunately for you, you now have a greater ability to recognise such flaws.

From now on, when devising plans and schemes, if there is a large flaw or weakness present that you would be able to recognise with time and a clear head, you will naturally be drawn into discovering it. For example, if you were planning on poisoning an enemy, you would think to check to see if there are known antidotes to said poison.

This perk does not account for 'flaws' that are completely out of the control or scope of the plan; it wouldn't make you think about outlandish possibilities like a superpowered alien teleporting in and messing things up, unless you were in a setting where such things do occur and you were aware of the existence of said aliens. This perk does not force you to resolve said flaws, and will not prevent you ignoring them (such as by reasoning that they are unlikely to matter, or as a result of hubris); it merely attempts to alert you to them.

[600cp, Discounted for Evil Royals] Witch

Whether via some Faustian bargain, or some other means, you now have great magic at your disposal.

Your new magical prowess is on par with the Evil Queen, allowing you to cast the same spells, brew the same potions, and create the same magical poison as her. Provided you have access to the same resources and ingredients, of course.

See the Notes section for more information.

Non-Royal Perks

[100cp, Free for Non-Royals] Heigh-Ho!

Your stamina and strength have both been enhanced. If you didn't prior, you now have sufficient strength and stamina to be spending eight hours a day digging in a mine with a shovel or a pickaxe, without long-term health complications. If you already have sufficient stamina and/or strength, then you simply receive a very minor buff in that area or areas instead.

[100cp, Free for Non-Royals] The Silly Song

What's a good song without some music to back it?

Thanks to this perk, you have now mastered a single mundane musical instrument of your choice, such as the organ, concertina, or the drum kit. Alternatively, you can forgo this expertise in favour of picking up a great talent for yodelling. You'll fit right in with the Seven Dwarfs with one of these skills.

[200cp, Discounted for Non-Royals] Tink Tink Tink

You have acquired a strange trick that allows you to better appraise gemstones.

By lightly tapping a gem (or other kind of rock that is used in similar capacities), either against a surface, or with an implement (such as a small hammer), it will produce a sound. If you do this while asking yourself if the gem you are holding is a particular type of gem, that noise will change. If the answer is yes, it will become a distinct light tone. If the answer is no, it will become a heavy 'thunk'.

There are couple of limitations to this. First, you can only ask if the gemstone is of a general type; while asking if that gem is a diamond is fine, asking if that gem is a particular diamond that you left somewhere a week ago is not. The other limitation is your own knowledge. Obviously, a ruby won't

ping as a sapphire or an emerald, so if you don't know what a ruby is, you may foolishly throw it away.

[200cp, Discounted for Non-Royals] ***Maybe the old Queen's got Snow White?***

You have a powerful intuition as it relates to animals. When animals shout at you, or try to get your attention, you are able to understand what they are trying to convey to you with startling precision.

While this perk does not grant you the ability to speak to animals, or have them understand what you say, intelligent use of it will nonetheless allow you to communicate with them to a good degree.

Thanks to this, you can be assured that if little Timmy has fallen down a well again, or if Snow White has been poisoned by the Queen, you'll hear about it.

[400cp, Discounted for Non-Royals] Jumper the Sneezy

You are now able to sneeze on command, and have a strong resistance to sneezing against your wishes.

Further, when sneezing (intentionally or otherwise), you have control over just how powerful the sneeze is. This can be anywhere from a typical human sneeze up to a surprisingly strong gust of wind that can even throw dwarfs across the room. If you are or become able to sneeze more powerfully than this, than that power will be treated as the new maximum, allowing you the full range of choice between the surprising gust granted by this perk and your full power.

[400cp, Discounted for Non-Royals] ***They're full of wicked wiles!***

Females are poison, using their beauty to wrap poor fools around their finger. Well, you won't be having any of that!

You are now immune to "charm" effects, and whilst you can still recognise that someone is what you would consider to be attractive, you are able to put that aside when evaluating them as a person. You are still able to fall in love, or make new friends, but a person's appearance will not blind you to their faults, and you will be able to tell when someone is simply relying on their looks to take advantage of you.

[600cp, Discounted for Non-Royals] Luck of the Dwarfs

There's no better way to put it; you are incredibly lucky.

This is the kind of luck that may cause you to stumble upon a prosperous mine when you are need of work, or have a trained maid come across you if your household is in dire need of cooking and cleaning.

This luck may occasionally keep you safe in dangerous situations as well; for example, a would-be killer attacking you during a storm may suddenly be brought to a swift end directly or indirectly as a result of a lightning strike. This protection is far from absolute, but shifts things in your favour.

Finally, you will on rare occasions receive flashes of inspiration or intuition. While acting on these feelings is up to you, doing so may benefit you or your friends in unforeseen ways. As an example, you may get the feeling that it is better to put your not-actually-dead friend in a glass coffin instead of accidentally burying them alive.

-Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

Young Royal Items

[100cp, Free for Young Royals] Royal Attire

A well-made set of clothing, suited for nobility. It is comfortable to wear, and as it is self-cleaning and self-repairing, you'll never have to take it off. Perhaps it will become an iconic attire of yours?

Should the clothing be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Young Royals] Trusty Steed

What self-respecting prince *doesn't* have one of these?

This is your own horse, of a breed and sex of your choosing. It is of good stock, but is limited to mundane capabilities. The horse is absolutely loyal to you, and is of a personality and temperament of your preference.

Should anything unfortunate happen to them, they'll be back tomorrow, good as new! This is a Disney movie, after all.

[400cp, Discounted for Young Royals] Glass Coffin

This coffin, made from glass and gold, allows one to peer inside to see its occupant. It is sized appropriately for you to fit inside, with plenty of space so you don't feel too boxed in.

Should an unconscious person rest inside the coffin with the lid closed, their basic needs will somehow be met. They will not run out of air, require food or drink, or soil themselves. This ensures that even if someone is forced into an eternal sleep, they can be kept safely inside until a treatment is devised.

Should a deceased person lie inside the coffin with the lid closed, the coffin will perfectly preserve their body, ensuring that those too beautiful to bury remain so for as long as they remain in the coffin.

Of course, you can simply choose to use it is a bed, as it is quite comfortable, and can be easily opened from the inside.

If someone that is not moving between jumps (i.e., they are not a Jumper, a companion, or a follower) is inside when a jump ends, you can choose between two different options. Either you can automatically eject them from the coffin, or you can leave the existing coffin behind and receive a new copy when you arrive in the next world.

Should the coffin (the most recent if you have received multiple) be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp, Discounted for Young Royals] Jumper's Castle

What better place to spend your happily ever after than this grand castle?

This large castle, similar to the one belonging to the Prince, appears to shine to those looking at it from a distance. It can even appear to be floating in the sky upon clouds, though this is merely an optical illusion. You can choose to toggle these effects on or off as you like, should you want to be a little more low-key. Optionally, the castle may come staffed with servants that will defend and maintain it. Though no more capable than ordinary humans, they are absolutely loyal to you. They count as followers, but cannot be made to leave the castle. Inactive companions may stay here as well; they too must remain inside the property.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the castle be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

Evil Royal Items

[100cp, Free for Evil Royals] Apple Supply

This basket is full of delicious apples. No matter how many apples are taken from the basket, there always seems to be more inside. The apples in the basket remain fresh as well, and if an apple is poisoned and returned to the basket, its poison will not spread to the other apples.

Should the basket be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Evil Royals] Heart Box

This is a small but well-crafted box with a lock. Prominently displayed on the box is the symbol of a heart being pierced by a sword.

A heart or similar organ that is placed inside the box will be kept in the same condition it was when put inside. This means that the box can be used to keep one or two hearts as trophies from your most hated enemies. Or maybe you can find some other use for them, such as organ transplants or magical ingredients?

This box cannot be used to bring people across jumps. If a being is sentient when reduced to a heart or similar organ, they will lose that sentience and be treated as dead if that heart remains in the box at the end of a jump. Likewise, hearts or similar organs that can regenerate from that state back into a "proper' form lose that regenerative ability if inside the box at the end of a jump. Post-chain, these limits are removed, and any hearts or similar organs will regain sentience and/or the ability to regenerate if they had lost them.

Should the box be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp, Discounted for Evil Royals] Witch's Workstation

This room, which may be added to a property you own, or attached to your Warehouse by a special gateway, is a great place for a witch to perform their magic. Beyond just having a spooky atmosphere, the room offers various useful tools.

First, it comes with a collection of spellbooks, potion recipes, and poisons recipes on par with what the Evil Queen would normally have access to. If you aren't a witch, not to worry; your books will automatically update to include instructions for adapting these spells and brews to other systems of magic at your disposal as you gain access to them.

The room also comes with various potion making implements, such as bottles, vials, beakers, and a cauldron. On top of that, it has a replenishing supply of some of the more esoteric or rare potion ingredients found in this world, such as An Old Hag's Cackle and A Scream of Fright.

In each future jump, you may choose to move this space to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the room be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse. If a book or potion-making implement is lost or destroyed, a replacement will appear in the room after 24 hours (if the room has also been destroyed and has not yet been replaced, this effect will be delayed to the same time as the room replacement).

[600cp, Discounted for Evil Royals] Magic Mirror

This large, ornate mirror houses a magical spirit that has been enslaved to you.

With a simple chant, you can call the spirit and send it away. When the spirit has not been called forth, the mirror has a perfectly functional reflection. When it is called forth, the mirror will cease reflecting, and will instead allow you to peer into a featureless black void, where the spirit is present in the form of an animated theatrical mask.

The spirit of the mirror is able to provide you with a great deal of knowledge. When asked a question, it is capable of observing anything presently occurring on the world the mirror is currently placed, and quickly relaying an answer back to you. Questions must be asked in the form of rhyme, and answers will be given in the same way. As the spirit has been enslaved to you, it is inherently loyal and will always answer you to the best of its ability, without attempts to deceive, even if it comes to personally dislike you.

Should the mirror be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

Non-Royal Items

[100cp, Free for Non-Royals] Personalised Bed

This comfortable bed has been made just for you. It is of appropriate size for either a fully grown dwarf or human, and with but a thought you can change it back and forth between these sizes. Etched into the bed frame is your name, though it can instead be something else if you prefer.

The bedding is immune to stains and tears, is self-cleaning, and the bed will be made whenever you come back to it, as if it was tended to by a visiting princess.

Should your bed be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[200cp, Discounted for Non-Royals] Silly Instruments

A set of instruments, like those used by the dwarfs during their silly song. Included is a clarinet-like wind instrument, a finely carved organ, a drum kit, a lute, a concertina, and a swanette (a double bass-like instrument). Each has been sized appropriately for the form you have chosen here.

Should any instrument be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp, Discounted for Non-Royals] Jumper's Cottage

A cozy cottage is now under your ownership.

The cottage is fully furnished (by the standards of this fantasy world, at least), and is sized either for humans or dwarfs. You can even change this decision whenever you like, with the house and furnishing adjusting as needed. Be careful when shrinking the house, or you may damage items or harm those inside.

While not extravagant, the cottage does feature a spacious upstairs bedroom, large enough to easily fit seven beds inside. In fact, one or two more could live here easily, if they were prepared to sleep downstairs.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the cottage be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp, Discounted for Non-Royals] Gem Mine

This mine is can be found somewhere appropriate, close to your starting location. Inside is a small fortune's worth of precious gemstones.

If you want to reap the benefits, you will have to see that the gems inside are mined out; there are enough here that a group of seven would take the better part of a decade to find them all.

Fortunately, others will not come across this mine on their own, and must first be introduced to it by you or someone else who knows the location. Additionally, hostile or obstructive wildlife will not move in unless introduced by someone aware of the mine, so you can take your time and take advantage of the mine when you are ready.

In each future jump, a new mine will appear in a suitable location close to your starting point. It will contain gemstones appropriate to that setting, but otherwise functions the same. If the jump is taking place in a world you have already visited (such as via a continuity toggle), you can instead choose for the existing mine to be restocked with gems. Post-chain, a new mine (or a restock of a nearby mine) will appear/occur every ten years.

Whether during or post-chain, you can always elect to forgo a scheduled appearance/restock of a mine; this won't prevent subsequent appearances/restocks occurring.

General Items

[50cp] Film

A copy of the 1937 Snow White and The Seven Dwarfs film, on your preferred form of physical media. This classic is now yours to keep.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

As you might expect from a Disney movie, a great deal of merchandise related to Snow White and the Seven Dwarfs has been made over the years. Now, you have a great deal of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Snow White branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Fairy Tale Book

This book recounts the events of your chain leading up to this point. It utilises an old-fashioned font like that found in the beginning and ending of Snow White and the Seven Dwarfs, and it updates at the end of each jump (post-chain, this becomes every ten years). No matter how long your chain gets, it will never become overly heavy or large, and the reader will always be able to navigate to the desired page with ease.

Should your book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Trusty Tool

This useful tool is sure to be a help at work. By default, it is a pickaxe, but you can instead choose a shovel; either will be needed in the mines. Alternatively, you may choose a dagger, useful for hunting, or for stabbing Princesses if the Queen had her way.

Regardless of what you choose, it is mundane but of a high-quality.

Should your tool be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Snow White and the Seven Dwarfs along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[100cp] The Seven Dwarfs

A special offer for those wishing to recruit the Seven Dwarfs (Doc, Grumpy, Happy, Bashful, Sneezy, Sleepy, and Dopey).

Recruiting the Seven Dwarfs through this option will allow you to choose whether each dwarf takes up a separate companion slot, or whether they all share a single companion slot, with perks purchased for them being divided between them, lowering the potency of the perks in the process.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any Disney Princess settings, former Disney Princess settings, or settings that have a demonstrated shared continuity with either, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[+100cp] Doc Jumper

Cannot be taken with Jumper the Dopey.

You have picked up an annoying speech impediment, that causes you to regularly jumble up your words, reversing their order or using similarly sounding words instead. Whilst this won't present a problem most of the time, it may be an issue during time critical situations.

[+100cp] Jumper the Grumpy

You have become quite irritable. You will find that things annoy you much more easily than they previously would. While it won't be impossible to relax and have a good time, it will certainly be harder for you. Try not to drive others away with your poor attitude, Jumper.

[+100cp] Jumper the Sleepy

You have acquired a lingering exhaustion. You will require sleep more frequently, and will remain at least a little tired even after obtaining a good rest.

[+200cp] Too Pure

Whether it's born out of your good nature, or just a result of plain stupidity, you have become overly trusting of strangers. Even if you were recently warned that your mortal enemy can change her form, you might still let that very suspicious woman into your home, and take a bite out of an offered apple. It might be best to keep some friends around, so they can pull you up before you do anything truly foolish.

[+200cp] Jumper the Dopey

Cannot be taken with Doc Jumper.

Whether you never feel the desire to try, or for some other reason, you are now incapable of speech or singing. Shouting that isn't actual words, just noise, or shushing people is still possible. You will need to find other ways to express yourself if you wish to communicate with others.

[+200cp] ***I can't, I can't do it.***

For the duration of the jump, you will find it impossible to bring yourself to take a human (or dwarf) life. Should someone take a life on your behalf, or should someone die due to your inaction, you will struggle to deal with it emotionally. Perhaps working for an evil Queen is a bad idea.

[+300cp] Wrath of the Queen

The Evil Queen knows of you, and wants you dead. It is an even higher priority for her than killing Snow White.

At first, she will send her huntsman, or similarly skilled mercenaries after you. Should this fail, she will take matters into her own hands. With the Magic Mirror at her disposal, it will be easy for her to verify your location and whether you are still alive. With the spells, potions, and poisons available to her, she has a great deal of methods of assassination at her disposal, and will generally prefer to employ some method of subterfuge instead of recklessly facing you head on.

[+300cp] ***Who now is the fairest of all?***

Is taking this drawback a sign of greed, or of vanity?

All appearance boosts received outside of this jump have been removed from you until the jump comes to an end. Any attempt made within the jump to enhance your appearance will invariably fail.

By the end of your stay in this world, Snow White, and anyone who is as attractive or more attractive than you (as would normally be determined by the Queen's Magic Mirror) must be dead. If not, you will fail your chain. You do not need to personally kill them for it to count, as long as they are dead your chain will continue. Fortunately, those you are bringing into this jump (such as companions) are exempt and thus do not need to be killed if more attractive than you.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

It's Off to Work We Go: You choose to remain in this world. Your chain ends here.

It's Off to Jump We Go: You choose to continue your chain. Proceed to the next jump.

It's Home from Work We Go: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On the Witch perk and the Queen's magic:

On screen, the Evil Queen demonstrated the following spells:

- Whilst making the Peddler's disguise potion, the Queen was able to summon a strong blast of wind as part of the potion making.
- Whilst making the Peddler's disguise potion, the Queen was able to call down lightning in order to mix the potion.

On screen, the Evil Queen created the following potions and poisons:

- Peddler's Disguise Potion: The Queen uses this to transform herself into an old hag and change her voice.
- Sleeping Death: A poison that puts the victim into a deep, everlasting sleep that can only be undone by Love's First Kiss. The Queen poisoned an apple with this, which also had the effect of making the apple appear more appetising.

Based on the Queen rifling through books to find potions that only took a couple of pages, it is more than likely that the Queen has access to a much broader range of spells and potions than were shown in the movie. You may fanwank the existence of magical abilities that are within the same range of power and are appropriate to a Disney fantasy setting.

It also seems likely that the Queen's magic is preparation dependent, explaining why she chose to flee from the dwarfs and try to stop them by leveraging a boulder instead of using her magic to attack.

So, what exactly happens here, anyway?

The Queen calls on the Magic Mirror and asks who is fairest. To her surprise, she is told that Snow White is fairer than her.

As Snow White works, she sings, which attracts the attention of a handsome Prince. The Queen sees this and is further angered. She orders her huntsman to take Snow White to a secluded place and kill her, bringing back her heart as proof of the deed. The huntsman is unable to bring himself to do it, and instead warns Snow White about the Queen and tells her to run away.

Frightened, Snow White runs into the forest. Due to her fear, the trees and environment seem like monsters to her, but eventually she manages to calm down. She sings with the wild animals in order to lift her spirits, and asks them for help as she has no place to stay. They lead her to a strange house. Due to its size, the furniture inside, and how unclean it is, Snow White guesses that orphaned children must live here (though they are presently out). With the help of the animals, she cleans the place up, in the hope that they will let her stay there.

The Seven Dwarfs finishing digging for the day and return home, by which time the cleaning is done and Snow White has fallen asleep. Seeing that the fireplace is lit, the Dwarfs sneak in to their house expecting trouble. They encounter Snow White and are put at ease (mostly) by her appearance.

Snow White wakes up and they introduce themselves to each other. Most of the Dwarfs are happy to have Snow White stay, but Grumpy believes the Queen to be a witch, and doesn't want to incur her wrath. After Snow White offers to cook and clean however, they all agree to let her stay. Snow White has the Dwarfs wash up before they eat.

With what she believes to be Snow White's heart in a box, the Queen once again asks the Mirror who is the fairest. The Mirror tells her that Snow White is with the Seven Dwarfs and is still alive, and that the heart she has is actually that of a pig. Deciding to take matters into her own hands, the Queen brews a potion to transform herself into an old hag, and creates a poison that will force the victim into an eternal sleep. Meanwhile the Dwarfs play a song for Snow White, and she tells them about the Prince. The Queen poisons an apple with the Sleeping Death draught she had created. To be safe, she checks to see if there is an antidote to the poison. She discovers that it can be cured only be Love's First Kiss. The Queen is relieved and writes this off; she believes that since the Dwarfs will think she is dead, they will bury her alive. The Queen sets off to find Snow White.

The next morning, Doc warns Snow White to be wary of strangers because of the Queen's witchcraft. The Dwarfs leave to go to work. The Queen shows up and tricks Snow White into taking a bite of the apple. The animals warn the Dwarfs, but they arrive too late to stop it. Nonetheless, they pursue the Queen. Backed into a corner, the Queen tries to drop a boulder on the Dwarfs, but a lightning strike sends her falling to her death. The Dwarfs can't bring themselves to bury her; instead, they construct a glass coffin and keep watch over her. The Prince, who was looking for Snow White, hears about the maiden in the coffin, and comes to have a look. He kisses her, which causes her to awaken. Snow White says goodbye to the Dwarfs, and leaves with the Prince to live happily ever after with him.

-Changelog-

0.1
Created the jump.

1.0
(i) Very minor rewrite to **Glass Coffin** – no mechanical changes.

1.1
(i) Minor typo fixes.

1.2
(i) Clarified that ***Maybe the old Queen's got Snow White?*** gets an Origin-based discount. (ii) Minor typo fixes.