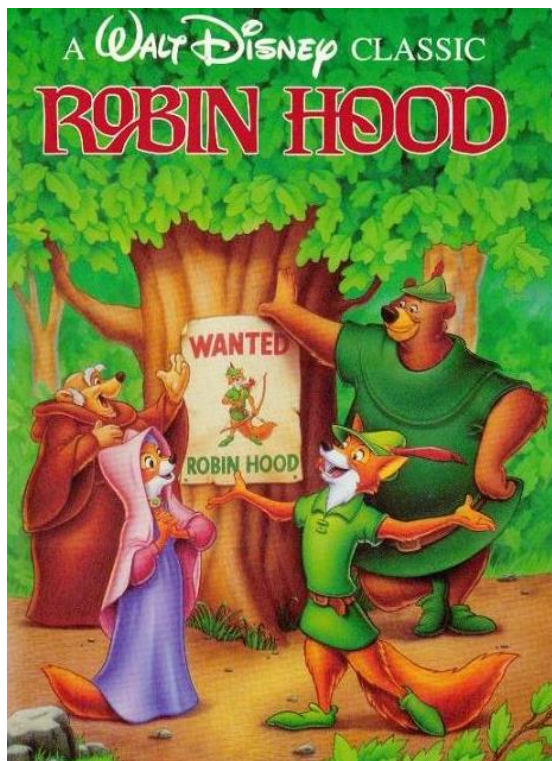


## Walt Disney's Robin Hood



Version 2.2  
By Cataquack Warrior

Welcome to the classic story of Robin Hood – the way things really happened. At least, this is the way the animals tell it.

### Background

For all backgrounds, you can choose to be any kind of mundane reptile, bird, or mammal. In the case of Drop-In (Peasant), you can choose to be human instead, but things might get a little awkward.

**Peasant-** One of the common folk, trying to make a living in spite of Prince John's harsh taxes. At least there's Robin Hood to give you hope. This background also qualifies as the Drop-In category, meaning that you can choose to come as you were before the jump (though if you take that option you'll likely stand out like a sore paw). You start out in Nottingham.

**Bandit-** You are one of Robin Hood's Merry Men, always swooping in to rob the rich to give to the poor. You start out in the Sherwood Forest.

**Soldier-** You have the distinguished (or despised, depending on how you look at it) privilege of serving in the royal army. You start out as a grunt, but put enough sweat (and bootlicking) and you may get the rank of an officer. You start out in the barracks of Prince John's castle.

**Friar-** Well, you're more of an overall priest of all trades in Nottingham – don't sweat the small stuff; there weren't even friars back in that time. You begin your adventure just outside Nottingham's church.

**Noble-** You are one of the few people doing well in the hard times in England, as your high station gives you right to stay in the royal castle (which is where you start out, actually). Perhaps you are conspiring with Prince John, or perhaps you long for the more benevolent days of King Richard.

## **Perks**

All discounts here and elsewhere are 50% off for their respective backgrounds.

**Beaten But Not Broken** (50 CP, Free Peasant)- The poor have to make do with what little they have, and sometimes nothing at all. As a result, their bodies have become quite durable. You can survive for days to weeks without adequate food and water, and still find the strength to run during a jailbreak.

**Minstrel** (100 CP, Discount Peasant)- The stories of heroes and villains and underdogs of medieval times were the work of traveling bards. You have a gift with storytelling through music. Moreover, you automatically receive accurate information about the stories you are telling. For instance, you can perfectly recall how a couple do-gooder-thieves outwitted the Sheriff's soldiers in the forest, even if you were nowhere in the area. However, your ability to fill in the blanks depends on both the artistic level of your narrative and how much information you have about the story; if you don't give enough musical flair to your storytelling, for instance, or only have minimal information about the scenario you're retelling, the more likely it will be that you will fail to acquire the extra info, or even come to false conclusions. The perk also gives you insights on how to use musical instruments as defensive tools in combat.

**Cast Cache** (200 CP, Discount Peasant)- With Prince John taxing folks to no end, you need to be creative to hide your money and possessions from tax collectors. You are now skilled at hiding items on short notice using whatever is available around you, even casts and other clothing/body parts. If you hide the items using your own body, the inserted items will not damage your body at all, and though it may hurt more to remove the items, the damage will never be enduring or lethal. Your ability to hide the item(s) and keep them hidden increases the smaller they are.

**In Through the Back Gate** (400 CP, Discount Peasant)- Whenever you are trying to enter a castle or other large structure, you can always find some sort of passage that you can easily sneak through. This opening is never guarded, and no one will know of its existence unless you tell them.

**Phony Flattery Phonetics** (600 CP, Discount Peasant)- Bard or not, you are gifted in the old commoner tradition of paying proper homage to their rulers – mocking them. You can come up with incredibly catchy songs, dances, puppet shows, and other performances that are incredibly embarrassing to targets of your choice. Uncouth as the performance may be, it has a way of quickly spreading around the population, such that even the closest allies of the song's subject will start singing along as well. On its own, these performances won't overthrow the target, but they will ensure that he or she will not be truly respected or honored by the general population. On the other hand, not everyone reacts well to humiliation, so be prepared for backlash from the subject of the tune.

**Oo de Lally** (50 CP, Free Bandit)- Try as they might, the Sheriff and his men have never been able to catch Robin Hood in the Sherwood Forest. In addition to boosting your stealth/escape abilities, the perk allows you to escape pursuers as long as you stay free from them long enough (the exact time for the escape effect to kick in varies, such that it is easiest when you are in largely uninhabited locales like a forest).

**Crooked Camouflage** (100 CP, Discount Bandit)- You have a knack with disguises, such that you can get them on in less than a minute. You are also skilled with flattery, such that you can pull the wool over unsuspecting targets and make them dismiss any warnings that you may not be who you seem. The disguises are less workable against more suspicious subjects, however.

**Say It Like You Mean It...Or Else** (200 CP, Discount Bandit)- You have exceptional skill at intimidating others and making them go along with your demands, while also keeping your role/presence unnoticed by other observers if you like. To outside observers, it would appear that your target is doing things of his/her own volition (even if the actions seem rather strange), unaware of your role in the matter. However, it is possible for listeners to become suspicious, and if you stop focusing on the perk for long the intimidated subject(s) may regain their courage and resist.

**Archer** (400 CP, Discount Bandit)- You've got real class with the bow and arrow, standing out as a star amongst England's large population of archers. You could even shoot an arrow into one already in midair to make it ricochet onto your target. Heck, you could shoot bullseyes with simple twigs. You can also apply these skills to other ranged weapons (slingshots, guns, etc.).

**Sly as a Fox, Strong as a Bear** (600 CP, Discount Bandit)- You are a master at robbery, deftly slipping jeweled rings off fingers and unscrewing gold hubcaps without the slightest mistake. Furthermore, you are able to make a speedy getaway with all of your loot, even if you snatched everything but the kitchen sink.

**Still Got a Job** (50 CP, Free Soldier)- Kings and other rulers may rise and fall, but the grunts just keep up the good work. If there is a sudden change in leadership where you are working, you can rest easy that you can still keep your job. However, the effectiveness of the perk lessens should you have made yourself particularly notable in the prior regime.

**Tax Collector** (100 CP, Discount Soldier)- The honor of collecting taxes for the prince is mighty tough, with all those ungrateful peasants hiding away their goods. Fortunately (for you), you have superb senses for cornering down targets for taxing, and when you're looking for money in general. You can tell when someone has just gotten a new batch of money you can swoop in on, and you can figure out where they're hiding the cash (or other goodies).

**That's the Signal** (200 CP, Discount Soldier)- Launching secret maneuvers can be tricky when you don't want people to catch on before it's too late. You can quickly grasp subtle, nonverbal messages from your superiors and comrades, and transfer such signals yourself. You and the others in the loop can then act normally as if nothing has changed until the time is right to strike; when the moment does come, everyone will be ready to do their duty in a split second.

**Charge!** (400 CP, Discount Soldier)- You are not just any royal soldier. You are one of the big boys, with enough strength to charge straight through stone walls without flinching. Furthermore, whenever you take action alongside companions in your immediate vicinity, each member's physical strength is boosted.

**Burn Down the House** (600 Discount Soldier)- Sometimes, when your opponent is especially wily, you have to do whatever is necessary to get 'im for good, even if it means setting your own house or castle on fire. By waving a torch around, you can start a chain-reaction that will set any structure on fire – even those that have more stone than wood. Also, you are able to safely get out of the place alive. The perk also gives you a boost at wrecking structures in general without endangering yourself.

**Immunity of the Clergy** (50 CP, Free Friar)- The Church was a key power bloc in the Middle Ages, and even kings were hesitant to challenge the institution. As a combination of this and your humble countenance, authorities are less likely to take action against you, even when they know that you are conspiring with their enemies. That said, if you take direct action against your foes, they will be willing to consider arresting or even killing you.

**Silencing the Snoop** (100 CP, Discount Friar)- You have a knack for uncovering roguish snakes (sometimes in more than the metaphorical sense) about to spoil the whole operation. You can find these spies and other people who would interfere with your work and ensure that they will be unable to report their news or act against you until well after the affair is past. Unfortunately, keeping the informers from telling may not be enough to keep things secret.

**Blessed are the Small** (200 CP, Discount Friar)- For they have inner strength in mind and body. Even a mouse can fulfill his duties as sexton by playing a full-sized organ. As long as you know the basics of how to utilize a tool, you can find some way to use that sort of item regardless of your form, even if it is many magnitudes larger than you or intended for someone with opposable thumbs when you currently lack them.

**Good Shepherd** (400 CP, Discount Friar)- You didn't know exactly why at the time, but you just knew that you had to scoop up those two into the wheelbarrow before it's too late. Your dedication to helping those in distress has given you a near-supernatural sense for what you can do to help people around you, even if the danger is not visibly evident.

**No One Can Give More than That** (600 CP, Discount Friar)- Times can be hard, but even a single farthing can help lighten the hearts of the oppressed. Whenever you are seeking a certain resource, no matter your circumstances, you can always find at least a minimal (yet more than nothing) amount of that resource. And despite its small size, the little bit you find will bring good fortune to those it was donated to help.

**Savvy, Smug Snake** (50 CP, Free Noble)- You are a smug snake, to be true, but you are also a savvy snake. You always have your senses alert for suspicious activity, and you do not let your sense of pride blind you to looming danger. You are particularly adept at identifying infiltrators that demonstrate some of their notable traits; for instance, you might connect the unmatched archery skills of that mysterious competitor to a notorious thief.

**Hypnotism** (100 CP, Discount Noble)- You can make your eyes dilate in a hypnotic fashion to implant ideas into your victim's mind. For instance, you could convince a king to sally off into a suicidal war without worrying about the state of his kingdom. Once you have planted the suggestion, the effect will not go away until the subject has fulfilled the challenge you imposed. However, it is possible to resist the effects of the hypnotism when it is being implied; even weak-minded fools usually have enough cunning to break free if they are aware of the risk. Furthermore, you can only plant one suggestion into a victim at a time, and once the person has fulfilled and broken the directive of the hypnosis you cannot plant another one for a year.

**Love Goes On** (200 CP, Discount Noble)- Sometimes it can be hard being in the upper class, especially as it means that you may be separated from your love for long periods of time. Even so, with this perk, your love will endure. No matter how long you and your loved ones are separated from each other, when you reunite you will instantly recognize each other, even in disguise, and quickly leap right back into the relationship where you last left off.

**Usurper** (400 CP, Discount Noble)- If you have a rank directly under a specific superior, in the case of your superior's absence you can take full command. Some people might complain, but soldiers, officials, and other people that matter will unquestioningly obey your orders and enforce your will, even if you make drastic changes to policy. However, this only lasts as long as your superior is gone; in the case that he or she returns, or it is discovered that you are culpable in the leader's absence, you no longer gain the benefits of the perk and your acquired followers will turn on you accordingly.

**Return of the King** (600 CP, Discount Noble)- Whenever you return to a land, organization, or other place that you have official control over, no matter how long you have been absent, everyone will allow you to retake power and return things to the manner you are acclimated to. Even if someone usurped the throne from you while you were gone, they will quietly give up without a fight. However, you must actually travel back to your territory to reclaim it. Perk does not account for coups and usurpations that occur while you are still in your respective domain.

**Brawler** (100 CP)- This is a setting in which everyone has some experience as a fighter, such that even a friar and a handmaid can hold their own in a fight. You gain decent skill in various

melee weapons such as swords, poles, and axes, enough that you can fight off multiple opponents in a wild fray.

## Items

All items reappear in the Warehouse within a year if lost or destroyed.

**Tales of the Medieval (Animal) Kingdoms** (50 CP)- Robin Hood isn't the only tale that the animals have their own version of. You now own a variety of books with classical medieval stories adapted for animals, such as the Song of the Roland, Beowolf, Lais of Marie de France, Divine Comedy, Travels of Marco Polo, Mabinogion, Legends of King Arthur, and Canterbury Tales.

**Carnival Balloon** (200 CP, Discount Peasant)- A seemingly-normal balloon that you can somehow put your head into without it deflating. In fact, the balloon still has enough lift to carry you into the air. However, should any part of the balloon puncture, it will spiral out of control.

**Golden Arrow** (200 CP, Discount Bandit)- A solid-gold arrow that nevertheless flies as steadily as a regular one. Gifted to the most talented archers in England, the arrow grants increased accuracy to the user. Furthermore, it makes a surprisingly effective melee weapon as well.

**Carnival Tent** (200 CP, Discount Soldier)- A large fair tent able to hold a half-dozen rhinos, several hippos, and a few more people. Get enough people in there and find a way to get them riled up, and you can cause a stampeding tent, as those inside are unable to escape until they finally calm down and come to a halt. Until then, they are assured to, despite having no idea where they are going, cause immense chaos, destruction, and mayhem in a way that benefits you.

**Barrel of Ale** (200 CP, Discount Friar)- Anyone stuffed inside the barrel will not die when it is sealed shut, but as long as the plug is in they will be unable to get out, and will likely get drunk as well.

**Treasury** (200 CP, Discount Noble)- A large amount of gold, silver, and various coins for your use and enjoyment. And best of all, this is provided by Jump-chan, so you don't have to feel guilty about taking it from the poor.

## Drawbacks

You can take up to +600 CP through drawbacks.

**Other Kingdoms** (+0 CP)- Allows you to link this setting to other Disney-themed jumps you have visited. People from the past setting(s) you've visited will remember you.

**Doesn't Want to Play (+50 CP)**- You have a habit of sucking your thumb whenever you get upset.

**Sin of Pride (+100 CP)**- You have an incredible ego that is especially susceptible to flattery. This makes it very easy for people with the right approach to trick you. On the flipside, you become irritated when your reputation is even slightly insulted.

**Sin of Greed (+100 CP)**- You have an insatiable avarice for money, and you can never get enough. You will do everything in your power to obtain more, even if it means angering others or placing yourself in risky situations (you just had to steal those last two sacks of money, didn't you?)

**Sin of Lust (+100 CP)**- Not lechery (this is a kid's movie). Still, your love can lead you to take dangerous risks, such as coming out of hiding when you're wanted for banditry just so you can get a kiss from your lover.

**Sin of Wrath (+100 CP)**- Whenever you become upset, you become enraged, and simply want the perpetrator – and anyone else in the vicinity – to die.

**Sin of Sloth (+100 CP)**- You are rather lazy, and enjoy having time to relax and not worry about things. Who cares that there might be a jailbreak tonight? You just want to get some shut-eye.

**Sin of Cowardice (+100 CP)**- You are incredibly craven, fleeing at the slightest danger and screaming for help.

**Jumper's Song (+200 CP)**- You get your own theme song for the jump, with vocals! Isn't that great? Unfortunately, the approach runs along the same lines as "The Phony King of England." This annoying melody mocks your exploits and highlights your foibles, but it is also very catchy. Even your closest friends will find themselves absently humming it. And since the song is so popular, expect your reputation in the country to plummet.

**Did You See That?! (+200 CP)**- Ignorance is bliss, they say. Again and again, you manage to uncover robbers, intruders, and other troublemakers sneaking around right under everyone's noses. Whenever you try to alert someone about the trouble, you are sharply reprimanded for bothering them and being paranoid. And when it's revealed that you were right, something about your smug attitude only makes people madder with you.

**Nutsy (+300 CP)**- You have a few nuts loose in your head, and your bumbling tends to get people around you, especially any superiors, in hot water, such that they unleash their boiling tempers on you.

**Trigger Happy (+300 CP)**- You always have a very sensitive crossbow with you, and it will fire at the most inopportune times; each time the trigger goes off, the arrow will ricochet at random and endanger everyone in the vicinity.

**Broken Mirror** (+400 CP)- You broke a mirror when you arrived in the jump, and you will have seven years of constant bad luck.

**Jailed** (+400 CP)- At some point in the jump, you will be arrested for some crime and locked up. You will be unable to escape unless someone on the outside comes to break you out.

**The Nottingham Murders** (+500 CP)- Not all criminals are as gallant as Robin Hood. There is a killer hidden in Nottingham, killing everyone from citizens to nobles left and right. Unless you can find a way for the Sheriff and Robin Hood to cooperate for once, then there may soon be none.

**A Pox on England** (+500 CP)- It looks like the Black Plague has come to Europe a few centuries early. Even so, it is more dangerous than ever, having evolved to infect almost any species. Taxes may soon be the least of everyone's worries.

**Kingdom of Evolution** (+600 CP)- Looks like you landed somewhere far away from England, in the middle of a fierce battle. Oh, no, look out! Well, at least that brave lion heroically threw himself in the way to save you. Wait, doesn't he look familiar? In case you haven't figured it out, you have shown up in the middle of the Third Crusade, and butterflyed things so that King Richard bought it. With the good king gone, Prince John can truly become king of England. Maybe you can find a different way to save Nottingham, but first you'll need to deal with the ongoing war around you.

## Ending

Well, we've finally reached the credits. So where are you heading?

**Go Home-** It's time to return to your normal life. You keep all perks, items, and other acquisitions from your jumps.

**Stay-** You have decided to make merry old England (the animal one) your home.

**Move Forward-** There are many more jumps to explore and adventures to be had, so venture onward, Jumper!