(NSFW) Disney



V1 by gastroc2525

Disney has been a cultural powerhouse for many years now. The company initially adapted fairy tales to the silver screen, but quickly became a massive empire with books, movies, and TV shows.

You'll be entering one of these works, finding yourself in a fantastical world where true love wins, and life is beautiful. However, something seems different in this world. The rough edges normally hidden from the audience are visible here, throwing you into a more adult and interesting world than the original.

Take 1000 choice points (CP) to spend below.

Location:

You enter a Disney property of your choice, being deposited into a major location (Agraba, for example). You may choose whether this property stands alone in this world, or if it exists in the same world as other Disney properties. You may choose any Disney property, up to and including fanfiction or your own headcanons.

For example, you may enter into the world of *Aladdin* alone, or you can enter into a world where both *Aladdin* and *Beauty and the Beast* are happening simultaneously.

Origin:

You may freely select your age (as long as you are an adult) and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in, lacking memories and possessing only basic paperwork.

Hero - You are the beating heart of this story. Heroes can be anything from knights in shining armor to people just trying to figure life out. Your bravery will inspire others and maybe even find you true love in the end.

Rogue - Rogues are found between a hero and a villain. You might be a pirate, thief, or just a street rat down on your luck. A change of heart might give you the chance to rise above your station in life, or teach you that the most important part of this world is other people.

Villain - Villains can be anything from towering brutes to cunning manipulators. Charisma comes easily to the old type of Disney villain, whereas cunning is more of a new trait. You'll have the best song and the most fans, but villains tend to lose in this world. Although rarely does one end up victorious.

Perks:

All origins receive a **50% discount** on all associated perks (with discounted **100 CP** perks being free) and a **400 CP** stipend to spend on perks.

Cleanup [Free] Your attractiveness is raised by three on a scale of ten. If desired, your sexual characteristics may also become truly impressive in both size and quality. A copy of this Perk is automatically given to all individuals in a jump without this sentence, unless you'd rather they didn't have it.

Lewd Timeline [Free] You are protected by a small form of porn physics. You can handle any biologically impossible insertions; your refractory period is reduced as far as biologically possible, you can become fertile or infertile at will, and your reproductive system never causes any pain. You may grant a copy of this perk to anyone you touch.

Artist Privilege [Free] You may choose which art style this world is rendered with. This does not have to match the original work, nor does it have to be consistent. You may leave characters untouched or swap a single character's appearance.

Animator [100] You are a fantastic artist capable of matching any of the Disney legends. You'll grow your own unique style and become a true artist capable of expressing deep meaning through your artwork.

Musical [200] Your voice is beautiful and melodic, and you have significant skill as a singer. If desired, your life can become a musical. The world itself will produce music and coordinated dance numbers that highlight pieces of your life.

True Loves [400] This is a world where love has real power. You know that fact more than most. While most people have only a single true love, you have multiple. You draw these lovers to you like a magnet, and you two essentially fall in love at first sight.

Love in this world isn't like love in our own. Your relationships are like fairy tales, with you and your lovers living happily ever after. You won't face normal relationship drama or strife with your true loves. Managing your multiple relationships will be as natural as breathing. Your true loves are also true loves of each other, sharing the love across your harem like a web.

You choose your true loves in a world at the start of each jump.

Epic [600] You are a wielder of paint and thinner. With paint you can repair objects, create toons, and paint tools into existence. With thinner, you can destroy objects, dissolve toons, and cut through illusions. Both fluids have a purpose.

You may find both paint and thinner throughout the world. With a brush, you can use either as both a weapon and a tool.

Hero Perks:

With a Kiss [100] Being in love with you is healing. With a single kiss, you can cure what ails your lover. The strength of this effect depends on the strength of the feelings you have for each other. You can shatter dark curses, heal lethal wounds, and inspire others with the power of true love.

As a final bonus, you are a dynamite kisser. You can produce such pleasure with a simple kiss that you would leave your lovers speechless.



Animal Friends [200] You have an innate connection with animals. Unintelligent animals will respect your presence and not seek to devour you, whereas you can speak with intelligent animals without any trouble. You are especially good with animals of all shapes and sizes, knowing enough about animals to turn a ferocious tiger into a loyal pet. However, mistreated and wicked creatures might just ignore your pleas no matter how convincing.

Despite the fact that you don't particularly need this perk to speak to anthropomorphic animals (like the inhabitants of Zootopia) or human-like species with animal traits, you are still convincing to anthropomorphic animals. It might be a bit demeaning, but your ear scratches and head-pats are still as effective on proud anthropomorphic animals as they are on a mundane dog.

Paranormal Investigator [400] You have studied the paranormal most of your life. As a result, you inherit the same skill with the supernatural as Ford Pines. You can banish ghosts, speak with dream demons, and counter magical poisons with a little elbow grease.

You aren't necessarily a wizard (see **Powers**), but your skill with the supernatural is legendary. You are similarly skilled when it comes to dealing with supernatural creatures such as faeries, genies, and even the Olympian gods. Such creatures tend to be fond of their surprisingly knowledgeable little human.

Goofy Moves [600] You are the luckiest man in the universe, able to stumble your way through situations that would cripple other people without even a scratch. This unkillability mainly shows itself in situations through simple toon-logic. You can run on air, climb up falling objects, or survive getting flattened with a mallet.

You also inherit absolutely killer dance moves, letting you bring some impeccable romance to the dance floor. Everybody at the dance wishes they were you, able to effortlessly outdance the entire group.

Rogue Perks:

King of Thieves [100] You are an expert thief and pickpocket, able to swindle the rich and powerful directly under their noses. You could steal the Declaration of Independence if you put your mind to it.



You are also able to steal hearts in the same way, possessing a roguish charm that is hard to deny. With a single smoldering look, you could break hearts, and your flirting is the stuff of legends.

Frying Pan Knight [200] You are a machine when it comes to combat, able to duck and weave around all lesser fighters. You are especially skilled with improvised weapons, able to duel a swordsman with nothing but a frying pan.

You are also uniquely capable of wielding your environment like a weapon; dueling on a water wheel is child's play to a knight as skilled as you.

But You Have Heard of Me [400] You have a positive reputation that follows you into every world. This reputation fits your skills, letting people know exactly who you are and what you are capable of. You could be the king of thieves, the finest knight in three kingdoms, or an unbeatable heart throb.

This reputation is always positive, but sufficient failure will let its credibility become strained. To recover your reputation, you simply have to begin winning again.

The Emperor's Groove [600] You fall into success. Fate guides you to opportunity, able to make a tidy profit in the worst of circumstances. These opportunities would be nothing without skill, and you have it in abundance. You are a capable ruler, a wise judge of character, and a savvy businessman.

You are so good at being effective that people are willing to overlook any eccentricities. You could have your kingdom choreograph an entire intro song whenever you enter a room, or simply go about your day engaging in whatever reckless hedonism you'd like.

Villain Perks:



Won't You Shake a Poor Sinner's Hand? [100] Villains don't tend to last very long when exposed, and you have just the remedy. You are a master of passing yourself off as the best man in the room. You'll have a sultan swearing that you're their loyalist vizier as you slowly take over the entire kingdom. You are essentially an absolutely brilliant liar and con artist.

Your Eternal Reward [200] You can't expect to be much of a villain if you're constantly losing to other people, now can you?

You are an unmatched powerhouse capable of facing the strongest of creatures and surviving. A hunter equal in skill to Gaston or Clayton, you could face supernaturally powerful creatures and still come out on top.

To make things even worse for your foes, you are a peerless assassin. You can hide in the shadows, produce convincing disguises, and even wield a knife like an experienced butcher.

Xanatos Gambit [400] You are as clever as a villain gets, unmatched in both intelligence and wisdom. Like Xanatos before you, you avoid the pitfalls that other villains fall into. To call you a master planner would be an understatement. You can plan for every eventuality so that you can always come out on top.

Chernabog [600] You aren't a petty villain plotting for the throne of a kingdom, or a simpering thief looking for their next mark. You are a true villain, feared as much by your fellow villains as you are by your enemies.

This perk boosts the effects of any perks, powers, and items you buy, but exclusively in the direction of darkness. A magician might find themselves a master of dark sorcery, whereas a ruler would be skilled at brutal tyranny. Your dark heart calls to other villains as well, surrounding you with minions and lackeys eager to do your bidding.

The fear you produce is always tinted by a primal attraction in the people you'd wish it to. This effect is most effective on the corrupted, and least effective on the pure in heart.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

Custom Powers [Cost Varies] Using the powers below as a rough guideline, you may freely design your own unique power set.

Hypnotic Eyes [200] Your eyes are capable of producing a combination of lights and colors that can place other people into a hypnotic trance. These hypnotic trances work best against the weak-willed, but can work on anyone with enough effort and planning.

> **Screen Slaver [100 Upgrade]** Your hypnotic power can now be transmitted electronically, letting you control people through goggles or screens.

Sorcerer's Apprentice [200] You are an apprentice magic user capable of summoning simple spells. You can grant objects life, brew potions capable of changing someone's appearance, and summon simple illusions. Most magic users in Disney tend to be only good at a single type of spell, from potion crafters to necromancers. You must select a single type of magic to specialize in.

> **Prime Merlinean [400 Upgrade]** You are the second coming of Merlin himself, capable of great feats of sorcery. You can change your physical form, shifting to become anything from a dragon to a bacterium. You can become invisible with a thought, teleport across continents, and see the future. You aren't limited to a single form of magic, and can learn more spells through your travels.
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> The Prime Merlinean begins with basic knowledge of his own form of magic that uses scientific principles. He may cast these spells without a magical focus.
>
> > **Wand Bearer of Mewni [400 Upgrade]** You are the strongest magic user here by a large margin. Not only are you capable of casting spells of extreme potency, your versatility is also unmatched. You are not limited to learning magic, but can create magical spells yourself.
> >
> > You can also choose if you are a possessor of a Mewnian Royal Magic Wand, with all of its upsides and downsides.

Karate [100] You are a professional martial artist capable of seamlessly defeating lesser opponents completely unarmed. You may select which school of combat you've studied, becoming a master of that particular skill and knowing several related schools.

> **Super Spy [200 Upgrade]** You possess every skill expected of a super spy of the finest caliber. You are an expert acrobat, swimmer, martial artist, sneak, and diplomat. There is very little that is impossible for you to accomplish.

Monkey Kung Fu [300] This mystical monkey-themed Kung Fu is the hidden power of Ron Stoppable. Infusing your body with mystical monkey power allows you to defeat supernatural foes with ease. It's an acrobatic style well suited to trickery in direct combat.

Super Hero [400] You are lucky enough to be born with superhuman abilities that far exceed baseline humanity. You may purchase this power multiple times. Each time you purchase this power, you receive a new superpower of moderate utility. These powers could be anything from invisibility to the ability to run faster than the speed of sound.

Inhuman Physiology [Special; Cost Varies] There are many inhuman species in the world of Disney. You may select one of these species as your own, gaining all the powers (and weaknesses) of your choice. In this jump, your inhuman body will be your main form, but after this jump, you may shift into this alternate form with a thought, it being one of your alt-forms. All inhuman forms are sexually compatible with humanity as well as their own species.

You may only choose one of these powers. Each additional power you take from this section costs **200** additional CP to purchase and renders you a hybrid of the two species. You possess all of the powers and weaknesses of both species at their full strength.

Royal Mewman [100] You are a mewman, one of the human-like residents of Mewni. You aren't a layperson, but instead a member of the royal family. You have a personalized sigil adorning your cheeks and possess a slight talent for magic.

If you learn enough magic, you can awaken a powerful butterfly-like form. This form dramatically improves your magical power and gives you an additional two pairs of arms.

Gargoyle [100] You are a member of the Gargoyle race. Although limited to movement during the night, Gargoyles are a powerful race capable of limited flight and possessing supernatural strength and durability.

You are a Toy! [100] You are a living toy or puppet. You do not require food, sleep, water, or oxygen, but are otherwise the same as a human. Toys are typically smaller than human beings, but you can be any size from doll-like to life-sized.

Zootopian [100] You are an anthropomorphic animal of any species you desire. You receive all stereotypical abilities associated with that species, such as the cunning of a fox or the strength of a bear. Otherwise, you are still functionally human-sized and about as squishy as one as well (unless you're a turtle or rhinoceros, I suppose).

Fairy [100] You are a fairy. The exact kind of fairy you are is up to you, from the tiny pixies to the industrious dwarves.

- Pixies are immensely small and possess true flight and the ability to produce pixie dust. As you are buying this power, you can shapeshift yourself up to three feet tall with a thought.
- Dwarves are short fairies with supernatural skill in mining and craftsmanship.

The People [200 Upgrade] You are a fairy from the underground city of Haven. Fairies possess stronger abilities than their native Disney counterparts. Dwarves, for example, are living tunnel bores. As you are buying this power for CP, you are immune to the fairy magic restrictions. Take **Sorcerer's Apprentice** for free.

Monster [200] You are a creature from myth, possessing supernatural power in strength and durability. Your body is as tough as stone, and your claws are like spears. As a monster, you possess immense power in a specific area. Dragons can breathe fire and fly, whereas a hydra can regrow from cuts.

Experiment [200 Upgrade] You are a destructive force from outer space. Equal in power to Experiment 626, you possess a capacity for destruction that borders on the intergalactic.

You have four arms (two retractable) and a nigh-invulnerable body capable of surviving the blunt force trauma of an eighteen-wheeler. You also possess a supergenius mind capable of wanton destruction, making you an expert pilot, marksman, and tactician.

Dream Demon [1000] You possess the same power as Bill Cipher, appearing as a 2d dream demon from another world. You are capable of entering the minds of other people, possessing bodies with a handshake, and otherwise meddling in the affairs of mortals on the material plane.

If you manage to create or find an interdimensional rift, you can enter real space as a 3d being, and shape reality to your whim. This isn't omnipotence (or even nigh omnipotence), but you are still a very dangerous reality bender with no real weaknesses.

Phenomenal Cosmic Power [2000] You are a wish-granting genie of immeasurable power. Take **Sorcerer's Apprentice, Prime Merlinean**, and **Wand-Bearer of Mewni** for free. You are also a boundless shapeshifter capable of producing copies of yourself en masse. As a genie, your body is magical, giving you boundless energy to spend on spells and other effects. Magic also comes instinctually to you.

You may choose to be a free genie (limited to the above abilities), or a genie of the lamp. Genies of the lamp are bound to answer wishes, but they receive boundless power to do so. Genies of the lamp can do anything but kill someone, bring someone back from the dead, and make someone fall in love.

Elemental Spirit [400] Like a certain ice queen from Arendelle, you are an elemental spirit, either a human-born spirit who possesses elemental powers or simply the embodiment of said element. You can choose which element will become your domain, but whatever it is, you are capable of great feats. You can plunge a large kingdom into an eternal catastrophe, create large intricate structures such as a beautiful palace, and even create living sentient creatures entirely composed of your elements, even if it shouldn't make sense.

Demigod [400] You are part divine. Your physique is increased to extreme proportions (in every facet); you could wrestle a dragon into submission. As a demigod, you also receive a special set of abilities tied to your parentage. A son of Poseidon could control water, whereas a son of Zeus might be strong enough to throw titans around.

> **God [600 Upgrade]** You are fully divine. Your physique is supernaturally perfect, and you are completely immune to mortal weaponry. You can wield near-infinite power over your domains (up to three), which must be chosen when you select this power. Specific domains are more potent than general, but less versatile.
>
> > **Titan [200 Upgrade]** You are a mighty elemental force of boundless power. A combination of gods is necessary to defeat you, and your might is legendary. You can have up to four domains, with an extreme power boost in your domains compared to godly domains.

Make a Man Out of You [100] You are a trained soldier capable of fighting effectively with a group. Your physique is strengthened to athletic limits, and you possess expert training on a specific melee or ranged weapon of your choice.

> **True Knight [100 Upgrade]** You have a basic level of skill in all known weaponry, rapidly achieving mastery over the weapons you practice with. Your physique is peak human, and with the proper assistance you could defeat a mighty dragon.

Inventor [100] You are the weirdo of the village, a trained scientist and engineer. You can produce moderately useful inventions like a peanut butter jelly gun. You are also an expert mechanic capable of maintaining the inventions of other people.

> **There are no Strings [100 Upgrade]** You are a woodcarver of sublime skill, capable of carving living puppets. These puppets are stronger than humans by a small portion (possessing **You are a Toy!** above).
>
> **Madness Technology [200 Upgrade]** You are capable of copying the technology of Wonderland and Oz, producing magic technology of dubious utility. You can bake cakes that grow people or create drinks that shrink people. You can also make the mechanical card-soldiers of the Red Queen and chess-soldiers of the white, as well as the tin men and scarecrows of Oz.
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> **The Grid [200 Upgrade]** You are an heir to Flynn. As a User, you can produce a laser capable of transporting you to the world of The Grid. You can produce programs in this technological world, be they human-like or light-cycle vehicles.
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> With sufficient practice, you can even produce the human-like ISOs.
>
> All Grid Tech can be reproduced in the real world by reversing the laser, letting you ride a light cycle on the streets of the normal world.
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> **Alien Technology [400 Upgrade]** You have the mad genius of Jumba. You can produce any alien technology present in the *Lilo and Stitch* universe, including the experiments

themselves. This includes plasma weaponry, ftl space ships, cloning machines, and so much more.

Atlantean Expedition [100 Upgrade] You can produce the human technology of *Atlantis*. The major benefit here is the ability to produce the submarine, *Ulysses.* The submarine is both massive and armed to the teeth.

> **Ancient Atlantean [200 Upgrade]** You have access to the heart of Atlantis, capable of reproducing its wonders. This includes the sea monster-like machine known as the Leviathan, the flying Martags, and the weapon Gnoc Neer.
>
> You also speak Atlantean fluently.

Make-An-Inator-Inator [400 Upgrade] You are a mad scientist capable of producing nearly any invention in the form of an -inator. These -inators are truly capable of anything from letting you do an action over again to manipulating reality itself.

The sole struggle here is that you are unable to build these machines without implementing a terrible flaw into each one. Normally this takes the form of a self-destruct button or terrible weakness. In addition, the less serious your machines are, the better they function.

104 Days [600 Upgrade] You are a genius inventor who is likely too young to be doing this. As an inventor, you are functionally limitless. You could produce machines that open portals into other realities, superintelligent AI, teleporters, buildings large enough to reach the moon, and so much more.

Your greatest strength is not how effective your technology is, but how quickly you can build each piece. You could build each of the above inventions in an afternoon with enough resources, but this does require that you have a few helping hands along the way. Alone, you could build basically anything in two days.

The less serious and more fun a machine is, the better it functions for you.

Koboi Laboratories [800 Upgrade] You are the intellectual equal of Opal Koboi, capable of producing the miraculous technology of fairy-kind. This includes batteries capable of storing magical power, time-stopping devices, flying wing packs, time machines, and portable laser weapons.

Items:

All origins receive a stipend of **200 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn. You may import items from previous jumps into the items you purchase here, provided they match types.

Merchandise [Free] This is a large sack filled to the brim with Disney merchandise. You have an original copy of each piece of Disney media. This media comes in a convenient form, and the sack comes with the necessary technology to access all of the merchandise.

Lorcana Gooner Pack [100] This little packet of trading cards apparently belongs to some obscure local game. The cards portray various Disney characters in risque poses. Once a day you can choose one card and use it to summon a replica of the displayed character for 24 hours, who will be available as a sexual partner for that period; these temporary companions are completely useless for anything that isn't sex or basic tasks. One day after opening the packet, all cards will disappear (although the summons will not), and a new unopened packet will be issued in their place.

Inheritance [200] Upon entering this world, you receive a large inflow of cash that will set you up as a wealthy noble in nearly any time period. This inheritance follows you from world to world, meaning that if you manage to grow your fortunes, you'll keep what you've earned.

You are also higher status than most people in the world, with all the social benefits this provides. You also have the necessary skills for maintaining this status, such as etiquette.

Disney Universe Park [400] This massive theme park is the perfect union of Disneyland and Disneyworld, and it's yours.

The park itself is a warehouse attachment unless imported into the world, and produces hoards of money from the various customers that enter it. While inside your warehouse, harmless multiversal travelers will pass through the park and keep its income flow steady.

The park is staffed by eager and competent followers. These followers are prepared to follow your lead on upgrading the park. If you wanted to include an adults-only section of the park with more sexual content, they'd make it happen. In fact, you'll find that the park has its income improved by lewd changes like the above.

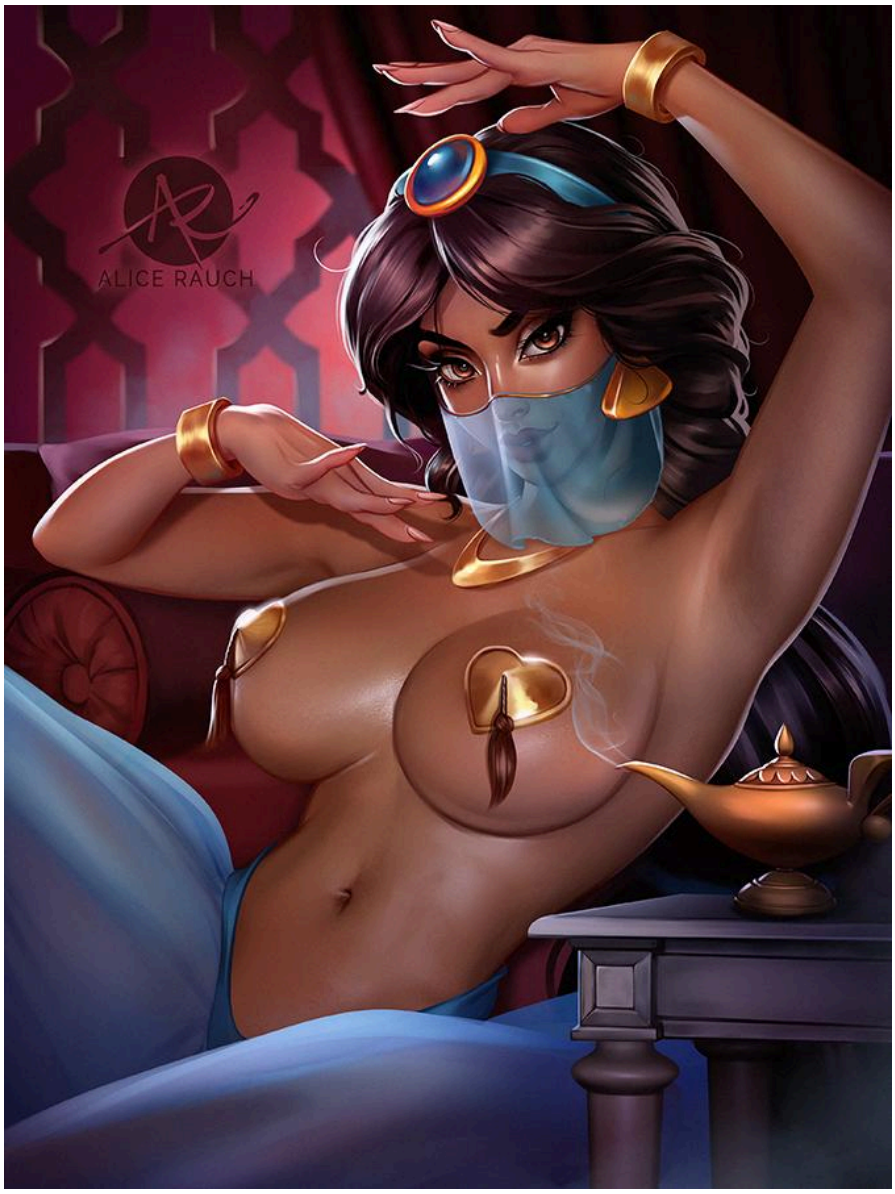
Dimensional Scissors [600] This pair of unassuming scissors has the ability to cut through dimensional boundaries, letting you produce portals between worlds.

Scissor travel is limited to the local multiverse until you spark, but that's still sufficient to hop between worlds here. Not satisfied with *Hercules*? Just cut to *Kim Possible.*

> **Keyblade [200 Upgrade]** A mystical key-shaped sword forged in your own heart. Capable of the same inter-dimensional travel as the Dimensional Scissors, though primarily through shooting lasers that open into portals instead of sniping through the

borders of reality, this key is capable of much more. It can meddle with anything that has a lock or seal, can cut or bash as the situation demands, and can be used to manipulate the spirits of those it's thrust into. It makes a handy focus for magic of all kinds, can teleport to your hand no matter the distance, and is a bane to those who shroud themselves in dark power. Though definitely key-shaped, it's up to you exactly what the Keyblade looks like, from the tip of its teeth to the charm hanging from the pommel.

Hero Items:



Pixie Dust [100] This small sack is filled to the brim with fresh pixie dust. This sparkling dust provides flightless creatures the ability to fly for a short while.

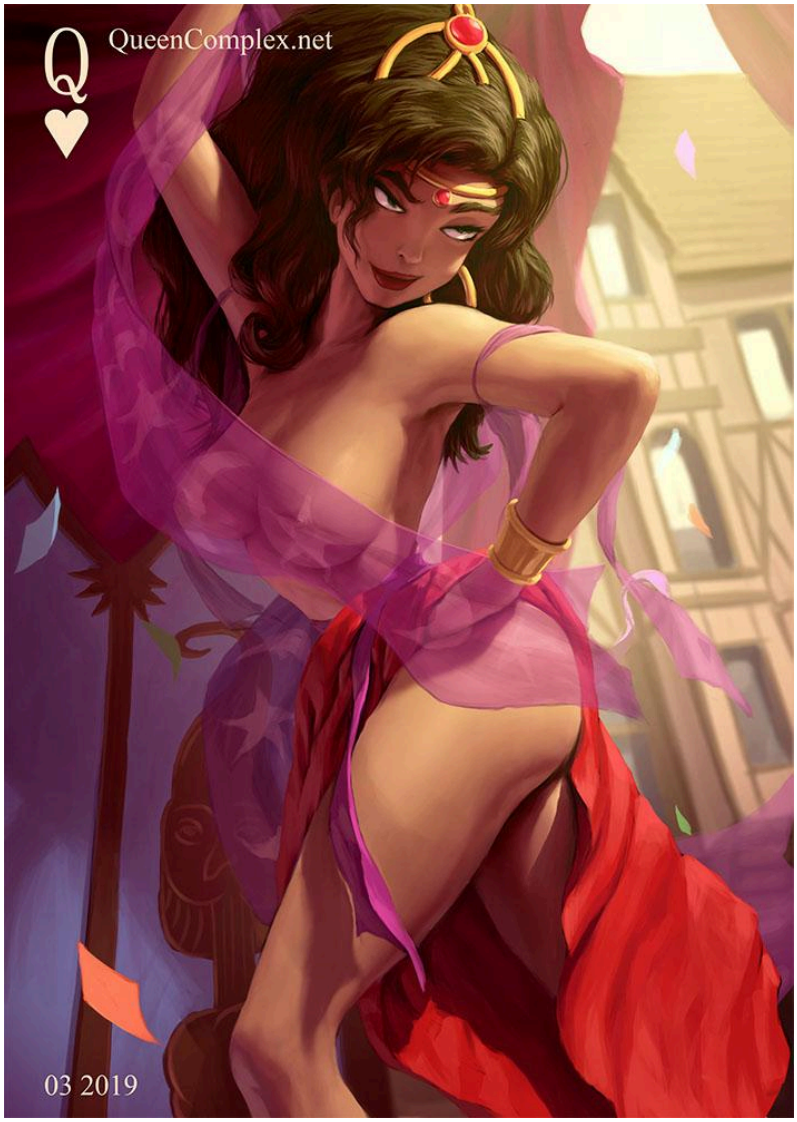
Shield of Virtue [200] This magical shield is enchanted to protect its wielder. It is strong enough to reflect dragon's fire and powerful enough to turn aside boulders. The Shield of Virtue is designed to protect other people. When you are using it to protect someone else, the shield is vastly more effective than just using it for yourself.

Agrabah [400] This magical city is your rightful kingdom. You have thousands of loyal subjects, a trustworthy vizier, and a luxurious palace. You rule alone as sultan, capable of making whatever dubious decisions you desire. You could throw grand parades, wild feasts, or just form a harem of your citizens.

You may swap the aesthetic of Agrabah to any other historical aesthetic, whether it be a charming French city or a ramshackle pirate's harbor. The kingdom of Agrabah will follow you on your chain, importing itself into a proper place in the new world. All the citizens of Agrabah will follow you on your chain, and the city maintains any upgrades you provide it.

Divine Implement [600] You might not be a god, but you've got the weapon of one. This weapon is uniquely suited to your powers and built to be their perfect complement. This weapon is as mighty as King Triton's Trident or Zeus's Thunderbolts; with it you can humble titans.

The longer you wield your divine implement, the more godly power flows through your veins. You'll never become a god (see **powers** for that option), but you do develop in every aspect as you touch the divine. You'll become stronger, wiser, and more beautiful with each passing day. You are also immortal as long as you keep the weapon in your possession.



Rogue Items:

Robin's Bow [100] This carved bow was crafted by Robin Hood himself. The bow itself is a masterpiece and perfectly fitted to your body.

As you wield the bow, you can feel it guiding your arms. Every arrow you loose from the bow makes it to its mark as if it were shot by Robin himself. You can also feel the bow training you with every shot. Eventually you'll be able to match Robin in an archery contest.

Disguise Kit [200] This kit of wigs and makeup is sufficient to disguise oneself. You can swap between charming prince and lowly beggar within a couple of moments, or between a scheming vizier and harmless old man.

You'll find the kit supplies you with plenty of wonderful gifts even if you have no need to disguise yourself. You can pull entire outfits from the bag, rendering yourself capable of attending balls and formal meetings within minutes. These outfits are always perfectly tailored to show your best aspects.

Jack's Compass [400] This small metal compass provides you with the guidance you need to reach your heart's desire. Useless as a normal compass, it constantly points to what you desire most. Used carefully, you could potentially find anything.

RLS *Legacy* [600] The RLS *Legacy* is a fine starfaring sailship. Crewed by a trustworthy set of sailors, the ship has beautiful solar sails capable of traveling through the stars. The ship has sufficient crew quarters, a mess for the sailors, and luxurious accommodations for the captain (and you yourself). The sailors and captain are followers and travel with you from jump to jump.

The ship can not only travel unhindered in space; it travels faster than light as it cuts through cosmic tides and stardust. It is also capable of riding on water if necessary, but doing so truly annoys the sailors. You also have the blueprints necessary to reproduce the *Legacy's* solar sails, life support, and gravity generators.

Villain Items:



Snake Headed Staff [100]
This bronze snake staff has glowing red eyes capable of hypnotising others. This staff has a greater effect on individuals with weak wills. The staff itself is also decently effective as a weapon.

Kuzco's Poison [200] This laboratory is filled to the brim with poisons and potions designed to produce a mad variety of effects. With these potions, you can turn your enemies into fleas, catgirlify your loved ones, or just straight up kill someone. You can even disguise these potions in food (such as an apple).

This item is also not limited to Yzma's lab, but will self-upgrade as you gain perks and powers. For example, with **Alien Technology** you would see this lab gain equipment equal to Jumba's own.

The laboratory possesses the information and resources necessary to produce your own poisons and potions, and is fully restocked at the start of each week.

Nomanisan Island [400] This remote island is home to your villainous lair and dynamic security team. The island is built into a volcano, with lava tubes acting as exhaust for its rocket transportation system.

The security team here is powerful enough to be a paramilitary group, with flying machines and fully automatic weapons. They are universally loyal and skilled, but they aren't necessarily the smartest people around. Your team and island follow you into each new jump, importing into a valid location.

The Underworld [600] You are the grim master of the Greek Underworld. This provides two major benefits to one such as you. First, you have power over the souls in your possession. You can therefore resurrect the dead from your afterlife and press them into your service through diabolical deals.

Second, you have access to Tartarus and the titans within. Once per jump, you may release the titans to destroy a single target of your choice. The titans are immensely powerful, but can still lose to stronger targets.

The underworld itself has a massive stone manor where you can rest peacefully. The entire underworld is protected by a giant three-headed dog named Cerberus. The underworld travels with you into future worlds. If a world you enter has other afterlives, you must compete for souls by spreading your worship. If the world is devoid of any known afterlife, yours becomes the default.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import or create companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match. All companions are adults.

Your Princess [100] This beautiful young woman is a princess from a far-away kingdom. She'll latch onto you without a care in the world, quickly falling in love. You'll find rather quickly that she's built for you as well, with the two of you actually possessing true love for each other. She'll seduce you as much as you seduce her.

The Princess has **With a Kiss, Animal Friends,** and **Make a Man Out of You** or **Inventor**.

Your Partner in Crime [100] This experienced thief is your business partner and friend. She is the Little John to your Robin Hood, filling in the spaces where you lack expertise.

She's cocky, confident, and seductive. She'll begin sending you aggressive signals as soon as you enter this world, making it very clear that she'd prefer to be friends "with benefits". She's also got a heart of gold that doesn't suit her skill at robbing people blind.

She has **King of Thieves, Frying Pan Knight,** and **Robin's Bow**.

Your Lackey [100] This is the Kronk to your Yzma, the Pain and Panic to your Hades. This athletic, kind, and capable woman is as beautiful as she is a little clueless.

She'll do anything you ask, from poisoning the King to carrying you around on her back. She's just happy to be around you. You'll find she is rather fond of you, but surprisingly shy about it. The most forward she'll ever get is asking for a reward after really going above and beyond for you, but the rewards she asks for are typically small things like spending time together.

She has **Your Eternal Reward, Karate,** and **Make a Man Out of You**.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Supplement [0] You may use this document as a supplement to a different jump. If these jumps have different settings, they blend together. CP totals do not combine.

Genderswap [0] You may freely gender-swap the various characters in this continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Species-swap [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not gods. You may choose which characters end up as which species.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *Live Action Remake - This world has been slightly rewritten with a different flavor, typically a little worse than the original, but it is slightly more realistic.*
>
> *Oblitus Casa - This world is much darker than the original, being almost horror-themed. The people are largely the same, except everyone is more sinister (even the heroes).*
>
> *Early Animation - This world has been shifted into a film that better fits the ideals of Walt Disney himself, and thus becomes closer to the original Snow White than the more modern style of the Disney studio.*

Extended Stay [+100] Your jump time is extended by ten years for each purchase of this drawback. You may take this drawback up to nine times, for a maximum jump time of one hundred years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Duck Speak [+100/200] Nobody is going to be able to listen to your tales like this, because you speak exactly like Goofy. For an additional **+100 CP,** you speak like Donald.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Shrouding Dark Cloud [+200] The Villain(s, if you take **Going Turbo**) of your world has gained the attention of The Heartless, creatures of pure darkness that hunger for the spirits of those who live. These monsters take myriad shapes, cannot permanently die except through the use of certain weapons, and seek to consume as many Hearts as possible. In this pursuit, they will ultimately consume your entire world and move on, but in the meantime they'll support the local villains. If you yourself are a Villain, you'll find yourself receiving their support as well, but beware: the Heartless always turn on and consume those who call them eventually.

Twist Villain [+200/300] You've got a traitor in your midst, a traitor who will soon reveal his true character. This twist villain cannot be a companion or someone you're planning to make a companion, but is guaranteed to betray you. You will be given sufficient warning to decipher who the traitor is with some effort, but it will be difficult to discover before it's too late.

For an additional **+100 CP**, this twist villain is poorly thought out. They have no reasonable motive and will just betray you at the drop of a hat. There will be no clues to their true identity.

Going Turbo [+200/300] Usually each story here has a single villain, but your world has two. A villain from another Disney property has been inserted into the world you've chosen. Which villain this is is random, but they are not meaningfully stronger than the original villain.

For an additional **+100 CP,** the villain could be anybody. Good luck dealing with Bill Cipher in the world of Pocahontas.

You may take this drawback up to three times (including the modifier).

Warehouse Lock [+200] You cannot access your warehouse or its contents for the duration of the jump.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

No Powers [+300] Powers from other jumps do not work during this jump.

Toontown Cases (Scenarios):

You've managed to stumble upon a passageway to Toontown. This colorful and exciting town is home to toon-kind and serves as a central hub for the majority of Disney's properties.



Upon entering Toontown, you find yourself inheriting a private detective's office and paperwork (through a series of wild coincidences). The office is *filled* to the brim with cases and maps of Toontown. You find that by taking the correct sequence of roads and alleys, you can end up in any world in the local multiverse.

You can take on any of the cases below, getting directions to the worlds in which they take place. There is no limit to the number of simultaneous cases you may take. Any characters within cases can be gender-swapped with **Genderswap** above. All case companions are adults. All case (scenario) companions gained through my (NSFW) jumps can be imported together as a group companion with individual stipends.

To succeed as a private eye, you must complete at least three cases before you leave this world. You do not have to succeed at this case to keep your rewards from other cases. You may take cases without using this

scenario if you can reach them yourself.

Reward(s): By completing three or more cases, you establish a solid name for yourself in Toontown. This newfound fame and fortune leads the singer Jessica Rabbit to submit a resume. She's more than willing to act as your secretary, personal aide, and professional patty-caker. You may take Jessica and her wife Rosa with you as companions.

Jessica has **Musical, With a Kiss, But You Have Heard of Me,** and **Won't You Shake a Poor Sinner's Hand?**

Rosa has **Goofy Moves** and **Zootopian**.

If you succeed at twelve or more cases, you receive Toontown itself as an item. Toontown functions as **Agrabah**, but has the same multiversal potential as **Dimensional Scissors** (although it is significantly less convenient to use).

Happily Ever After:

This world is home to a Disney princess but it is lacking a character and has chosen you to fill the gap. If you are using **Characterization,** you take the place of the original character; without using **Characterization,** you simply enter as yourself in the role of that character.



You may choose to enter this world in the place of a prince, princess, wacky side character, or villain. Your role determines how you must solve this case. Princes must rescue the princess, princesses must simply survive the plot, wacky side characters must make sure the prince and princess survive the plot and fall in love, and villains must complete their goals.

You may choose to be highly compatible with a character (or characters) of your choice. You may also take this case multiple times, selecting a different princess story for each one.

Reward(s): You receive a commemorative snow globe from the world you are visiting.

Note: It is not required that you seduce someone to pass this case. This is especially useful for DANTE MUST DIE below.

Depending on your role, you may take the following characters with you as companions. Provided, of course, that you have a good enough relationship with that character to do so. These characters receive their entire powersets converted into equivalent perks, powers, and items.

Princes can take their princesses.

Princesses can take their princes.

Wacky side characters can take both their princess and prince (remember **Genderswap** above) if they seduce them both.

Villains can take both the princess and prince as slaves (see **Almost Hypnotic** below)

You may take this case multiple times, each time choosing a different story.

DANTE MUST DIE: Instead of taking a single story, you must work through each Disney Princess story in chronological order.

Reward(s): You may leave this jump early at any time after completing the plots above. You also receive **Disney Universe Park** for free.

Straight to DVD:



You've managed to find yourself a case that takes place in a non-standard Disney property. This could be anything from a forgotten TV show to a sequel of a vastly more famous product. This is the realm of unofficial princesses, underappreciated flops, and simply unknown characters.

It seems some scratches on the DVD have caused some serious hurdles to appear in the way of our heroes, and you've been hired to deal with the problems as they arise. These hurdles can manifest in a variety of forms, from staticky monsters to warped locations.

To solve the case, you have to help solve the plot of the particular product you've entered. To help you achieve your goals, you may choose to be highly compatible with a character (or characters) of your choice.

Reward(s): You may take any allies from this scenario as companions if they are willing. They receive their powersets converted into equivalent perks, powers, and items.

Trainer of Heroes:

Hercules, daughter of Zeus, has been rendered (semi-)mortal and stranded on Earth as a child. She's recently discovered her true heritage and decided to become a hero to regain her immortality. Blessed with super strength and near indestructibility, she's a great choice for a hero.

Sadly she's very new to this whole business, so she's sought out a teacher to help her learn. Phil is out traveling so you're the only hero-trainer in town, Jumper.



To succeed in this case you have to mentor Hercules and help her become a hero. You have a year to accomplish this task, because that is when Hades will release the titans. Hercules will then have to face the titans and rescue the gods of Olympus.

Fortunately, Hercules trusts you a great deal. This may or may not be a result of a small crush she's been developing since you met. This also extends to the mysterious Megara, who has been hanging around you two for a while now. She seems interested in the mighty Hercules and her mysterious teacher.

Reward(s): You may take Hercules and Megara as companions. They receive their powersets converted into equivalent perks, powers, and items.

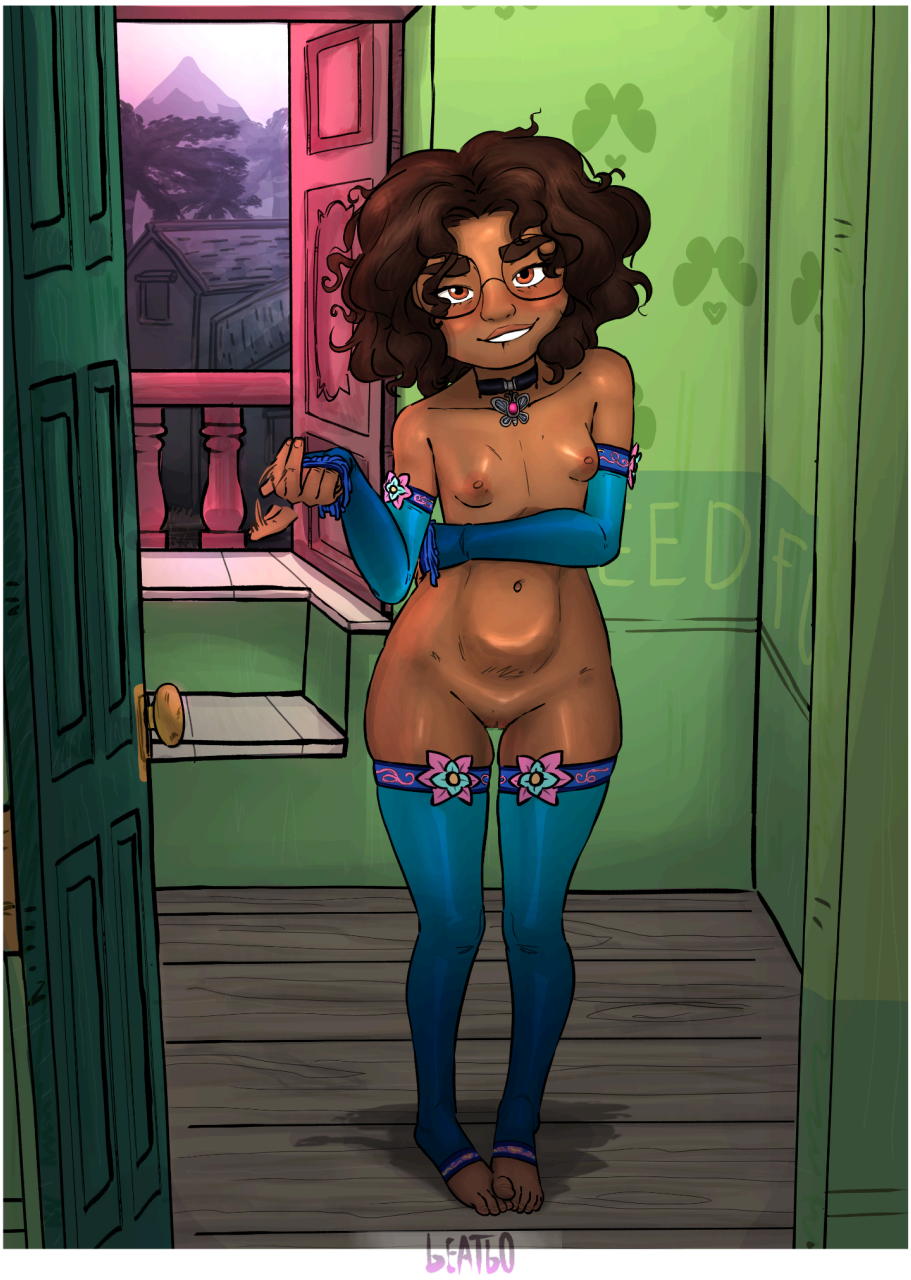
Hercules has **Demigod**, **Make a Man Out of You,** and **True Knight.**

Megara has **With a Kiss** and **Won't You Shake a Poor Sinner's Hand?**

If Hercules manages to defeat the titans by herself (as in, no helping) you gain a further benefit. You'll go down in history as a legendary trainer of heroes, and you'll receive the blessings of Olympus. Not only will you be able to visit Olympus whenever you'd like, you'll find the gods of Olympus extremely grateful. You may take any willing gods with you as companions, they receive their powersets converted into equivalent perks, powers, and items.

Gifts:

Welcome to the lovely mountains of Colombia. Your case here is relatively simple, discover what is threatening the supernatural gifts held by the Madrigals.



This is harder than expected (even if you've seen the film). You'll have to get close to the various daughters of the Madrigal family and cut through many years worth of suffering to figure out how to maintain the ongoing gift.

To make things easier for you, the Madrigal family has invited you here for other purposes than the case of their weakening powers. Many of the members of the family view you as exciting and handsome, and you've been invited here as a potential husband for many of the unmarried Madrigals. You'll find that each member shows this attraction in different ways, such as Dolores listening intently whenever you speak.

Reward(s): You may take any of the Madrigals (or their extended family) as companions. They receive their powersets converted into equivalent perks, powers, and items. Each member has their gifts represented by **Super Hero** above, and everybody has the perk **Musical**.

Final Fantasy?:

(You must take **Shrouding Dark Cloud** to take this case)

This case overwrites a different case. As you prepare to complete that case, you find that the world is being flooded with Heartless.



Luckily for you, three heroes arrive from another world and assist you in driving back the darkness. These heroes are Sora, keyblade wielder, Minnie Mouse and Daisy Duck (you may freely select which two characters accompany Sora). It appears that Sora has been doing this for a while, and she'd take any assistance an interdimensional being like yourself can offer.

You'll find yourself on a quest that will take you through two other Disney worlds, and encounter various Kingdom Hearts and Final Fantasy characters. You may take on cases in these worlds as applicable.

To succeed at this case, you must assist Sora in driving back the darkness within the worlds you travel to. You'll find yourself growing closer with the team of heroes as you journey together.

Reward(s): You may take any allies from this scenario as companions if they are willing. They receive their powersets converted into equivalent perks, powers, and items.

You also receive a **Keyblade** of your own at the end of this case.

Threat from Another World:

(must have taken **Toontown Cases**, or be able to traverse local multiverses)

The apocalypse is coming. Queen Andrias plans to invade our world as her ancestors did. At the same time Empress Belos plans to drain all magical creatures bearing a coven sigil.



This would all be rather terrifying if you weren't around to assist. Your ability to traverse the local multiverse (assuming you took Toontown Cases or have Dimensional Scissors) allows you to pass between Amphibia and the Demon Realm rather casually, and your cover identity has a personal connection to both protagonists (Anne and Luz, respectively).

You must juggle these two ongoing apocalypses, and manage your relationships with both protagonists and their allies. This might be a large problem for you, however, it can also be a massive boon. Nothing is stopping you from focusing on a specific problem or using the protagonists of one world on the enemies of another.

To succeed in this case, you must defeat both Andrias and Belos and prevent any further apocalypses coming from the Core or Collector.

Reward(s): You may take any willing allies from this scenario as companions (not just Anne and Luz). They receive their powersets converted into equivalent perks, powers, and items.

Anne has **Super Hero (Blue Gem)**, **Make a Man Out of You, Karate,** and **Sorcerer's Apprentice**.

Luz has **Sorcerer's Apprentice**, **Make a Man Out of You, Prime Merlinean, Musical,** and **Animator.**

Manhattan Clan:

Welcome to New York Jumper. You are the newest consultant of the NYPD and, more specifically, Detective Elisa Maza. As a consultant, you're destined to have your life intertwined with the lives of the Manhattan clan of gargoyles. You'll meet them shortly after your entrance, along with the eccentric tech CEO (and self-made woman) Daphne Xanatos.

The strangest effect of your transportation here is the usurpation of the bond between Macbeth and Demona. Macbeth will begin to age normally, and Demona will attempt to seek you out to determine what has happened between you two.



You have been thrust into an ongoing battle between gargoyles and humans, between good and evil, and between ancient and modern. Unfortunately for you, this battle is looking a lot more like a competition for you. Demona will see you as an ideal mate, Elisa will find herself looking your way often, and Xanatos will approach you with the same zeal she approaches anything.

To succeed at this scenario, you have to do what you were brought here to do: consult. You'll have to work for the NYPD for a year before you can leave; case closed. If you'd like to remain here and keep your job after the year is over, that's your prerogative.

Reward(s): You may take any allies from this scenario as companions if they are willing. They receive their powersets converted into equivalent perks, powers, and items. All gargoyles lose their weakness to the sun at the end of this jump.

Demona has **Sorcerer's Apprentice, Prime Merlinean, Gargoyle, Make a Man Out of You,** and **Inventor.**

Elisa has **Make a Man Out of You** and **True Knight.**

Xanatos has **Inventor, Karate, Super Spy, Sorcerer's Apprentice,** and **Xanatos Gambit**

You also gain the Eyrie Building as an item. It automatically imports into future jumps, appearing seamlessly in the largest city in the world.

Falling Star:



Your peaceful Hawaiian vacation is interrupted by a falling star. Rising from the wreckage is a blue six-armed space babe who promptly falls unconscious in your arms.

This lovely little lady is Stitch, otherwise known as experiment 626. She's a purpose-built killing machine produced by a mad scientist, but she's also stuck on an island in the middle of nowhere.

She's got a bit of an attitude problem, being both violent and rude at times. She's also a bit lost, latching onto you like a missing duckling. She doesn't really have any idea of what she likes or dislikes, so she'll just follow your lead. The sole exception is that she's entirely certain she enjoys sex. She'll proposition you often, be certain of it.

To solve this case, you have to get her ready enough to meet the alien cops chasing her. If she can demonstrate she's capable of participating in society, she'll be released. You have three weeks to accomplish this.

Reward(s): You may take Stitch as a companion. She receives **Monster, Experiment, King of Thieves,** and **Your Eternal Reward.**

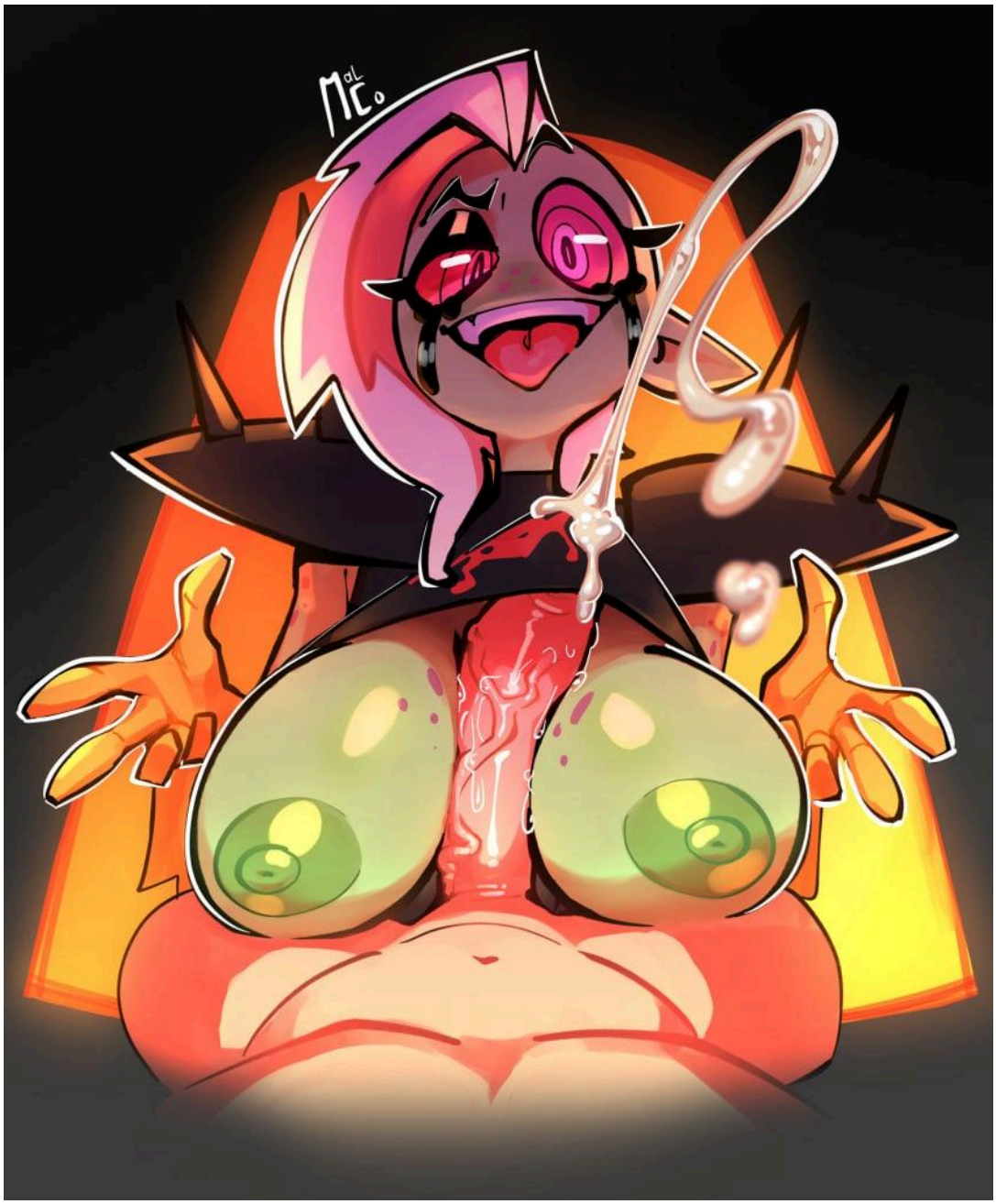
DANTE MUST DIE: The ship that crashed wasn't a simple passenger craft, but instead a prisoner transport ship. You aren't limited to assisting Stitch, but can help any of the other experiments.

Reward(s): You can take these other experiments as companions; they receive their powersets converted into equivalent perks, powers, and items.

For the additional risk, you receive the power **Inventor**. If you take three or more experiments on, you also receive **Alien Technology**.

LOVEMUFFIN:

You've been hired by a girl named Vanessa to spy on her father, Dr. Heinz Doofenshmirtz. Apparently she's been tracking his villainous activity for a while now, and she's convinced he is headed to some villainous conference.



When you arrive, you find that she was definitely correct. There are a lot of villains hanging around; more specifically, a lot of villains kneeling down while tied up like hostages. It seems like a villainess named Lord Dominator has arrived and begun rounding up all the competing villains.

When you relay this information to Vanessa, she goes into a panic and begs you to protect her father until she's able to get some help (she swears she knows two girls that happen to be the best inventors in the world). If you manage to get Heinz free, he'll actually be a great help with his talent for making things explode, but you are otherwise stuck alone against the Lord Dominator until backup arrives.

To succeed in this case, you must prevent the Lord Dominator from destroying Earth by delaying her invasion until backup arrives.

Reward(s): You receive the undying gratitude of Earth's villain community. You may take Vanessa as a companion if you manage to protect her dad. You can also take any of your

backup with you as companions if they'd be willing to travel with you. This includes but is not limited to…

Vanessa has: **Musical.**

Candance Fletcher has **Musical**.

Isabella Garcia-Shapiro has **Musical, Inventor, Karate,** and **Super Spy.**

Phoebe Fletcher has: **Musical, Paranormal Investigator, The Emperor's Groove, Inventor,** and **104 Days**

Fern Fletcher has: **Musical, Paranormal Investigator, The Emperor's Groove, Karate, Inventor,** and **104 Days.**

If you manage to personally defeat Lord Dominator, you earn her respect, and you may take her with you as a companion. She has **Musical, Inventor, Alien Technology, Elemental Spirit (magma),** and **Chernabog.**

Genie of the Lamp!:

You were hired to fetch a lamp for a crazy-looking old man, only for him to attempt to kill you with a dagger just as you got it to him. This wacky series of events has led you to be trapped in a pile of sand with nothing but a metallic lamp and a flying carpet for company.



When you rub on the lamp, a familiar face appears, but not in the way you expected. Instead of facing the charismatic and exciting face of Robin Williams or Will Smith, you find yourself staring at a beautiful young woman with flowing purple hair.

It seems this world's genie is more of a half-genie hero than a full genie. Shantae has her full game powerset, but this falls substantially short of **Phenomenal Cosmic Power**. Using the weakened spirit of the lamp and your own wits, you must exact your revenge on Jafar for attempting to kill you.

At your discretion you can replace Shantae with Eden or just Genie proper. They are weakened like Shantae until you solve the case.

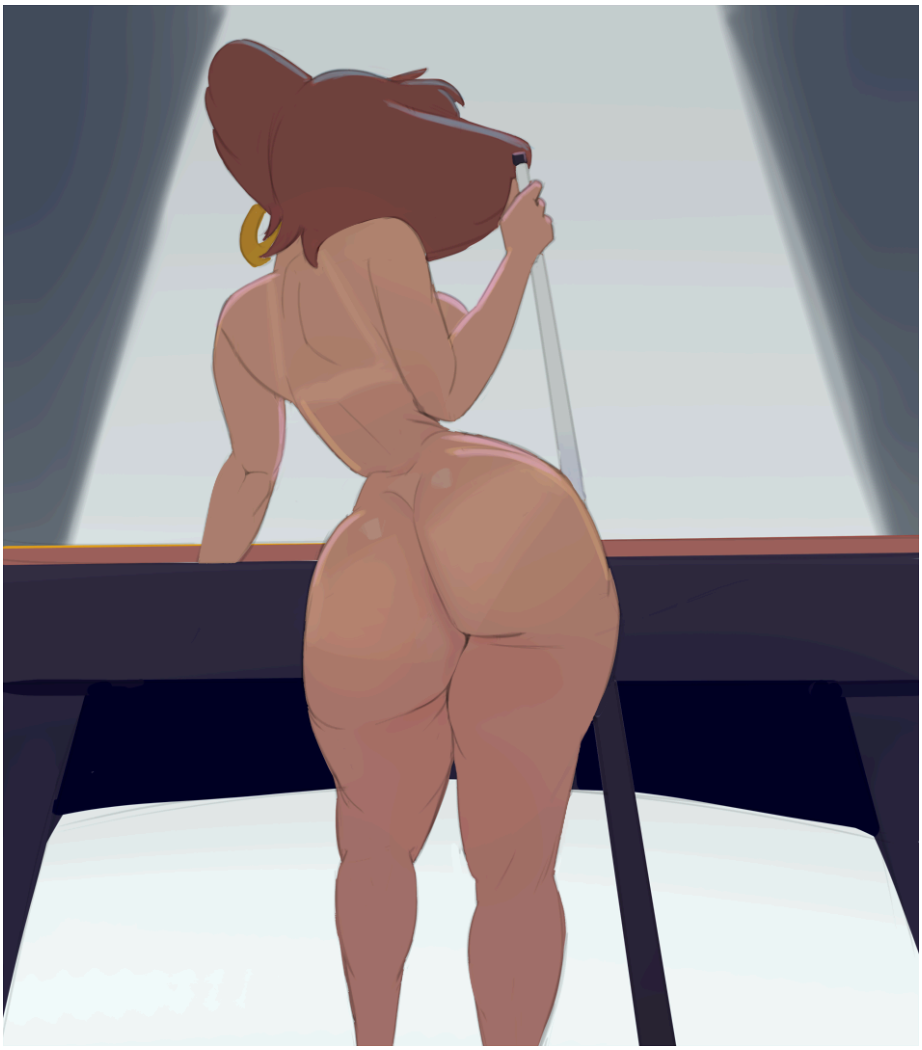
Reward(s): You receive Shantae as a companion, who is buffed to the levels of **Phenomenal Cosmic Power.**

You can use your three wishes as usual. If you use your last wish to free Shantae, she receives that version of **Phenomenal Cosmic Power.**

If you keep Shantae chained, she counts as a slave for the purposes of **Almost Hypnotic**. She receives the full power of **Phenomenal Cosmic Power** but can only grant you a single wish per jump. She also fully embraces her genie side in slavery, shifting personality and appearance to match Nega-Shantae.

New Neighbor:

It seems you've managed to catch a massive windfall as you inherit a home in the suburbs. This neighborhood is home to many famous faces, such as Mickey and Minnie Mouse, Donald Duck and his uncle Scrooge, and Goofy Goof with his daughter Maxine.



You find out pretty quickly that the entire house inheritance was a scam; you don't actually own the home you're in and owe quite a bit of money for using it. To succeed here, you've got to find creative ways of earning some serious cash.

Luckily for you, your neighbors are all rich eccentrics who are prepared to help you out if you help with all of their various side projects. In another stroke of luck, these side projects almost invariably go lewd. Helping Scrooge will give you plenty of access to exotic locations and crazy inventions, whereas babysitting Maxine for Goofy might see her and her friend Roxanne grow a little crush on you. Pete will just straight up pay you to have sex with his wife, but not nearly as much as you are worth, the cheapskate.

This case ends when you have raised a million dollars to pay off the home. (You can obviously cheese this through just having money, but you can remain here as long as you'd like).

Reward(s): You receive a beautiful house in the suburbs. This house inserts into a good neighborhood in each following jump you visit.

You may also take any of your neighbors with you as companions, provided they are willing to follow you. They receive their powersets converted into equivalent perks, powers, and items.

Happily Never After:

Congratulations, you are the newest career advisor to a Disney villain of your choice. You have been tasked with assisting them in their quest. Some villains are remarkably easy to help (essentially losing only through dumb luck); other quests are hampered by the villain themselves.



The major source of danger here is the villain themselves; villains tend to be unstable at the best of times. At the very least, you two seem to get along rather well, being shockingly compatible.

You may take this case multiple times, selecting a new villain each time.

Reward(s): As payment, you receive an **Inheritance**.

You may take any villains (or henchmen) with you as companions, provided you have a good enough relationship with that villain to do so. They receive their powersets converted into equivalent perks, powers, and items.

You may take any heroes you capture as slaves for the purposes of **Almost Hypnotic** below.

Villains Victorious:

This world has seen each Disney hero fall before their villain. If you are a Hero (or even a Rogue), you will face an uphill battle. Villains have an easier time.



Heroes and Rogues must fight their way through each victorious villain, liberating their princesses and princes from bondage. This will be immeasurably difficult on a good day, because at their peak sits Chernabog (who has **Sorcerer's Apprentice, Prime Merlinean**, **Wand-Bearer of Mewni**, and **Chernabog**). This baleful demon will fight you with bile and hate until he lies dead at your feet.

Villains will find their time here shockingly pleasant in comparison. You'll still have to fight villains; scheming bastards like Jafar won't be content to just enjoy their lives, but you can live semi-peacefully here, away from the forces of good. You can even raid the victorious villains for their captives. Chernabog just seems to enjoy the infighting.

To help you achieve your goals, you may choose to be highly compatible with a character (or characters) of your choice.

Reward(s): Heroes and Rogues may take any captives they've freed as companions, provided they'd like to travel with you. They receive their powersets converted into equivalent perks, powers, and items. You also receive **Epic** for free.

Villains may count any “liberated” captives or subjugated villains as slaves for the purposes of **Almost Hypnotic** below. If you can manage to subjugate every other villain (this is, of course, optional), then Chernabog will name you his successor and grant you the perk **Chernabog** for free. Enjoy your leisure as a villain of villains.

Weirdness Magnetism:

Your dimensional transit was halted by a mysterious barrier, leaving you stranded in Gravity Falls, Oregon. As a weird creature yourself, being a dimensional jumper and all, you're stuck in this town until Weirdmageddon.



You've arrived three days before Mabel and Dipper Pines will begin their vacation with their uncle Stan. Your goal here is simple: defeat Bill Cipher by either halting Weirdmageddon or preventing it outright.

To help you achieve your goals, you may choose to be highly compatible with a character (or characters) of your choice.

Reward(s): You are free from the Weirdness Barrier. You receive the perk **Paranormal Investigator** for free and are now immune to hostile reality-bending.

You may also take any townsfolk of Gravity Falls as companions if they'd be willing to travel with you. They receive their powersets converted into equivalent perks, powers, and items.

Mewni Exchange Student:

You've been selected as host for a princess of Mewni. You'll be responsible for caring for the princess and ensuring she learns how to use magic responsibly. This Princess can be any member of the Mewni royal family, including Star, Eclipsa, and Moon Butterfly; however, they'll be your host student during their youth.



The major problems arise as the princess begins to develop a sizable crush on you, with the two of you being extremely compatible. This largely becomes a problem as they enter mewberty (which takes place shortly after adulthood in this world). You'll find yourself facing down a bug-like, boy-crazy princess who is extremely attached to you.

To help you out, a Karate wielding latina named Marcia Diaz seems to have become fast friends with your princess. This certainly has nothing to do with seeing more of her handsome host family.

Reward(s): You may take your exchange student and Marcia Diaz as companions if they'd be willing to travel with you.

Princesses of Mewni receive **Sorcerer's Apprentice, Prime Merlinean**, **Wand-Bearer of Mewni, Royal Mewman,** and **Inheritance**.

Marcia Diaz receives **Karate** and **With a Kiss**.

You may also take other residents of Star's Universe as companions (provided you have a good enough relationship of course), including Hekapoo and Jackie.

Stealing Gold from a LEPRecon:

You were approached by an old friend one dark night. Butler is as monstrously big and dangerous as you remember, and she needed your help. Her charge, a young supergenius newly turned 18, is Artemis Fowl, and she's got a heist planned.



Artemis is a terrifying young woman. She explained gleefully how the heist was going to go down, how they were going to kidnap an actual, living, breathing fairy. You thought they were crazy until they returned with one.

Now you're stuck in a SWAT standoff with the fairy police, with the sole job of making sure their prisoner doesn't do anything stupid. At least the reflective goggles are comfortable, and the prisoner (a fairy policewoman named Holly) is funny, tough as nails, and eager to relieve some boredom. You get the distinct impression she hasn't had a vacation in ages.

Reward(s): You may take Fowl (and Butler; they are a packed deal), Juliet (Butler's sister), or Holly as companions if they'd be willing to travel with you.

Artemis has **Inventor, King of Thieves, But You Have Heard of Me, The Emperor's Groove, Xanatos Gambit, Won't You Shake a Poor Sinner's Hand?,** and **Inheritance.**

Butler and Juliet have **Karate**, **Super Spy, Make a Man Out of You, True Knight,** and **Your Eternal Reward.**

Holly has **Karate**, **Super Spy, Make a Man Out of You, True Knight, Fairy,** and **The People.**

DANTE MUST DIE: Opal Koboi, after seeing your success during the Fowl heist, has decided to become your online stalker. She's so deep in the hole she's putting up photo collages of you on her walls.

Normally, a fairy stalker wouldn't be a huge deal, but Koboi is not stable or subtle. You've got to survive her insanity until the jump ends. At the very least, this doesn't start until you've finished the original scenario.

Reward(s): You get sufficient gold to equal **Inheritance.** If you haven't learned your lesson about crazy girls yet, you may also take Opal as a companion.

Opal has **Inventor, Koboi Laboratories, But You Have Heard of Me, The Emperor's Groove, Xanatos Gambit, Won't You Shake a Poor Sinner's Hand?, Inheritance, Fairy,** and **The People.**

Lightning Thief:

(You must be at least a Demigod to take this scenario)

Zeus is absolutely furious at the moment. Someone (likely a demigod) has stolen his lightning bolt, and he's decided to take out his frustrations on a demigod of Poseidon's named Penelope Jackson.

That's where you come in. If you're a demigod, you'll be called upon for Penelope's quest to discover the true thief of Zeus's lightning or die trying. You'll face several monsters, gods, and demigods, and eventually travel down to the underworld itself.

If you are a Greek god, you can only help your niece (or cousin) from a distance. You may send servants, objects, or even appear subtly. Non-Greek gods can do whatever they like (although they may face political backlash from the Olympians).



To complete this case, <u>you must help Penelope clear her name</u>.

To help you achieve your goal, you may choose to be highly compatible with a demigod (or demigods) of your choice. You may also choose which demigods quest with Penelope.

Reward(s): You receive a **Divine Implement** for free.

You may take friendly demigods or gods as companions if they'd be willing to travel with you. They receive their entire powersets converted into equivalent perks, powers, and items.

(Im)possible:

You've managed to get into a pretty prestigious college. It looks like the only thing you've got in your future is studying. Luckily for you, fate has handed you two fantastic study partners named Kim Possible and Veronica Stoppable. Those two seem to be dating, but both take time flirting pretty heavily with you.



To make things even stranger, you've been placed into a small lab with a seductive teacher named Shego. She spends a frankly inappropriate amount of time hovering around you and your lab partner, Bonnie.

To finish this case, you've simply got to pass your college courses and graduate with a degree.

Reward(s): You may take your friends from college with you as companions. They receive the following perks.

Kim Possible: **Karate, Super Spy, Make a Man Out of You, With a Kiss, But You Have Heard of Me,** and **Frying Pan Knight.**

Veronica Stoppable: **Karate, Goofy Moves, Animal Friends,** and **Monkey Kung Fu.**

Shego: **Karate, Super Hero,** and **Your Eternal Reward.**

Bonnie Rockwaller: **With a Kiss** and **But You Have Heard of Me.**

Competition?:

It’s not like Disney is the only family-friendly animator on the block. You’ve got movies from DreamWorks, Sony, and even Illumination to grapple with.



It seems your world is not as pure as expected. A couple of competing characters have managed to find their way into the world of Disney. This tends to be as seamless as possible, such as the Bad Guys appearing in Zootopia or Mavis appearing in Halloween Town.

On the plus side, you are surprisingly compatible with these crossover characters.

To solve this case, you have to finish this jump with a good enough relationship with these characters to take them with you as companions.

Reward(s): You may take crossover characters as companions if they’d be willing to travel with you. They receive their entire powersets converted into equivalent perks, powers, and items.

Almost Hypnotic:

(To take this scenario, you need to have some way of taking slaves. Such as **Hypnotic Eyes**, **Screen Slaver, Sorcerer's Apprentice,** or **Snake Headed Staff**)



Finishing this case is simple. You must simply take a single person from this world as your personal property.

Reward(s): You may take your slaves with you as companions. They receive their entire powersets converted into equivalent perks, powers, and items.

Based on the slaves you take, you receive the following additional perks.

- If you took only good-aligned slaves, you receive **Beast:** Stockholm syndrome kicks in remarkably quickly for people you've captured. Within a couple of days, you'll have your captives entirely on your side.
- If you took slaves of all alignments, you receive **Hunter:** You are a skilled bounty hunter and trapper. Not only can you track a target for many miles, you can also set up non-lethal traps that will lewdly tie up your prey.
- If you take only evil-aligned slaves, you receive **Beauty:** You are the poster-child for "I can fix them". Your beauty and attitude help the people around you become their best selves.

Merlin's PTO:

Merlin has hired you as a substitute teacher for his student Wart. You've been tasked with helping Wart navigate his new adulthood and secure his birthright as King Arthur.

Imagine your surprise then when you arrive and realize that Wart isn't an Arthur, but instead an Artoria. Your job remains the same; you must educate Artoria until she is ready and able to remove the sword from the stone.

Reward(s): You may take Artoria with you as a companion. She receives the following.

Artoria: **With a Kiss, Make a Man Out of You, True Knight, Agrabah (Arthurian England), Divine Implement (Excalibur),** and **Shield of Virtue.**



Predator or Prey?:

You've managed to find yourself transported to the animal-run city of Zootopia. It seems that the Zootopia police department has managed to find itself in a bit of a pickle.



There's a new thief on the run, responsible for the theft of millions of dollars. It seems they're a bit of a vigilante because all of the money quickly finds its way into the hands of charities. Normally a rather remarkable case, but nothing requiring interdimensional aid. A more recent development has shaken things up dramatically; however, the thief (only known as Robin to the media) has started leaking state secrets about acting mayor John and his assistant Dawn Bellwether.

You've been assigned two cops as backup, Nicki Wilde and Judy Hopps, and told to get to the bottom of this case. They are even willing to work with a human, as strange as a hairless ape is.

To succeed, you must either expose and arrest Robin and his merry men, or discover the rotten truth about the government of Zootopia.

Reward(s): Jumpers who side with acting mayor John may take Dawn Bellwether as your companion. She receives the following perks and powers: **Won't You Shake a Poor Sinner's Hand?, Xanatos Gambit, Zootopian,** and **Inventor**.

You also receive the city of Zootopia itself (this takes the form of **Agrabah** above), as well as a *private* performance by Gazelle herself.

Jumpers who side with Robin may take the following individuals with you as companions.

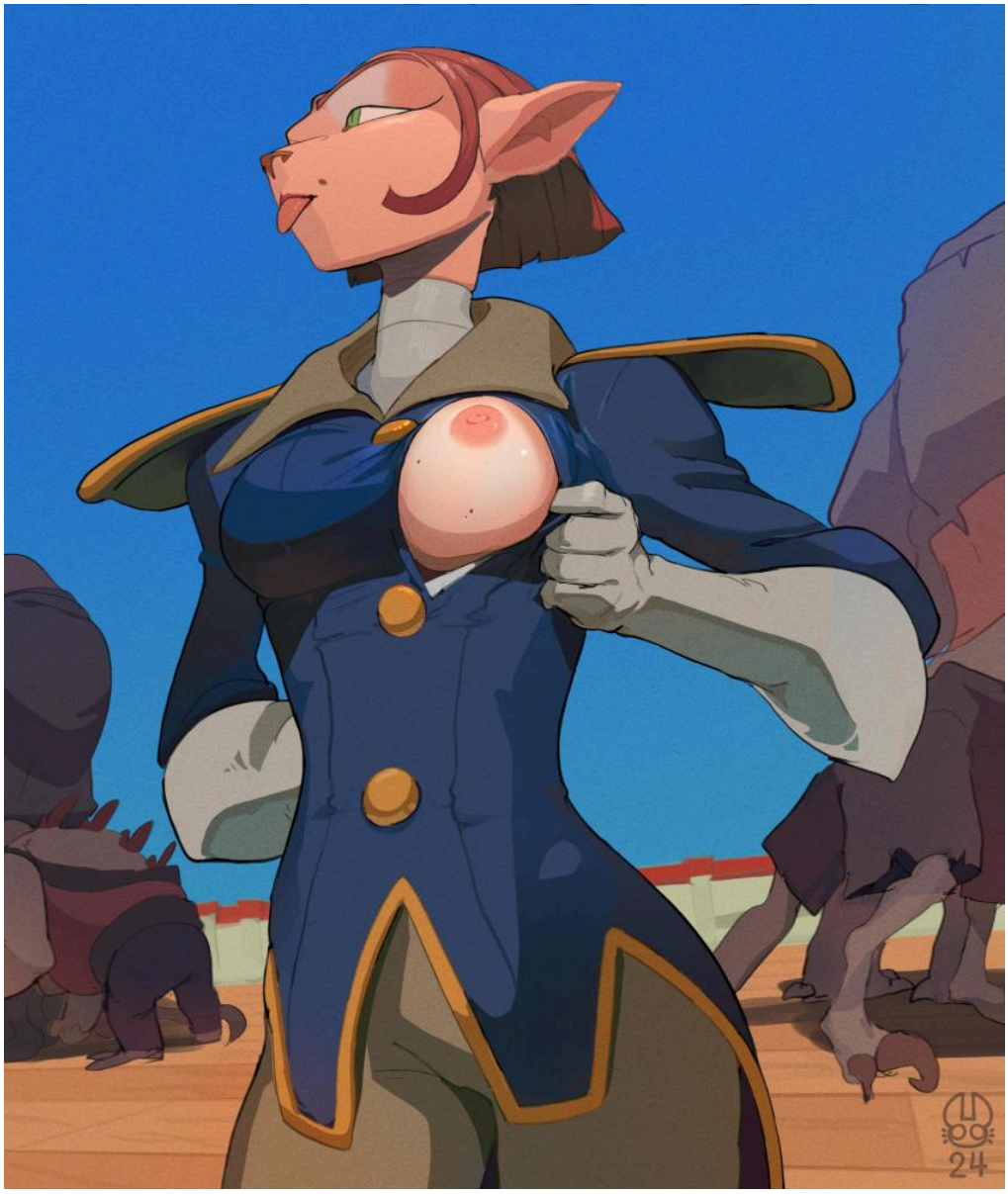
Robin Hood: **King of Thieves, Frying Pan Knight, But You Have Heard of Me, With a Kiss, Make a Man Out of You, Zootopian, Robin's Bow,** and **True Knight.**

Little Jean: **Zootopian, Robin's Bow, Frying Pan Knight, Make a Man Out of You,** and **True Knight.**

Marian: **With a Kiss, Zootopian, But You Have Heard of Me,** and **Inheritance.**

Both outcomes can take Judy and Nicki as companions, who both have **Karate** and **Make a Man Out of You.**

Never Planet:



It seems this time Petra Pan has bitten off a bit more than she could chew. Instead of a chump like Captain Hook, Petra has found herself facing Captain John Silver, interstellar menace and pirate.

The lost boys have gone off to find help and stumbled upon you. They've begged you to help rescue Petra and informed you that two other captives onboard might be of help: the previous captain of the ship, Amelia, has been locked into a far less secure space onboard, and a pirate named Jean Sparrow has been transported by John Silver for a while.

There is always Petra herself, although she's locked in the most secure portion of the ship.

To help with your daring rescue, the pixie Tinkerbell and the lovely Tiger Lily have volunteered to aid you.

To succeed, you must simply rescue Petra and the others from a death at sea.

Reward(s): You may take any allies from this scenario as companions if they are willing. This includes…

Petra Pan: **Frying Pan Knight, Make a Man Out of You, True Knight,** and **Pixie Dust.**

Captain Amelia: **Make a Man Out of You, True Knight, Zootopian,** and **RLS *Legacy*.**

Jean Sparrow: **Goofy Moves, King of Thieves, Frying Pan Knight, But You Have Heard of Me, Won't You Shake a Poor Sinner's Hand?, Your Eternal Reward, Xanatos Gambit, Make a Man Out of You, True Knight,** and **Jack's Compass.**

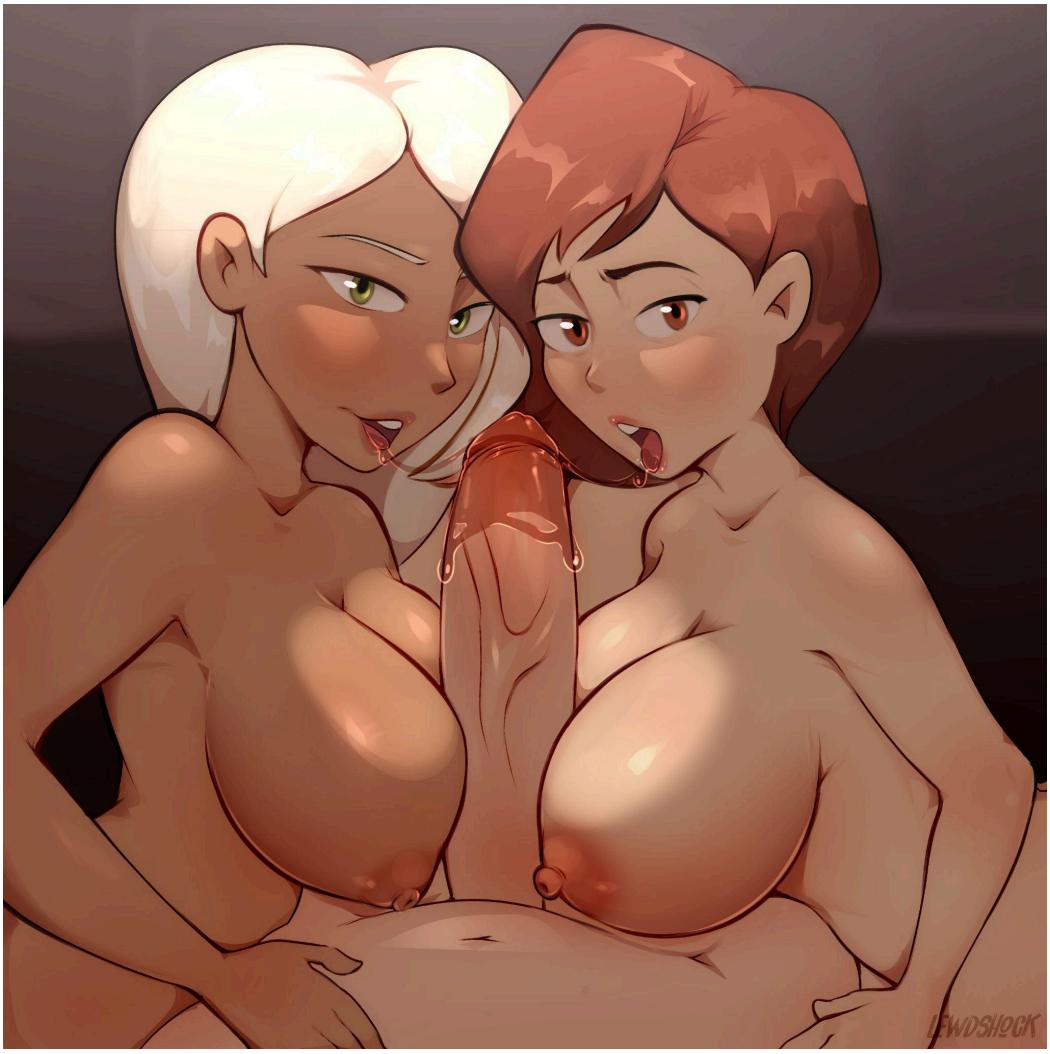
Tinkerbell: **Fairy (Pixie)**

Tiger Lily: **Make a Man Out of You** and **Your Eternal Reward.**

Deadly Mirage:

Your newest boss is an absolute freak. He wants you to honeypot superheroes into working for him. Luckily, you've done weirder, and your coworker Mirage is beautiful enough to make things worth it.

At least, that was until you found yourself quite taken with the newest target of Syndrome. It seems Elastigal has absolutely not stopped working on herself because she's as beautiful as she was back in the news footage you watched to prepare.



You manage to get your foot in the door, and find out that Helen Parr is (unfortunately) married. You explain the whole job, give her a business card, and turn to head out before a stretchy limb knocks you unconscious.

It appears that Elastigal's wife is Misses Incredible, a woman who went missing about a week ago. It also appears that Misses Incredible has sent out a distress call, and it's from the same island you were trying to get Elastigal to visit.

You explain that you don't know why Syndrome seems to want superheroes so badly, and find yourself roped into a rescue operation to save Bobbie Parr. Whelp, at least the company is nice, and you do get the chance to save Mirage.

To pass this case, you must ruin Syndrome's plan for fame and fortune.

Reward(s): You may take any allies from this scenario as companions if they are willing. This includes…

Bobbie Parr: **Super Hero (Super Strength), Your Eternal Reward,** and **Frying Pan Knight.**

Helen Parr: **Super Hero (Stretching)** and **Frying Pan Knight**

Violet Parr: **Super Hero (Invisibility and Force-Fields)**

Dash Parr: **Super Hero (Super Speed)**

Mirage: **Won’t You Shake a Poor Sinner's Hand?** and **Nomanisan Island**

Succession Crisis:

The king is dead! Long live the king! Mufasa has been killed, Simba is missing, and the only person in line for the throne is Scar. Except that's not true, is it?



You have a credible claim to the throne that is undeniable. If you have **Zootopian**, you are a creature powerful enough to claim the throne for yourself, be you a mighty lion yourself or a different creature entirely. Scar's mismanagement will lead the animals to grow desperate and find someone strong enough to challenge him.

If you lack **Zootopian**, you have a different problem. You certainly don't count as an animal, but each race is powerful enough to challenge. You'll have to wait for things to become truly desperate before the animals of the Pride Lands seek out an outsider to deal with their problem.

Regardless, you've got to become king of the Pride Lands to finish this case.

Reward(s): You gain the lionesses of the Pride Lands as a royal harem, as well as the Pride Lands themselves. The Pride Lands count as the item **Agrabah** in future jumps, whereas the lionesses may be taken as companions or followers.

Final Choice:

You’ve finished your ten years in this world. You now face a final choice.

Stay Here

Continue

Return Home

Notes:

Changelog:

V0.9: Changed Predator or Prey? Altered scenarios into cases, updated **True Loves**. Added **New Neighbor**, **Genie of the Lamp!**, **LOVEMUFFIN**, **Falling Star, Manhattan Clan**, and **Straight to DVD**. Several little changes in wording.

V1: Added **Keyblade** and **Shrouding Dark Cloud** from JamestheFox25VD. Jumpers can now take **Happily Never After** multiple times. Made Merchandise free and added Lagomoro's **Lorcana Gooner Pack.**