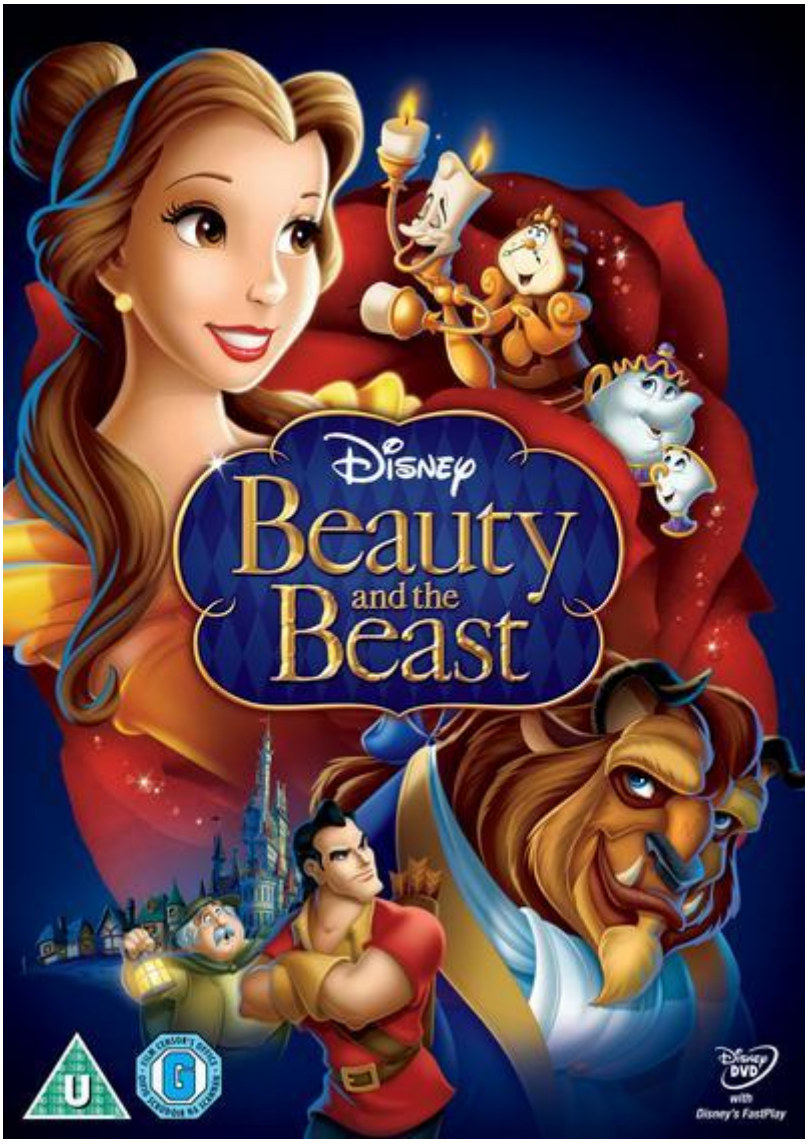
Disney's Beauty and the Beast Jumpchain



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Currently in Alpha

Welcome to the most beautiful love story ever told. This is a tale as old as time, about a young prince who was cursed by an enchantress to take the form of a hideous beast, and the beautiful Belle who saved him with True Love's Kiss.

Age

If you roll to choose your age, you gain 50cp, otherwise you may choose your age freely.

The age ranges are **4d10+15** for Enchanter or Inventor, and **2d8+12** for Cursed, Beauty, or Hunter.

Background

Any origin can be used as a drop in and forgo all history, documentation, and memories.

Beauty
Bonjour! Bonjour! Well you're strange, no question. Your family is new to the region, and you're the topic of conversation being the greatest Beauty, and not being a part of any crowd, with your head stuck in a cloud, there's no question you're a funny one. You're a bookworm with your eyes on something more than some provincial life.

Cursed
At some point in the past you offended some magical character who cursed you to show the ugliness of your soul in your form and features. Or at least, you're ugly on the outside, whatever your character may be.

Enchanter
This is a story of magic everywhere, and this background makes you a mistress or master of it.

Inventor
Whether you craft inventions in a small village or a large town, your domain is that of technology.

Hunter
Beasts are for hunting, and you dedicate yourself to the calling.

Location

If you are Cursed then you may start in your "abandoned" castle if you wish, otherwise you will start in the rustic village that is rumoured to have an abandoned castle nearby, that is the location of the plot of Disney's Beauty and the Beast.

Perks

All Origins and Power Sources get their 100 CP perks for free with the rest discounted to half price.

General

Singing and Dancing [Free]
It would be an odd kind of Disney setting without song and dance. You can now adeptly do both and easily harmonise and synchronise together with those nearby that might also wish to also burst into an impromptu performance.

Lingua Franca [100 CP]
Ah French, the language of Jumpchan. Jumpchan has sampled every language, and French is her favourite. Fantastic language. Especially to curse with. Nom de dieu de putain de bordel de merde de saloperie de connard d'enculé de ta mère. It's like wiping your arse with silk. She loves it.

And so, now it is the language of trade. Your language is now so commonplace as to be spoken, or at least understood by everybody. In fact it's so universal that people who should have never been in a position to even hear it from a native speaker before, understand what you're saying when you talk in it.

You also learn other languages fantastically fast, not that you'd need to when others speak yours.

Self Insert [100 CP]
With this perk you can insert into any character you desire, at the start of the jump, to any take on their life, position, and memories. Your replacement will have effects on their history from the original universe as you are replacing them as the one born into their role during infancy and not body snatching with your full memories resurfacing at your chosen start time.

Beauty

True Sight [100 CP]
"No matter their outward appearance, by spending time with someone you can find beauty in any soul, whether they be ugly of appearance, or ugly of personality. Everyone has a redeeming quality, and all it takes is a little kindness to bring it out"

Beauty [200 CP]
It's no wonder that your name means beauty, or should, because, mon dieu, you're easily one of the two or three most attractive people in the world, let alone this little rustic village.

Unflappable [400 CP]
Nothing flaps you, your flaps don't move unless you want to flap them. You are unflappable. What this means is, if you're focused on something, you can maintain that focus while also being aware of everything going on around you, able to react to them without splitting your focus.

True Love's Kiss [600 CP]
You can break a curse with a kiss, as long as you kinda like the person. It's True Love. Kinda. Ehh, well, it works.

Inventor

Harmless [100 CP]
People won't ever see you as a threat, thinking that you're easy to manipulate, and will treat you kindly. If they ever do move against you, it won't be personal, or based on you at all, and they'll act very hamfistedly.

Cartoon Consequences [200 CP]
Hits on the head could mean a concussion, sleeping in a cold exposed room could mean death by exposure. For anyone else. You'll just shake that stuff off with your amazing constitution. An arrow to the chest will still likely kill you though, so don't get overconfident.

Engineer Par Excellence [400 CP]
You find yourself at ease in the workshop, and you have a knack for clockwork engineering. Whether it's clocks or bots, you can construct various marvellous mechanical wonders. With time, you could even expand into steam power, and then? Who knows for sure. Only way to find out, is to get building!

Genius [600 CP]
You're a genius. A very intelligent guy, the most intelligent. No-one's a genius like you. You're the best. You don't forget things anymore, you've got a perfect memory and can think about many things at the same time. People at MENSA are jealous of how awesome you are. Anyone talking bad about your genius is just jealous. So sad.

Cursed

Beastial Form [100 CP / 800 CP | Free and Mandatory for the Cursed origin.]

As the titular beast looks like a ground based anthropomorphic chimaera, so to ... do you. You're stuck in this form until your true love gives you a kiss, or until your time in this jump is up. Now, this might seem like a drawback, but you get to pick the animals that make you up, and you'll have the strength and senses that go with them. Alternatively, you're stuck in the form of an item found around a castle.

If you pay 800cp, you won't need True Love's kiss to return to human form. You'll be able to move in and out of the form at will. You paid the top value in CP, so you get the perk without the curse.

Once the jump is complete this form will become an at-will transformation that can be entered from any alt-form and its own alt-form.

Animal Grace [200 CP]

Whether it be on two legs or four, you are as sleek as a panther, as strong as a lion, and as fierce as a particularly irate buffalo. This perk also translates to an impressive amount of dexterity and stamina. Watch out everyone, this Jumper is a downright ANIMAL on the dance floor!

Stockholm Syndrome? N*ooo*.. [400 CP]

However you spend time with someone, whether it's by their choice or not, that time translates to increased affection towards you. They might first merely see you as a monster who has captured their father and kept him in horrific conditions, all while looking like a horrible beast. But don't worry, with some time in your presence, they'll eventually see you as not that bad, and with more time, someone worth being friends with, and later a lover they might choose to marry.

Hey, imagine how this'll work if you're actually a nice person who encountered them in fair conditions? After all, you're not that bad. Right?

Heir to the Throne [600 CP]

Sure, you're a Disney prince, but you're not merely some ducal relative of the King, you are the very next in line to take the throne. None will contest your claim, and your ascension to the throne will be unimpeded.

In future jumps, you will be the heir to the throne, unless you choose a lesser family, in which case you'll be their heir and should you try to claim a throne when you are the head of the family, it won't be as opposed as it might have been otherwise.

Hunter

No One Fights Like Jumper [100 CP]

You're able to grapple with the best of them, or even the beast of them, tackling, throwing, and being thrown. You'll be able to take your blows and roll with the throws. Your punches are powerful, truly getting the most out of your strength focused into a small area. Why, if you were born in the right era, and with the right training, you could be a champion Mixed Martial Arts cage fighter.

No One Shoots Like Jumper [200 CP]

You can snipe a bird from cloud range with a mere blunderbuss, a weapon that has an effective range of forty five metres. Further, anything you shoot imparts so much more force than it ordinarily should, allowing you to take down anything much easier than it should be.

Everyone's Favourite Guy [400 CP]

Do people just sing about your virtues, follow you around like a duck, and look to you for leadership? What a silly question, of course they do. You've the charisma of a true leader, and people will naturally follow you.

Perfect, A Pure Paragon [600 CP]

A handsome visage with long, thick, lustrous black hair, piercing blue eyes, a chiselled jaw, standing at two metres tall, yours is the body of a pure paragon.

You have the brawn of an immensely powerful person and the strength to match. In all matters of strength, speed, reflexes, agility, endurance, and wit, you are vastly superior to your fellow humans and have perfect control over all of your actions and abilities. You are perfect in every way.

In future jumps these benefits will grow to make you the most powerful example of your species. This perk comes with optional hair all over your body.

Enchanter

Disguise [100 CP]

You might be a tall beautiful woman with fantastic composure, but in an instant you can be a withered old crone, bent and buckled under time. Or not. You could be anything, even attractive if that sort of thing is your bag, baby. You won't be the most attractive person in the village, but you'll still have a certain charm. This disguise doesn't give you any extra strength or power for the forms you take, but at least your disguise will be perfect.

Magic [200 CP]

One dream, one soul, one prize, one goal. One golden glance of what should be.. It's a kind of magic. Your shaft of light that shows the way, no mortal man will win your day.

When you use your soul and make your dreams reality, that's a kind of magic. Your magic, your power, and you're able to do a great many small disney magic type things with it. You're a seer, you've a magical green thumb, you can entrance people with song, create roses that will float and wilt only after a time you specify, alongside authoring other small magical effects.

You don't have much power, but you do have utility.

Equivalent Exchange [400 CP]

Magic requires balance. If you're going to curse a person, there needs to be a condition that will allow them to undo the curse, and you've got to tell them what it is.

If you're going to change something into something else, you need to know what you'll be working towards. If you're going to make a rose age slowly, you need the knowledge to take that potential from somewhere else. If you're going to bring someone back to life, you need to know how to use life and form to exchange for them whether it's your own or someone else's.

You may not have any power, but you have a great amount of magical knowledge and training.

Great Magical Working [600 CP]

You have the power and skill to move from small magical effects, to cursing someone into a beastial form with a specific hard to beat condition to removing it, alongside turning an entire castle's worth of servants into anthropomorphic items that could be found around the castle.

Your power is great, your skill is legendary, and here's hoping you have the moral fibre to use it appropriately. Or not, curse kids for being the sorts of dicks that kids usually are, if you want. No judgement here. Bitch.

Items

General

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All Origins get their 100 CP items for free with the rest discounted to half price.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Soundtrack [Free]
At appropriate moments, you will be able to hear orchestra music, tailored to the events happening. This effect can be toggled at will. You will also receive the songs in a sing-a-long format in your favourite storage format, from cassette tape all the way up to a download link sent to your email. If you don't have an email, you'll find a USB drive with the songs that played during your Jump at the end of said Jump.

Income [Free / 100 CP / 200 CP]
Each month you will gain a stipend of livres, the currency of 15th Century France. You will receive enough to survive off of, granted you know how to budget properly.

For **100 CP**, you have enough to be very well off in the village, not needing to worry about day to day issues, and still have quite a bit to retire on.

At the highest tier, **200 CP**, you have enough money to run a castle worth of expenses, including income for staff, provisions, repairs, and entertainment, with enough left over for travel and personal expenses.

Disney Vault [600 CP]
You gain a library of media and merchandise contained within a magical vault that can be opened and searched for any and all forms of video, music, statues, novelizations, video games, and chotchkies that have been produced by the Disney company. You can also enter it to view and play any of the media contained within, as it has the required technology to do so.

Beauty

A Simple Rose [100 CP]

In some versions of this tale, Belle's father was imprisoned for trying to bring his daughter a simple rose from the Beast's garden. Now you have all the roses, rose bush cuttings and rose products you want. You can summon roses and rose parts in any colour with a thought, from a single rose in hand, to petals covering a floor, to sprouting fully bloomed roses to cover an entire garden.

Family Cottage and Farm [200 CP]
A lovely little cottage with a small attached farm is initially located outside the charming provincial village and can comfortably fit a small family.

Magical Sentient Wardrobe [400 CP]
This friendly magical wardrobe is an ever helpful and infinitely fillable wardrobe that can walk around freely, carry on conversations, and comes with an entire set of subordinate beauty and grooming items that will float and perform their tasks independent of any interference, this includes things like brushes, manicure tools, makeup implements, and more.

She comes filled with origin appropriate outfits including outfits for ballroom dancing, and comes with an infinite interior that can not only take any and all clothes and clothes related upgrades you purchase or place in yourself, but will also dress you if you just woke up or you are in a hurry.
She regenerates any damage, will reconstitute from complete destruction within 24 hours, and will happily deal with intruders that invade your space.

Library [600 CP]

This library is a multi level ever expanding colossus that will grow as you add new books and enter new jumps. As you enter a jump a new level will be added that contains copies of any common and easily accessible books from that setting in various subjects from science and magic, to fictions and biographies.

No unique or one of a kind books will show up but occasionally you might find a tome thought lost or the personal collections and notes from the missing and/or dead people like hermits, lone scientists or the like that would have been lost otherwise.

Any library or books you claim will have a copy generated and placed within the walls of your personal library, and any book brought within its walls that it does not have will be scanned and duplicated. No book within this can be permanently lost, damaged, stolen, or destroyed as they will reappear within it if they are or if you request them.

On the main floor on its own pedestal is a large oversized book containing an index of every book within the library that self-updates and includes a small overview of what each book contains including any spells, or curses that the book may have upon it. The user of the book can request lists of books containing specific subjects or info and receive a detailed list of all of the relevant books with titles, descriptions, and locations.

Inventor

Horse and Cart [100 CP]
You gain a loyal and intelligent horse of your choosing along with a sturdy nearly indestructible cart, anything hauled in this cart is guaranteed to have a smooth ride and the trip will seem to take far less time than it should.

Inventors Workshop [200 CP]

While not large this workshop has all one needs to create fantastic clockwork, gear, and steam driven wonders, from automated woodcutting machines, to what is essentially a lowtech car created from a wagon base.

This workshop also comes with a guarantee that no matter what you put it through, *it* will survive your experiments and stand strong. It is also impossible to get locked into as there are numerous exits, entrances, and safety hatches.

MacGuffin Invention [400 CP]
This is not so much an item as a burst of inspiration on something outlandish and odd with the available scraps and items around you that are accessible to bash together some new monstrosity that will guarantee to get you out of whatever sticky situation you have found yourself in at the moment you trigger this.

This works once per jump or every ten years, whichever is sooner. While it can't be designed to solely kill anyone, whatever you create will guarantee to get you free, clear, and safe.

Royal Seal [600 CP]

This paper contains the royal seal of approval and permits its wielder free passage across the breadth and width of the land unmolested, and the freedom to perform their work and experiments without interference as long as they are not proven to be against the ruling body of the land.

Cursed

Enchanted Forest and Wolf Packs [100 CP]

Either done by yourself or as a favour to you by another, you have in your possession a rather large enchanted forest that turns around and beguiles any intruder or unwelcome entities that enters into getting lost within their boundaries, this can be overcome with magical power, dedication or time but in the short run it will act as a stopgap in helping keep them lost for a couple of days if they don't end up exiting the first first and starting over.

This forest is also home to various wildlife including a friendly and wild wolf pack that is obedient to your needs, this wolf pack will either prevent people from leaving, or if you need people to visit, will chase them inside as needed. That said, they aren't your slaves or servants and will attack you if you attack them. They're intelligent beasts, but do not count as companions unless you import them as such in later jumps.

This enchanted forest can be placed on and around any property you own to help protect it.

Anthropomorphic Servants [200 CP]

Just as it is doubtful that every spoon, fork, and dish shown in the Beast's Castle was originally human, so to you gain a similar cadre of intelligent servants in the form of mundane household objects ranging from cleaning supplies like dusters and mops, to furniture like wardrobes, mirrors, beds, and more.

While these items were never human to begin with and simply gained a form of life and sentience as a result of absorbing ambient magic, they now have human levels of intelligence and can follow orders given to them, and hold conversations with you, their owner to offer suggestions and recommendations.

You gain enough to run and keep house on your primary residence within this jump whether this is a cottage or a castle it matters not, as if any of these servants are moved onto a new property whether you own it or not, they can consciously choose to seep their own brand of magic into the surroundings and bring to life the objects contained within as well. Any object you own or is on your property that is animated this way will instantly and instinctively recognise you as their owner and master.

Charmed [400 CP]

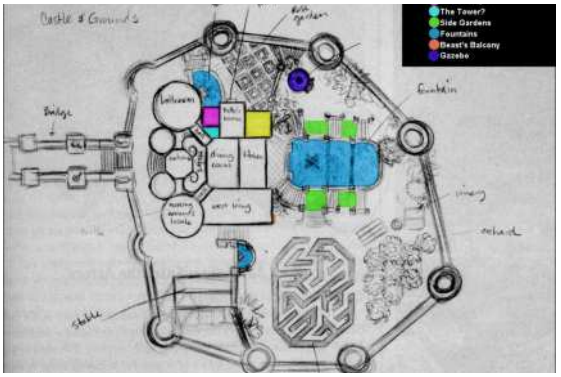
This enchanted object, whether a floating rose, a fancy pocket watch, or a glowing hourglass will keep perfect time in whatever point or location in reality and time the viewer is currently within and upon viewing will impart this knowledge into the viewer mind.

But this is not its primary effect but a side effect of its main function, this item can be linked to a spell or curse to ensure that as long as this object is not destroyed that the linked spell or curse's effect is locked in place and unable to be removed. The locking effect can only be applied to a single spell or curse and will only last for a maximum of ten years before the lock fades allowing the effect to dissipate.

Royal Castle [600 CP]
This castle is either a perfect replica, or if you replace the Beast, then the original castle. Thanks to its decade long enchantment has incorporated some of this power and magical effects into itself, this ambient absorption of magic has allowed it to ensure that the weather on its property will always be inline with its owner's wishes and desires, so if you desire a white winter then it will bring about clouds of fluff white powder to cloak its ground and when you are done will disappear the snow right before your eyes.

If this is inhabited by **Anthropomorphic Servants** then it will form a symbiotic link with them and gain its own level of intelligence on par with the servants that inhabit it able to communicate and guide them in their duties to take care of the castle and its ground and serve you the master of the place..

This property and its surrounding grounds as shown in the movies are all part of its land.



Hunter

Heroic Outfit [100 CP]
This outfit is not only eye-catching, but will define and emphasise your physique. This outfit will resist dirt, minor damage, and regenerate major damage over a period of 24 hours. While it's appearance is up to you, this is not armour and does not provide any real benefits or protection beyond basic, mundane clothing.

Manservant [200 CP]

This follower is a loyal if somewhat fanatic and sycophantic underling. They will do anything no matter how illegal, demeaning, or degrading. You need only ask. Rarely if ever will they question or oppose your decisions and plans unless they think it is in your best interest. Even then they will only bring it to your attention and not actively oppose you or go behind your back.

Their gender, looks, attitude, and basic history are up to you (or your benefactor) to decide upon purchase.

Tavern [400 CP]
This tavern becomes a local staple wherever it is opened, attracting a steady flow of loyal clientele, and finding only the prettiest of people to staff it. There will always be a large throne of bone and fur reserved for you, alongside a table for whenever you decide to visit.

Any trophies, rewards, or other memorabilia of personal triumph can be displayed here to enhance your own reputation and standing in the local community, helping to spread your fame and image to the surrounding lands. Anything displayed here need never fear being stolen, damaged or suffering the ravages of time.

Hunter's Rifle [600 CP]
A trusty and always reliable semi-automatic blunderbus which never jams or misfires. Thanks to its long history of killing, it has taken on a mild mystical weight that allows the weapon itself, or anything fired from it, to hit, wound, and with enough damage, kill beings of the supernatural persuasion.

Ammo fired from this gun can pierce low level magical shields with a single hit and strong ones with multiple. It can interact with and damage spectral and insubstantial beings like ghosts, and even has a mild retardation effect on any form of regeneration.

You can import any ranged weapon into this to gain these effects.

Enchanter

Magical Cloak [100 CP]
This disguise is mystical in nature and will transform into any mundane clothes you desire to better aid in your transformative disguise. It will also keep you protected against extreme weather.

Wand [200 CP]
The staple of the fairytale magic user, the wand, it is either the source of their power or an amplifier of their innate and already formidable arcane powers. Your wand can be of any design you desire from a simple polished stick to a living organic rose that you channel your power through, it can also be summoned to your hand and dismissed in its own dimension with a thought.

Your wand on the other hand not only helps to enhance you spell casting by amplifying the power through it two-fold, but will also allow those you lend it to to cast simply low level spells and effects along the lines of DnD Cantrips, like colour changing cloth, temperature alteration of small areas up to the size of a bathing tub, minor levitation and telekinesis of objects up to 10 lbs, and non minor lethal pranks.

This wand is also a great training aid as it will also through its repeated use allow the creation and/or growth of the user's own personal pool of magical energy.

Magic Mirror [400 CP]
This mirror will show you anything, anything you wish to see. It is your window to the outside world, to see anyone you care to see, or anything that has happened, or that which is yet to come.

Magical Gardens [600 CP]
These gardens are filled with low level and common plants of various effects meant for magic working whether for spells, alchemical concoctions, or potion creations. These walled gardens soak up and radiate magic to ensure that any plant planted within its walls will gain just the right amount of magic to thrive.

Each jump you enter will add a selection of common, uncommon, and rare plants. They will be in decreasing quantities based on rarity, with the most rare only having a few plants. Unique singular plants from the setting will have exactly one plant represented in their own labelled pot.

You can add more plants by hand, the garden's interior adapting to allow anything to grow. If a plant needs to grow underwater then there will be a pond for it, and if it needs a certain temperature they will have their own area dedicated to them.

All plants will regenerate over time as they are picked and harvested.

Companions

Create or Import Companions
Each companion gets 800cp to do with as they please, and comes with the free will to be whomever they choose to be. By default they're friendly with you, and will follow you to future jumps, but this isn't guaranteed should you piss them off.

For **50 CP**, you may create or import a companion for this jump.
For **200 CP**, you may instead import eight companions.

Capture Canon Characters [50 CP]
With each purchase you can have the opportunity to companion a single character from the film. This will provide you with an initial meeting and friendly impression and the opportunity after the end of the jump to meet with them again and offer them a place by your side, they do not need to survive for this offer. Any of the staff that is companioned this way will regain their anthropomorphized form and be able to switch in and out at will.

Pierre [Free]
You get a Pierre for free ... No it doesn't have to be Bell'e this Pierre the friendly little pig. You can decide its attitude, gender, and general chill factor upon purchase, it doesn't need to be called Pierre, you can choose your own name if you want.

Attractive Admirers [50 CP]
The Bimbettes, a trio of identical triplet sisters work as waitresses at the local tavern in this quaint and provincial French village and who in the original timeline admired and fawned over Gaston the Hunter regardless of his attitude and disdain.

With this you can easily meet and convince them to turn their gaze upon you, and if desired come work for you in any capacity you desire, whether you own a restaurant or tavern that needs waitresses, a castle that needs maids, or some other menial work.

After all, what better prospects do they have in this little village that can hold a candle to you and what you can offer.

You should probably at least know their names since Gaston probably doesn't, these triplets are known as Claudette (with the red dress), Laurette (with the amber dress), and Paulette (with the green dress)

Shape Shifted Servants [50 CP]
You can import followers, pets, or familiars into this option and if desired you can use any object you already own as a base form, like your favourite car, or the BFG 9000 you have stashed under the couch.

You gain a custom follower of your own design that has both an mundane inanimate anthropomorphized form ranging from a duster, chair, weapon or even a giant organ, they just need to be something that could be found in a castle or one of your properties.

They also possess a fully human or animal form that they can switch in and out of at will, and if they are human or able to talk then they can also talk in their anthropomorphic form.

Anyone or thing imported into these forms will suffer no issues with their new form and enjoy being used.

Scenarios

Woo Belle

You will take the place of either Gaston or Beast and need to win Belle's hand in marriage.

You will be able to use your chosen name, body, age and gender regardless of who your choose to replace so if you want to go as a female Gaston or Beast then go ahead you will be inserted as reincarnation at birth and regain your memories at the appropriate time, your history will still follow the same as the original characters though so if you go in as a Gaston replacement then you will still be a arrogant and self obsessed hunter (and possible war hero), and as beast you will still be a shelter prince/princess cursed alongside your servants.

Gaston Details

As **Gaston** then you will need to at minimum take the **Hunter** origin and all three of his background related drawbacks including **Arrogance**, **Tunnel Vision**, and **Narcissism**.

With this scenario you will start in the village after your disastrous attempt to propose to Belle in her cottage that morning, you will also start in an antagonistic relationship with Belle and will need to work to overcome her negative opinion of you to win her heart.

Beast Details

As the **Beast** you will need to at minimum take the **Cursed** origin and take all three of his background related drawbacks including **Aggressive**, **Resigned Apathy**, and **Until the last petal falls.**.

With this scenario you will start in the castle the morning after Belle agreed to replace her father, and as the Beast you will be locked out of purchasing the higher tier Beastial Form and will be locked into your cursed form until you win her love and hand.

Rewards

Belle's Hand:

As you are now married to Belle, there is no reason to not bring her with you, after all you wouldn't want to leave your wife at home while you went off galavanting across other universes to seduce other princesses would you?

No ... No you wouldn't, that's how you get your ass beat. You should always include your wife in any seduction plans you make.

So, because of this you now get to take your lovely wife with you for free, and more than that she will be imported for free into every universe you enter gaining a free origin, background, race, age and 600 CP to spend on perks, powers, items, and whatever else she wishes to buy.

Physical Rewards:

If you replaced "**Beast**" as the Cursed, then you also get the items **Charmed** and **Royal Castle** for free.
If you replaced "**Gaston**" as the Hunter, then you also get the items **Tavern** and **Hunter's Rifle** for free.

Drawbacks

You can take as many of them as you think you can manage. Drawbacks only last until the end of the jump or ten years, whichever comes first. These drawbacks can be overcome, but not with the assistance of perks or magic. You're going to have to put meaningful effort in to overcome any of these.
Good luck, and see you at the end.

Companions can take drawbacks, but only the ones which apply only to themselves.

General

Toggle, allows you to visit the live action [+0 CP]
I don't know why you would do this but you are now going into the Live Action remake universe and not the beloved and classic animated movie one.

Toggle, makes Enchanted Christmas canon [+0 CP]
The events of the straight to DVD movie will happen during your stay and you will be here for at least one christmas, this ensures that Bele will be at the castle from early winter to at least spring for the winter events to happen and for **Maestro Forte's** machinations and manipulations to happen, and belle to try and throw a surprise christmas party.

Toggle, lets you leave once the plot is done [+0 CP]
Once the plot is either resolved or completely derailed and all drawbacks and scenarios have been resolved you can wrap up and leave the jump.

Absent Minded [+100 CP]
You have a tendency to forget dates, appointments, and just general everyday things as you work on your projects and get lost in what you are doing, you will frequently be late for wherever you are expected.

Aggressive [+100 CP]
You have a bit of a temper, and tend to fly off the handle at progressively smaller and smaller things till you absolutely explode, even those who have served you for years and watched you grow up will eventually grow fed up with your tantrums and destructive tendencies.

Arrogance [+100 CP]
You're the height of arrogance with an ego the size of a barn, you believe that you are owed anything you want and will not be dismayed from your course.

Condescending [+100 CP]
You have a tendency to look down on others, whether this is believing that you are above your station, intellectually superior, or something else, this will make you harder to deal with for most people.

Genre Unsavvy [+100 CP]
It's not hard to see how animated disney movies will go when you've seen enough of them. Hell, they're a genre on their own, and most people are genre savvy enough to get that. You may have seen every single one of them before jumping here, but that won't matter now. You don't know how things will go, because you expect realism, or perhaps are just expecting the wrong genre.

Tonedeaf [+100 CP]
You can sing, you can sing, let the person within come out and about, but don't be proud, rejoice, or strut about because it sucks, yes it sucks, yes it sucks! You're tone deaf, and cannot sing very well. In fact, you sing terribly. By the gods, you sing terribly.

Unwanted [+100 CP]
As long as you go about in disguise, or just anonymously, you'll find yourself unwanted and unwelcome in both society, and in people's homes unless you introduce yourself openly and honestly.

U. G. L. Y. You ain't Got No Alibi [+100 CP]
You do not have access to any beauty perks, and no magic will make you appear attractive. You're at the very best a solid four out of ten, but probably uglier. You better hope people can see beneath the skin to the person within. Also that the person within isn't an asshole. Even the prince will look good next to you.

Imprisoned [+200 CP]
At some point you will be captured by someone and imprisoned, you will need to escape and survive to keep your freedom, they won;t kill you but they will lock you away. If your an Inventor you might be locked away for being mad, if your a Beast you might be captured by a Hunter and sold to a freakshow, a Beauty might be held against her will in an attempt to make them love their captor, a Enchanter may be kept in an attempt to force them to use their magic for their captures benefit, and a Hunter may be trapped by the very quarry they were pursuing.

Music is everything! [+200 CP]
Be our Guest, be our guest, put our service to the.. Ahem. Yes. Breaking out into song is a common thing here, People around you are going to do it regularly, and if you feel particularly emotive about something, it's likely you will as well. You can repress this, but it'll take a lot of effort, and no perks will assist in this.

Resigned Apathy [+200 CP]
You just can't bring up the energy to care, the world around you is simply too heavy and you are too tired to care about much these days, while you can have bursts of energy and drive, as the day goes on this will drain away and you will become progressively depressed and lethargic.

Savage Wolves [+200 CP]
Whenever you enter a forest or countryside you have a better than average chance of being found by a roaming pack of wolves that will harass and chase you until you get away.

Tunnel Vision [+200 CP]
When you are pursuing a goal you have the worrying tendency to get tunnel vision and not pay attention to your surroundings or those around you, I hope this doesn't come back to bite you in the ass later.

Withered Old Geezer [+200 CP]
You are decrepit, ancient, or at least very weak and frail.

I don't know what magic benign you angered but for your entire time here you are, regardless of age completely frail and weak, you could be the strongest and healthiest of men, with rippling muscle upon muscles, but now you frame has withered and shrank with the weight of this curse.

Every day is just the same [+300 CP]
You find that even when surrounded by things you like an entire library you can't enjoy things like you used to, you will have a tendency to wallow and become morose at the drop of a hat.

Massive Fucking Bitch [+300 CP]
You'll expect far too much from pre-teens, and be willing to utterly destroy their life after you've harassed them into ignoring you. Also, who curses a whole castle to spite one person for not letting someone in? It's like murdering a whole town for the actions of one bad egg. That's you. That's who you are.

Narcissism [+300 CP]
You are perfect, the epitome of human perfection, there is no one that wouldn't love to be with you and spend their days admiring your good looks and serving at your feet. At least that's what you believe.

Nuthouse Inmate [+300 CP]
You are absolutely insane, or that's what your neighbours keep saying, your odd ways and tendency to ramble and talk to yourself whether harmless or not sets them on edge and doesn't endear you to the locals, maybe if you stopped blowing stuff up that might help as well.

Until the last petal falls.. [+300 CP]
Instead of starting during the last year of the curse, you find yourself in the freshly changed body of the young prince. You will have to learn to walk and talk properly again and you have ten years until your 21st year. Until that time you will find yourself restricted to the castle grounds. Should you not successfully woo your intended by the time the last petal falls...

Brothers Grimm [+400 CP | Requires Great Magical Workings]
Most faeries and enchantresses in the original tales are wicked, spiteful, and deceptive. Now for the next ten years so are you. You will find yourself compelled to "teach moral lessons" to young and impressionable peasants and princes alike. These lessons will invariably involve curses and transformations witTh extremely difficult exit clauses.

Warehouse Lockdown and Items Ban [+400 CP]
You lose access to all of your out of Context items with your warehouse being put on lockdown for the entirety of your stay.

Powerless [+600 CP]
You lose access to all of your out of Context Perks and Powers.

Scaling Enemy [+600 CP]
This enemy will be the worst you will ever face in this land, they are relentless and hold a grudge against you for some slight or hatred they hold for you personally. They can not be defeated permanently as they will always escape to recover before coming back to try and destroy you again, they do not necessarily get stronger but they will learn from their defeats. If you are a Cursed, then they are a Hunter and vice versa, for the other origins you can flip a coin or randomise between 1 and 2, with 1 making them of the Hunter origin and 2 making them of the Cursed origin, they get their entire perk line and 100 CP item.

NOTES

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