Disney
PETER PAN

Peter Pan

1953 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

In a quiet street in Bloomsbury, London, live the Darlings. The Darling children believe in Peter Pan, a young boy who lives in Never Land. It is this belief that drew him in, regularly spying on them as Wendy, the eldest, told stories of Peter Pan's many adventures to John and Michael. It was during one of these instances that Peter lost his shadow, which was recovered by Wendy for safekeeping.

Soon, Peter will return to the Darling house, in search of his shadow. He will be told that Wendy is moving out of the nursery, and will decide to bring the Darling children with him back to Never Land, to share some of his adventures with them. They will meet Indians and mermaids, and battle pirates like the dastardly Captain Hook.

What will your role in this tale be, I wonder?

You arrive in this world the morning of the day that Wendy will meet Peter Pan. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

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

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

-Species-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are an ordinary human. If you like, you may have pointed ears like Peter Pan.

[200cp] Mermaid

This species requires you to be female, but as a special consideration purchasing this species allow you to freely change to female without paying the 50cp charge.

You are one of the mermaids of Never Land, who are known for their beauty, but are also quite vain and amoral. Don't worry, such a mentality is not forced upon you by purchasing this species.

As a mermaid, you can breathe on land and underwater, and your swimming ability well surpasses that of ordinary humans.

[400cp] Fairy

You are a Never Land fairy, like Tinker Bell. You appear to be an extremely small human, with butterfly wings that allow you to fly.

You are capable of producing a substance from your body known as pixie dust. This golden dust temporarily allows objects and even people to fly. You can normally control when you are releasing this dust, though someone may be able to force it out of you by shaking or smacking you.

When angered, you will temporarily glow red hot, allowing you to burn through small objects like leaves.

Your ability to communicate is somewhat limited, with most hearing your speech as various bell sounds. With just this species alone, only those who have learned to understand fairies will be able to understand what you are saying. Fortunately, this knowledge is very common across those who live in Never Land.

Normally, a person declaring that they don't believe in fairies would be enough to sap you of your powers and eventually kill you. Fortunately, purchasing this species here means you do not suffer this weakness.

All fairies possess a Talent, a kind of specialised aptitude granted to them when they first appear. For example, Tinker Bell is a Tinker fairy, which makes it easier for her to repair items and jury-rig new ones from miscellaneous pieces. You are as strong with your Talent as Tinker Bell is with hers, and you are free to choose what your Talent is, so long as it is appropriate for Never Land, and affords no greater utility than Tinker Bell's.

See the Notes section for more information on fairies.

-Background-

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

Londoner

You are from London. Your knowledge of Never Land, should you have any, likely comes from stories you have read or been told by others.

Never Land Local

You are an Indian, Lost Boy, or some other kind of long-term resident of Never Land. You probably *aren't* a pirate though.

Pirate

You are one of Never Land's pirates. Do you work for Captain Hook like the rest? Or, perhaps you'll step out on your own?

-Location-

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

Should a location be rendered invalid as a result of an Early Start, that location is treated as Free Choice.

[1] London – Darling House

The home of the Darling family. It is often visited by Peter Pan, eager to hear stories told of his adventures.

Those with the Londoner Origin may choose to begin here for free.

[2] London – Big Ben

A famous landmark in London. Simply find the Second Star to the Right, and head straight on 'til morning, and you'll reach Never Land!

[3] Never Land – Hangman's Tree

This is the hideout of Peter Pan and the Lost Boys, something that Captain Hook would be eager to know.

Those with the Never Land Local Origin may choose to begin here for free.

[4] Never Land – Jolly Roger

You begin aboard or near the Jolly Roger, the ship of Captain Hook and his pirate crew.

Those with the Pirate Origin may choose to begin here for free.

[5] Never Land – Mermaid Lagoon

A lagoon that serves as a place of rest for the mermaids of Never Land.

[6] Never Land – Skull Rock

A giant boulder, which resembles a human skull, and is surrounded by water.

[7] Indian Camp

The encampment of Never Land's Indian tribe.

[8] Free Choice

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

Should you be incorporating the Tinker Bell film series via the toggle, you can also choose to begin at Pixie Hollow.

-Perks-

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

Londoner Perks

[100cp, Free for Londoners] Think of a Wonderful Thought

On purchase, choose a happy thought or memory you possess. From now on, you'll always be able to call this thought or memory to the front of your mind. You can use this to help yourself fly with pixie dust, or to ensure you will never truly forget a wonderful memory from your past, or simply to cheer yourself up when you are feeling down.

Once per jump, you may change which thought or memory this perk applies to. Post-chain, you may do so once every ten years.

[100cp, Free for Londoners] Following the Leader

You are surprisingly effective at moving through rough terrain, both in terms of navigation, and also physical ability; hopping from rock to rock to cross water, climbing along vines, and maintaining long marches without overly exhausting yourself.

If you are heading to Never Land, this is sure to come in handy.

[200cp, Discounted for Londoners] Authority on Peter Pan

You have a great deal of knowledge regarding Peter Pan's many adventures. Should you find yourself in Never Land, this may be of great value. You are also an engaging storyteller, which serves as another outlet for this knowledge.

In each future jump, you'll acquire an equivalent level of knowledge based on myths and fantasy stories, particularly where those are at least somewhat accurate. You'll always be able to determine when such knowledge has been gained from this perk, allowing to better evaluate its veracity.

[200cp, Discounted for Londoners] Your Mother and Mine

You have a strong maternal aura, which you can toggle on and off as you like. You're also quite good at dealing with children.

Beyond this, by explaining mothers in detail, particularly via song, you can instil a strong yearning for their mother within others. While this won't always work, you'd be surprised where it can, as even hardened pirates can be susceptible to this.

[400cp, Discounted for Londoners] Sewn-On Shadows

Normally, shadows cannot be interacted with. Despite this, Wendy Darling was able to catch Peter's shadow, and sew it back onto him. Now, you'll be able to do the same, even in worlds where shadows aren't quite so lively.

Thanks to this perk, you'll always be able to physically interact with shadows, grabbing them, ripping them away from the person or object they belong to (which causes them to cease casting shadows from their body), trapping them in confined spaces, and sewing them back on to the person or object they were cast from in a completely harmless manner. You are also pretty good at sewing in general.

With time and effort, it may even be possible to learn to touch and trap other intangible or untouchable entities.

[400cp, Discounted for Londoners] ***The choice is up to you!***

For one reason or another, your enemies will prefer to capture you alive rather than kill you immediately.

The exact manner in which this plays out varies based on your circumstances. Maybe your foe will choose to take you hostage in order to draw out another, more valuable, opponent. Perhaps they will take the opportunity to try to get you to join their crew, even when they typically would have little need of you – a pirate crew rarely recruits children, after all. Failing that, they might simply opt to kill you in a drawn-out specific way rather than immediately, such as by taking you to their ship to make you walk the plank.

While powerful, the effect of this perk is not absolute. If your foe could not justify not killing you on the spot with even the flimsiest of reasoning, or if you don't take advantage of the outs provided to you, this perk won't be able to save you. For similar reasons, wild creatures are unlikely to be influenced by this perk, as they don't rely on the higher order thinking that would allow them to fumble their way into not killing you.

You may toggle this perk on and off as you like.

[600cp, Discounted for Londoners] The Second Star to the Right

Do you yearn for Never Land? Then no need to worry; should you desire it, events will line up to ensure you are always able to travel to and from Never Land whenever you wish to. The exact way this plays out will vary based on your circumstances, and may be as simple as a fairy showing up to help you fly to Never Land.

In other settings where two worlds are connected or overlap in some way, this perk will also work to enable you to travel between them as you like. If more than two are connected in such a way, then you may choose which world this helps you move to and from, and you may change this decision every ten years. As above, the exact manner in which this works varies based on your circumstances, but also varies based on the nature of the setting itself.

Post-chain, even in other universes, you will somehow manage to travel to and from this setting's version of Never Land. This is addition to the local world this perk will help you access.

Never Land Local Perks

[100cp, Free for Never Land Locals] ***Tink said what?***

You are able to understand Never Land fairies, and will be able to teach this same knowledge to others.

This will also allow you to understand the special languages of fairies from other settings, but does not give you any ability to teach this broader understanding to others.

[100cp, Free for Never Land Locals] Spirit of Youth

Trying to outsmart Indians. Clashes with pirates. Treasure hunts. One might think that no matter how much such adventures appeal to you, eventually you'd get a bit tired of it. And yet, even after decades of it, the Lost Boys always seem to be in the mood for more. Thanks to this perk, this is a mentality you have managed to adopt yourself.

From now on, no matter how many times you do something, you will still be able to enjoy it as much as if it was the very first time. Time will not instil a sense of complacency, boredom, or ennui in you, allowing you to retain that sense of childlike joy throughout your adventures.

This perk will not force you to enjoy things you have come to dislike for other reasons.

[200cp, Discounted for Never Land Locals] ***Those are me orders, Mr. Smee!***

You have an impressive level of control over your voice. This control allows you to make all kinds of animals noises, such as crowing like a rooster. It also allows you to effortlessly imitate the voices of others. Used wisely, this can allow you to run rings around your enemy, just as Peter Pan imitated Captain Hook's voice to baffle Mr. Smee.

[200cp, Discounted for Never Land Locals] ***Aw, she's just jealous. All girls get like that around me.***

On purchase of this perk, decide whether you receive a great enhancement of prettiness, along the lines of Tinker Bell, Tiger Lily, or the Never Land mermaids, or a great enhancement of boyish charm, along the lines of Peter Pan.

Regardless of your choice, you'll find it a great deal easier to hold the attention of your preferred gender. Be warned; the jealousy such attention can inspire may lead to unexpected complications.

You can toggle each aspect of the perk on and off individually.

[400cp, Discounted for Never Land Locals] You Can Fly

At all times, you benefit from the effects of pixie dust; in other words, you can fly!

But you don't just fly, you can fly well. You can fly at much higher speeds than normal; allowing you to replicate Tinker Bell's impressive feat of reaching Peter's hideout from the Jolly Roger in less than ten seconds. While maintaining such speeds in combat may not be as feasible, you nonetheless have impressive manoeuvrability, helping you dodge gunshots and get the best of talented swordsman.

[400cp, Discounted for Never Land Locals] Not Sewn On

For most, a shadow is simply a natural phenomenon. For you, it is a living being all its own.

Now your shadow is capable of moving on its own, and can even detach itself from you in order to operate independently. It can physically interact with the world around it to a limited degree, however this same tangibility allows others to grab onto it, and allows it to be trapped in confined spaces. Your shadow can easily be reattached each time by "sewing" it back on, a process that is safe

and painless both to you and your shadow. Should it somehow be destroyed, it will reappear the next day, attached to you.

Your shadow has a mind of its own, and while ultimately loyal to you it is also playful and may disobey or go about its own business from time to time. If for some reason your shadow already had a personality, it retains that instead.

[600cp, Discounted for Never Land Locals] Never Grow Up

You never want to grow up? Thanks to this perk, you won't have to, even outside of Never Land.

For each form you possess, you can declare a physical age which you will never progress past. You can change this decision for any form at any time, but this won't de-age you if you have already passed it, simply keeping you where you are now. Likewise, you can declare a mental age which you will not progress past; this doesn't prevent you from learning lessons or gaining information, it merely dictates your overall mentality. As with your physical age, you can change this at any time, but this won't undo any maturation you have already gone through.

At the start of each new jump, you can choose to start younger than you would otherwise. Post-chain, you can de-age any of your forms whenever you like.

Finally, at the start of each jump (post-chain, every ten years), you can choose to lower your general mental age as much as you like. You can reverse this decision at any time, but you'll still have to wait until your next opportunity to do this again; choosing to reverse this effect is based on your true desires, so don't worry about a childish mindset you have chosen for yourself trapping you at that mental age indefinitely.

Pirate Perks

[100cp, Free for Pirates] A Pirate's Life

Seeking a career as a buccaneer? This perk will help you with that.

Now, so long as you have not made yourself the enemy of a pirate crew or other criminal group, you'll find it much easier to join up with them.

Additionally, so long as you remain part of this crew, they won't try to kill you for merely annoying them. You won't be sharing the fate of Skylights, thanks to this perk!

[100cp, Free for Pirates] Seasoned Shipmate

You know your way around a pirate ship. So long as it relates to maintaining or operating ships like the Jolly Roger, you'd be able to pull of just about any crew role with aplomb.

[200cp, Discounted for Pirates] The Elegant Captain Hook

You find it easy to build and maintain a reputation as a fearsome and dastardly individual, particularly a fearsome and dastardly pirate. Word of accomplishments that would foster such a reputation

spread faster and stick in the minds of others, while losses you take erode such a reputation far less than they usually would.

You'll find that such a reputation does wonders for keeping a potentially mutinous pirate crew in line, and may even help when pressing others into your service. You may toggle this reputation building and maintenance off whenever you like, but doing so will not undo any reputation you have already built up.

On a (mostly) unrelated note, you also possess a particularly loud yell. UNDERSTAND?!

[200cp, Discounted for Pirates] Master Swordsman

You are exceptionally well-trained in the use of a rapier, making you a match for the likes of Captain Hook.

This same talent will carry over to other kinds of swords, including daggers, to a large degree. With time and practice, matching this same level of talent with these other weapons is a simple matter.

[400cp, Discounted for Pirates] Underhanded

Whatever you might claim about 'good form', the truth is that you know just how effective you can be when acting in a dishonourable way.

You are quite good at moving yourself and smaller crews quietly and stealthily through the jungle and similar kinds of terrain, allowing you to set up effective ambushes that completely take your enemies off guard, quietly gather intel, and even slip into enemy territory to have a one-on-one talk with a vulnerable opponent, to convince them to work for you.

In fact, this latter case may be when you are most dangerous, for you are a master manipulator, able to effectively take advantage of the doubts and insecurities your enemies have, and seem like you are promising a lot when in fact you have promised basically nothing. Of course you won't lay a finger on their friend… leaving a bomb at their doorstep doesn't require you to touch them, after all.

[400cp, Discounted for Pirates] *The cook told me, that the first mate told him…*

Blast that Peter Pan! He always seems to have the upper hand, doesn't he? What you need is an edge, one this perk can provide you.

In one form or another, critical information related to your most hated enemies always seems to fall into your lap. Perhaps rumours of your rival's woman troubles will reach you when they really shouldn't be able to? Maybe, you'll spy their latest ally expressing dissatisfaction with them, as well as a need for something you can provide?

Of course, this perk only provides information; it won't create such weaknesses for you to take advantage of on its own.

[600cp, Discounted for Pirates] *Smee! Smee!*

From now on, when you find yourself in mortal peril, you'll find yourself performing at a level significantly beyond the normal limits of your physical ability. For example, an ordinary human would be able to pry open a crocodile's jaws to pull themselves out of its mouth, and could even briefly run on the surface of the water.

As you might expect with such a boon, there are some conditions here. First, this boost generally applies to attempts to save yourself and escape from danger, rather than directly defeating your foes. Second, attempts to 'game' this perk to forcefully trigger it at more convenient times will invariably fail. Fortunately, in either case you'll always be aware what you can get away with.

Finally, your use of this boon tends to result in you looking rather pathetic, even as you perform feats that would ordinarily be considered extremely impressive. But, what's dignity in exchange for your life, right?

General Perks

[Free] Sing-Along

It wouldn't do to leave you out of all the musical fun.

To ensure you can join in, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Now get out there and sing along!

-Items-

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

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

Londoner Items

[100cp, Free for Londoners] London Attire

A pair of outfits, appropriate to the era. The first is formal attire that a Londoner would wear to a party. The second is a nightgown.

Each outfit is self-cleaning and self-repairing. Should one be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Londoners] Canine Caregiver

This St. Bernard is now your loyal pet. Somehow, they have been trained to be a surprisingly competent nursemaid, and can complete tasks such as putting away toys and doling out medicine to children.

Should something unfortunate happen to your dog, they will be back the next day, good as new! This isn't that kind of movie.

[400cp, Discounted for Londoners] London Home

A large, fully furnished house, similar to the one the Darlings call home. It is located somewhere appropriate, close to your starting location.

All bills associated with the property will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

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

[600cp, Discounted for Londoners] Clock Tower

You now own this large clock tower, like Big Ben. In fact, you may choose to own Big Ben specifically; naturally, this can only apply to one purchase across all builds. If your clock tower is not Big Ben, it can be found somewhere appropriate close to your starting location.

Should it be placed out in the world, your clock tower will quickly amass a similar level of prestige and relation to its location that Big Ben does to London. This could lead to a great deal of wealth and fame on your part, should this be leveraged correctly. Optionally, the clock tower may come with some human staff to run and maintain it on your behalf; they count as followers and if any perish replacements will arrive at the start of the next jump (post-chain, after ten years).

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

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

Never Land Local Items

[100cp, Free for Never Land Locals] Local Attire

A pair of outfits similar to those worn by the residents of Never Land. It could be an outfit like Peter's, a dress like Wendy's, an animal outfit like those worn by the Lost Boys, or attire worn by Never Land's Indians. You may choose two different outfits, or two copies of the same outfit.

Your chosen outfits are self-cleaning and self-repairing. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Never Land Locals] Hideout

A place where you can rest and relax between your many adventures.

You have two option for this item, which you must decide upon on purchase. You can elect for your hideout to be built into a tree, just as Peter Pan's hideout is built into Hangman's Tree. Or, you can instead acquire a lagoon, trading the furnishings and secrecy for a beautiful view and larger overall area.

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

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

[400cp, Discounted for Never Land Locals] Ever-Present Pursuer

On purchase, decide whether this is a large crocodile or an octopus. In either case, they are a dangerous beast. While they are not exactly loyal to you, they will be content to leave you and yours alone unless provoked.

Once per jump, you can declare one person; the beast will suddenly gain a taste for that person, perhaps imagining them to be a giant codfish. This declaration is done mentally, and the creature does not need to be present for you to make it. From that point, the beast will go about tracking down and eating them. They will hone in on them with startling accuracy and efficacy, and are almost guaranteed to be present when they are in dangerous situations near a body of water.

The beast has some kind of noise associated with it; perhaps they ate a clock in the past and make ticking sounds as a result? While this does work to alert their target of their presence, over time it becomes a source of creeping dread, as even if the beast is dispatched it will be back again after a few days.

At any time you may call off this beast's pursuit, but this won't allow you to declare a new target early. Post-chain, you may change the creature's target once every ten years.

[600cp, Discounted for Never Land Locals] Indian Tribe

You are now the chief (or co-chief if you prefer) of this tribe of Indians, comparable to the Never Land tribe. In fact, you may choose for this to be that tribe specifically; naturally, this can only apply to one purchase across all builds.

Your tribe count as followers. Should any perish, replacements will appear at the start of the following jump. Post-chain, this occurs after ten years.

Your tribe comes with the necessary encampment to house them, and the typical equipment they would be expected to have. Should any of this be lost or destroyed, a replacement will appear in your Warehouse 24 hours

In each future world you visit, you can choose to either attach their encampment to your Warehouse via a special gateway, or place it out in the world. In the case of the latter, you can choose for your tribe to be inserted into the local history. In settings where they would be vastly outmatched, a tenuous series of agreements and alliances prevents them from being immediately overrun. However, these are not guaranteed to last indefinitely, and may require you to put effort in if you wish to maintain them.

Pirate Items

[100cp, Free for Pirates] Pirate Attire

A pair of outfits. The first is a rather drab pirate's outfit, suitable for the ordinary crew member. The second is significantly more extravagant, suitable for a pirate captain, complete with coat and hat.

Both outfits and self-cleaning and self-repairing. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Pirates] Rapier and Pistol

A rapier and pistol, like the ones used by Captain Hook. They are well-made, but otherwise mundane.

The pistol comes with a small supply of ammunition that replenishes daily if lost or used, allowing you to make regular use of it.

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

[400cp, Discounted for Pirates] Flying Pirate Ship

A large pirate ship, like the Jolly Roger. It has plenty of space for crew, a dedicated captain's quarters, and is equipped with many cannons. It even has a replenishing supply of cannonballs, ensuring you can make use of these cannons as often as you like.

Perhaps most interestingly, your pirate ship has been permanently infused with pixie dust. You can decide whether or not this has given this ship a permanent gold colouration. In either case, the ship can now be steered through the air just as easily as it can move over water.

Post-jump, you can store the ship in a special subspace when not in use, allowing you to have it on hand whenever you need it.

Should your pirate ship be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp, Discounted for Pirates] Expendable Pirate Crew

Congratulations! You are now captain of your own pirate crew, equivalent in size to the crew that serves Captain Hook.

Each pirate is armed with a sword, and some also possess a pistol. They count as followers. The pirates are bloodthirsty, and willing to commit all manner of foul deeds in your name. Unfortunately, they are not terribly bright. Though they often express mutinous intent, they are ultimately loyal to you, even when you casually execute them for the smallest annoyance.

Feel free to do so, by the way. Should one perish, a replacement will show up in a day or two.

General Items

[50cp, Free for Mermaids] Mermaid Modesty

To protect your modesty, you have a seashell bra, a pair of starfish, and a flower necklace. Each of these options will somehow always manage to obscure your chest, and they will resize themselves as needed so they always fit you appropriately. They are surprisingly comfortable to wear, and won't go bad over time.

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

[50cp] Films and Series

A copy of various media on your preferred from of physical media.

Included is: Peter Pan (1953), Return to Never Land, Tinker Bell (2008), Tinker Bell and the Lost Treasure, Tinker Bell and the Great Fairy Rescue, Secret of the Wings, The Pirate Fairy, Tinker Bell and the Legend of the NeverBeast, Pixie Hollow Games, Pixie Hollow Bake Off, and the Jake and the Never Land Pirates series.

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

[50cp] Merchandise

A lot of Peter Pan related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various Peter Pan branded collectibles and odds and ends. Of course, for the superfan, such things hold far more value than the practical utility they afford.

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

[50cp] Dagger

A dagger, like the one wielded by Peter Pan. It is well-made, but otherwise mundane.

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

[50cp] Hook Set

A variety of hook hand prosthetics, for a variety of situations.

In addition to a "standard" hook, this set also has a nicer one for formal occasions, various cutlery hooks, and a corkscrew hook. These hooks come in a nice case, allowing them to either be stored or displayed as your prefer.

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

-Companions-

[50cp per.] Import

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

[50cp per.] Create

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

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in Peter Pan (1953) (as well as Return to Never Land, the Tinker Bell film series, or Jake and the Never Land Pirates if you've included them via the toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

-Drawbacks-

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

[0cp] Jumper History

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

You can also use this toggle to incorporate the events of other Peter Pan settings you have visited before. In this case, these events may be adjusted to be appropriate for this version, both in tone and in detail. This cannot be used to remove major characters from the setting, but will likely have a strong impact on how others feel about you.

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether the events of Return to Never Land, the Tinker Bell film series, and/or the Jake and the Never Land Pirates series are a natural part of this world's timeline, resolving any inconsistencies in a manner of your preference.

[0cp] Early Start

Requires Direct to Jumpchain, incorporating the events of the Tinker Bell film series.

With this toggle, you can arrive in this world some years earlier, allowing you to experience the various adventures of Tinker Bell. This adds to your total time here, as the jump will still end at the time it otherwise would.

[0cp] Extended Stay

With this toggle, you can extend your stay in this jump up to the end of 1945. Unless you take things off course, this means you'll be here through the entirety of World War II.

[+100cp] What Made the Red Man Red?

This is a world of its time, a fact that you'll have some difficulty accepting.

As a result of taking this drawback, you'll encounter racism and derogatory terms far more often than usual, even from the those of otherwise good character. Regardless of your usual feelings, this will at minimum make you greatly uncomfortable each time.

[+100cp] Poppycock

Non-Londoners that take this drawback must Drop-In.

Never Land. Peter Pan. All absolute poppycock, you don't believe a word of it.

For the duration of the jump, you will stubbornly refuse each and every aspect of Never Land as being true until such a time that you are directly confronted with it. Even meta-knowledge you have of this setting will be thought of as mere stories until you come to believe a given element, and even then you will only treat that knowledge seriously for that element.

[+100cp] Jealousy

You are prone to jealousy, and will easily hate new friends those you care about make, particularly if they are potential romantic rivals.

This can be overcome on an individual basis, but if you aren't careful this can lead to some horrible decision making on your part.

[+200cp] Nobody Calls Jumper a Coward!

You have developed an unfortunate complex around being called a coward. Being called one not only enrages you, but leaves you vulnerable to manipulation around it. For example, a grounded opponent calling you a coward for flying around instead of fighting "fairly", would convince you to not rely on flight for that battle, even when it puts you in serious danger.

Should your opponent gain an awareness of this weakness, it will give them a significant advantage over you.

[+200cp] I Give My Word

For the duration of the jump, you are compelled to comply with any promises you make, to the extent that is possible.

Fortunately, you only need to comply with the letter of these promises, not the spirit, so creative wording may allow you to get around following through in the way you have led others to believe. Of course, avoiding promises altogether would be a safer bet.

[+200cp] Need A Hand

Across all forms you might take during the jump, you are missing a hand (or equivalent for forms without them). You might want to get used to using a hook, because this cannot be fixed by any means during your time here.

[+300cp] Blast that Jumper!

Captain Hook hates you, even more than he hates Peter Pan! He will seek your death above any of his other goals, employing both direct attacks and plots and schemes to bring about your demise, but his personality and mode of operation is otherwise unchanged.

Captain Hook cannot be reasoned with, or dissuaded from this goal. Should you incapacitate him, he'll somehow show up a few weeks later. Likewise, his pirate crew is never completely exhausted, with him somehow recruiting new members between major plots or attacks.

[+300cp] Never Smile at a Crocodile

Uh oh. A large crocodile, which may either be Tick-Tock or an equivalent thereof, has got a taste for you. This crocodile wants to eat you above all else, and with relentlessly pursue you, and wait for ideal opportunities to achieve this goal. It will even travel between worlds if necessary. It seems this crocodile ate a clock at some point because it constantly makes a ticking noise; while this alerts you to its presence, you'll find this sound incredibly stressing, so it's just as much as burden as it is a boon.

Should you permanently rid yourself of this creature, a new one at least as dangerous will appear after a few weeks. It might not necessarily be a crocodile each time; for example, it might be an octopus. Each creature will have its own kind of stressing sound you'll quickly associate with it.

[+300cp] I Don't Believe In Jumper

For the duration of the jump, a person expressing serious disbelief in your existence within close proximity to you will quickly sap you of your powers, and eventually kill you. This applies to you individually, to Jumpers as a whole, and to the specific species you happen to be at the time (for example, if you are a fairy and someone declares they don't believe in fairies).

Once this has occurred, the only way to save you is for the person in question to genuinely recant and express their newfound belief while in your general proximity.

-Ending-

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

Choose one of the following three options:

Return to Never Land: You choose to remain in this world. Your chain ends here.

Second Jump to the Right: You choose to continue your chain. Proceed to the next jump.

Return to Jumper's Land: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On Fairies:

In the Tinker Bell film series, fairies cannot produce pixie dust on their own, and require it to fly. They ration it based on their needs. You do not need to worry about this, even if you are incorporating those films via the toggle. There are also other kinds of pixie dust, but unless otherwise specified all references to pixie dust in this jump refer to the standard golden kind.

Fairies appear to have an extremely long lifespan, but they are not truly ageless.

While you are a fairy, you are able to understand other Never Land fairies without the *Tink said what?* perk.

So, what exactly happens here, anyway?

Note: this synopsis only covers Peter Pan (1953) in its entirety, but indicates where the other films and series fit in.

[Should you include them via the toggle, the events of the Tinker Bell film series take place some years before Peter Pan (1953).]

In 1904, the Darling family live in London. George and Mary Darling prepare for a party but are interrupted by the antics of their boys, John and Michael, play acting the adventures of Peter Pan that were told to them by their sister Wendy. Frustrated by their antics, George Darling angrily declares that Wendy is old enough to move out of the nursery and into her own room.

Before the adults leave for the party, Wendy tells her mother that she has caught the shadow of Peter Pan, and to leave the window unlocked so that he might reclaim it. Mary tells her husband about this, but any concern is lost when Peter Pan is mentioned, as George believes such things are absolute poppycock.

That night, the house is visited by Peter Pan and Tinker Bell the fairy. Wendy is awakened, and helps Peter by sewing his shadow back on to him. Peter tells Wendy that he regularly stops by to hear her tell the boys stories of his adventures. Wendy tells him that tonight is the last time this will happen, as she is to "grow up" the next day. Offended by the idea, Peter insists Wendy comes back to Never Land with him, and via back and forth settles on her acting as the "mother" of the boys there. Wendy attempts to kiss Peter out of gratitude, but a jealous Tinker Bell stops her. John and Michael awaken and are allowed to come with them. Peter teaches the others to fly via Tinker Bell's pixie dust.

The group flies to Big Ben. From there, they head towards the Second Star to the Right, which takes them to Never Land.

A ship of pirates (the Jolly Roger) led by Captain Hook is anchored off Never Land. While Mr. Smee and other pirates wish to leave Never Land, Captain Hook wants revenge on Peter Pan for taking his hand and feeding it to Tick-Tock, a crocodile that swallowed a clock and makes constant ticking noises as a result. Tick-Tock briefly appears, eager to eat the rest of Captain Hook, but is shooed

away. The pirates spot Peter Pan and the others arriving in Never Land. Peter asks Tinker Bell to take the others on ahead while he distracts Captain Hook.

Tinker Bell rushes ahead of the others to reach the Lost Boys, a group of young boys who look to Peter as a leader. Jealous of Wendy, she tricks the Lost Boys into shooting the group out of the sky, supposedly on Peter's orders, though Peter is able to arrive in time to rescue Wendy and set things straight. As punishment, Peter banishes Tinker Bell.

Now part of the Lost Boys, John and Michael head with them to find Never Land's Indians, while Peter and Wendy head off to see the mermaids. The Lost Boys are quickly captured by the Indians. Normally they would be released, as this is part of the game the two groups play, however Tiger Lily (the Chief's daughter) has gone missing, and the Indian Chief intends to kill them if she is not returned.

Peter and Wendy meet the mermaids, who become jealous of Wendy and briefly try to drown her. They soon discover that Captain Hook and Smee have kidnapped Tiger Lily, and are taking her to Skull Rock to get her to reveal the location of Peter Pan's hideout. Peter is able to defeat Captain Hook in a duel, forcing him to flee from Tick-Tock, and rescue Tiger Lily. Tiger Lily is returned to the Indian tribe, who declare Peter an honorary chief.

Captain Hook learns of Tinker Bell's banishment. Taking advantage of her jealousy, he claims that he is leaving Never Land soon and says he will force Wendy to come with him so that Tinker Bell can have Peter. Tinker Bell gives him the location of Peter's hideout to Captain Hook, on the condition he doesn't lay a finger or hook on him. Once she tells him, she is locked in a lantern.

At the hideout, Wendy wants to return home along with her brothers, who refuse. She reminds them and the Lost Boys of mothers, which convinces them all to head back to London with her against Peter's wishes. As they leave the hideout, the pirates kidnap them. Honouring the letter, but not the spirit, of his promise, Captain Hook leaves behind a "present" from Wendy – actually a time bomb.

On the Jolly Roger, Captain Hook gives the prisoners a choice: become a pirate, or walk the plank. Wendy says Peter will save them, but he explains that the bomb will go off soon and he will be gone forever. Hearing this, Tinker Bell manages to free herself and rushes to warn Peter.

Captain Hook makes Wendy walk the plank, but there is no splash; Peter and Tinker Bell have arrived in time to save her, and rescue the others. Peter battles Captain Hook and the Darlings and the Lost Boys confront the other pirates. Captain Hook talks Peter Pan into promising not to fly during their duel; Hook gets the upper hand but ultimately loses and begs for his life. When Peter turns away he lunges at him, but Peter dodges, and Hook falls into the water with Tick-Tock. Hook and the pirates flee from Tick-Tock.

Peter has Tinker Bell spread pixie dust over the Jolly Roger, allowing it to fly. He returns the Darlings to London, but the other Lost Boys stay with him as they are not ready to grow up yet.

George and Mary Darling return home from the party. George has calmed down and gone back on his decision to force Wendy out of the nursery, happy to let her grow up in her own time. Wendy wakes and tells them about their adventures. The parents see what appears to be the Jolly Roger in the clouds. George Darling says he feels like he saw that same ship as a child.

{Should you include it via the toggle, Jake and the Never Land Pirates occurs sometime between the two Peter Pan films.]

[Should you include it via the toggle, Return to Never Land occurs well after the events of the first film, during World War II.]

-Changelog-

0.1
Created the jump.

1.0
(i) **Jumper History** now allows you to incorporate the events of other Peter Pan settings you have visited.