



The Princess and the Frog

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

You've arrived in New Orleans in the 1920s. A young woman, Tiana, is working multiple jobs so that she might save up enough to establish her own restaurant – a dream she shared with her now deceased father. Meanwhile, the city is abuzz as Mardi Gras approaches, and news spreads of a visiting royal – one Prince Nazeen. The lives of these two people will become intertwined due to the scheming of the wicked “Shadow Man”, as he attempts to claim a fortune by nefarious means. What will your role be in all of this? That's for you to decide.

You arrive in this world shortly before Tiana heads in to her waitress job at Duke's. 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 options here. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

You are a human. Self-explanatory.

[Free/+200cp] Frog

Choosing this species may give you an additional 200cp to spend, as explained below.

You are a green frog. You are able to hop around quickly, and your tongue can quickly snap up bugs, but you are tiny compared to a human.

If you'd like to gain an additional 200cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

[Free/+300cp] Firefly

Choosing this species may give you an additional 300cp to spend, as explained below.

You are a firefly, a small bug that can fly, as well as release a light from your behind. This light can even dispel or damage shadow-based creatures, but you are extremely tiny and fragile compared to even frogs.

If you'd like to gain an additional 300cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

[100cp] Alligator

A large reptile with sharp teeth. These creatures are feared by the human population of New Orleans, which can be both a blessing and a curse.

-Background-

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

Royalty?

Are we in the company of visiting royalty? For some reason, you don't have the funds that would normally accompany such a position. Did your family cut you off, or are you just playing dress-up?

Supporter

Not everyone can be the star of the show, but everyone has a role to play. Perhaps you could offer others a helping hand, or some sage wisdom?

Villain

Have you been pushed around for too long, or were you always rotten? In any case, you're a bad guy, willing to do bad things to get ahead.

-Location-

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

[1] Tiana's House

The modest house that Tiana lives in, when she's not busy at either of her two jobs.

[2] Lottie's House

The significantly grander property that Charlotte La Bouff lives in. Should things go as expected, this is where Tiana will be turned into a frog.

[3] Duke's Café

One of the two places where Tiana works as a waitress.

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

[4] Dr. Facilier's Voodoo Emporium

The base of operations for the villainous Dr. Facilier, otherwise known as the Shadow Man.

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

[5] Old Sugar Mill

A run-down old sugar mill. Perhaps one day, it may be renovated into a glamorous jazz restaurant.

[6] Bayou – Entry Point

This is the place at which Tiana and Naveen, both frogs, will first arrive in the bayou. Unless you change things, of course.

[7] Bayou – Mama Odie's Shack

The home of Mama Odie. Perhaps you'd care to seek her out for advice?

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

[8] Free Choice

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

-Perks-

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

Royalty? Perks

[100cp, Free for Royalty?] Magnolia In May

You're quite the looker, it seems. On purchase, choose whether it is a great enhancement of feminine beauty, allowing you to match Tiana in terms of looks, or whether it grants a similar enhancement of masculine handsomeness, allowing you to match Prince Naveen.

[100cp, Free for Royalty?] Diligent Waitress

You have the aptitude necessary to be an excellent waiter or waitress. Remembering orders comes easily to you, and you have great skill balancing stacks of objects on your body, allowing you to carry many orders out at a time.

If you are looking to earn an honest living, or save up for something special, at least you'll have the aptitude to hold down a job.

[200cp, Discounted for Royalty?] A Special Gift

You are an excellent cook. Your specialty are foods commonly found in New Orleans during the 1920s, such as gumbo and beignets; for these types of food, you could be number one in New Orleans if you put your mind to it. In the case of gumbo, with just a quick taste you would know how to correct someone else's cooking – sometimes a couple of shots of tabasco is all it needs. For other types of food, while you aren't quite as talented, you are nonetheless better at cooking them than you were before.

Go ahead and give your friends a taste of your wonderful cooking. A gift this special ought to be shared!

[200cp, Discounted for Royalty?] Visiting Royalty

Have you heard? Prince Jumper has come to New Orleans!

When you first arrive in a world (including this one), you can choose for yourself to be treated as royalty from some far-off, obscure nation. Newspapers will herald your arrival, and you'll be treated like a celebrity (for good or ill).

While this doesn't grant you any wealth or power on its own, your title will be appealing to quite a number of people. Why, there's at least one wealthy one lady who would almost certainly marry you to be considered a princess.

[400cp, Discounted for Royalty?] Almost There

You have developed an impressive combination of willpower, stamina, and self-control.

With such things, you will find yourself capable of maintaining multiple exhausting jobs, refraining from frivolous spending, and resisting serious temptations, ranging from hanging out with your friends instead of working, to deals with villains for your greatest desires at the cost of behaving against your values.

Just make sure these traits are used correctly; running yourself ragged without friends or love is no way to live.

[400cp, Discounted for Royalty?] True Princess

Your kisses are magical, in more ways than one.

Not only are you a great kisser, but your kisses have the ability to remove undesired curses or magical effects that change a person's physical form. You cannot use this ability on yourself, however, if removing the curse or change would cause a knock-on effect that removes a change affecting you, that will still happen as normal.

Additionally, you can always choose to count as a "princess" for the purposes of magical effects where such a title would matter.

[600cp, Discounted for Royalty?] Frog Free

Turned into a frog? I don't think so.

You are now immune to unwanted physical transformations imposed on you by outside forces. It doesn't matter if it is from voodoo magic, some strange technology, or something even more esoteric; if you don't want to change, you don't have to.

This perk does not prevent mental changes. It also doesn't prevent you taking physical damage, so having a limb cut off, or being squashed underfoot will not be stopped by this perk.

Supporter Perks

[100cp, Free for Supporters] When We're Human

As a result of taking this perk, in any non-human form you take on that would typically move around on all fours you can now lean back on your hind legs and move about as well as a human.

Additionally, all non-human forms you possess will now maintain the same amount of dexterity in their hands (or equivalent, such as front feet) as you would have as a human. This doesn't decrease your dexterity if the form in question had more than a human's.

[100cp, Free for Supporters] Gonna Take You There

You have a good sense of direction, enhanced spatial awareness, and find it easy to navigate confusing environments such as swamps.

In combination, you'd be an excellent guide. Even the fireflies would be impressed!

[200cp, Discounted for Supporters] Jamming with the Big Boys

An alligator playing the trumpet? It's more likely than you think.

Choose one musical instrument found in 1920s New Orleans. You are now a master of that instrument. Not only that, but you will somehow be able to play that instrument in any form you take, whether or not you have the appropriate parts in that form.

Additionally, you have a good sense for music in general, allowing you to both improvise and match the music that others are playing nearby.

[200cp, Discounted for Supporters] Ma Belle Evangeline

Should the worst transpire, it is best that it happens with dignity.

From now on, if you would be killed, you can choose to activate this perk. You will miraculously survive, but will be utterly defeated and spent. After a few moments, you will pass away regardless of any actions that are taken. If you have allies or friends nearby, you will be able to stick around to give them your final words, and then pass away.

Additionally, if you do die, you can choose to disappear, reappearing as a star in the sky. You may choose whether you retain awareness, but you are unable to move, speak, or use any powers whilst in this star form. If you are resurrected, you will cease being a star and return to your prior form.

Neither of these effects prevent you from chain failing; they simply work to make your death a dignified and memorable one.

[400cp, Discounted for Supporters] Down In New Orleans

Like the sugar barons and cotton kings of New Orleans, you are an excellent businessman.

You have developed a great business sense, allowing you to notice and capitalise on great business opportunities before most others become aware of them. With sufficient capital, you'll be able to consistently maintain and expand your fortune.

All the better to take care of your precious children, right?

[400cp, Discounted for Supporters] Dig A Little Deeper

People usually know what they want. It is much rarer that they know what they need.

You've acquired a great sense for people, able to quickly gain deep and largely accurate insights into their character, as well as how their lives can be improved.

You are able to present this information in a relaxed and/or mysterious manner that allows a person to come to a conclusion on their own instead of being told outright, and which helps you come across as a voice of wisdom instead of a busybody or a lecturer.

[600cp, Discounted for Supporters] Mystical Maven

You have learned how to perform various kinds of voodoo magic. Unlike the voodoo most think of, yours is of a more benevolent bent.

With such magic, you can fire burst of light magic that dispels shadows and shadow-like creatures. You can change the form of others into various kinds of animals, but typically require their consent for such magic to work. Using a cauldron or similar implement, you can divine various information relating to the world around you, as well as how the voodoo magic of others can be dispelled. You can even summon mundane objects to you with your magic.

Of course, your magic is not all-powerful; undoing the magic of others will be quite difficult, if not impossible, for example.

Villain Perks

[100cp, Free for Villains] The Cards Will Tell

You have learned a large number of card-based tricks. Shuffling them, throwing them from hand to hand, spreading them across the table in a neat way – these are just some examples of the tricks you have learned.

Whilst such tricks might not seem special on their own, in the right situation they could be worked into your act.

[100cp, Free for Villains] Manservant

You are a trained manservant, and are proficient with carrying luggage, managing a schedule, and various other job-related skills.

Hopefully you can find employment with someone who appreciates your efforts, instead of treating you like a fool.

[200cp, Discounted for Villains] Charlatan

You've become quite the skilled con artist, Jumper.

You are a smooth talker, able to pitch complete rubbish to your marks by dressing it up the right way. This talent will also help you gain technical consent for the purposes of magic that relies on such things, while giving a completely different impression to your marks of what exactly you are offering them.

[200cp, Discounted for Villains] Frog Hunter

You've become quite proficient with various frog-hunter implements, including bear traps, throwing knives, and the use of firearms.

Your accuracy with knives is such that you could throw more than a dozen at a time and have them all basically on-target.

Perhaps you are thinking this is overkill for a couple of measly frogs? Well, some of the frogs in the bayou ain't like no frogs you ever seen. They are smart. And they talk too.

[400cp, Discounted for Villains] Shadow Man

Your shadow is not simply a natural phenomenon; it is an extension of yourself.

Your shadow will naturally move about on its own in accordance with your general desires. This isn't a mere dramatic effect either; by overlapping with people and objects in the real world, it can interact with them, such as by tripping over people, or catching objects and bringing them back to you. You will always have a sense for where your shadow is and what it is doing.

Because of the way the shadow presents itself, it is very difficult for others to keep track of and react to it; doing so will often require a person to completely take their eyes off of you to watch a nearby wall. Your shadow is not without weakness however; it can be pushed back or temporarily dissipated by a firefly's light or light-based magic, and it can be grabbed by similar entities such as shadow demons, which in turn will cause you to be dragged. If your shadow is "destroyed" you will remain unharmed, and it will reappear after an hour or so.

[400cp, Discounted for Villains] Opportunist

Exploiting others for your own gain is all well and good, but only if the right opportunity presents itself.

Fortunately, it seems that these kinds of opportunities fall into your lap with regularity, and with little effort on your part. Standing in an alley? A celebrity might pass by on the main street. Sitting in a restaurant? You might overhear a wealthy woman discuss her desire to get married to a particular person at any cost. These opportunities sometimes present information you can later use to your own benefit, and sometimes provide you more direct access to a potential target for exploitation.

And why not exploit them; they are in your world now, after all.

[600cp, Discounted for Villains] Friends on the Other Side

You have learned to communicate and contract with a legion of voodoo spirits – your "friends on the other side".

These spirits can be very helpful. They can teach you various types of dark voodoo magic, unleash a swarm of shadow demons to catch or harm your foes, and more. However, they do not do this for free; you will have to arrange some sort of payment in return for their help. Increasing the power and influence of these spirits, or providing them with souls you have claim over are some of the methods of payment they'll accept. If you are in debt with them, you can still ask for their services an additional time, but the payment will be much steeper than usual. Be warned: if it becomes clear to these spirits that you won't or can't pay back your debt, they will show up and attempt to devour you. As a sign of good faith, you initially receive some credit, allowing you to ask for a few favours and test the value of their services before they start asking for payment.

At the start of each new jump, you can choose whether your “friends” travel between jumps with you, or whether you gain access to a new group of “friends”. Keeping the existing group means you can maintain your current standing with them, for better or worse. New groups of “friends” will not provide the same initial credit, but are still happy to work with you. At the end of your chain, you can choose any one group of these friends to return to your world with you (you can choose for none of them to come with you, but lose access to their help by doing so).

General Perks

[Free] Sing-Along

It wouldn't do to leave you out of all the musical fun, would it?

To make sure you can participate, 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!

[Free/200cp] Animal Language

In this setting, animals can understand each other, as well as humans. Humans who are transformed into animals become able to communicate with animals, but can still be understood by humans. Practitioners of voodoo can become able to communicate with animals as well.

As a special service, you will gain the ability to communicate with both animals and humans for free for the duration of the jump, regardless of your species choice. In the case of humans and human-like creatures, you must still be able to speak and understand their specific language in order to communicate with them, but will somehow be able to speak these languages in any animal or bug form you possess should you normally be capable of such.

For 200cp, you can retain this ability moving forward. Note that this perk does not grant animals in other settings additional intelligence or knowledge, so conversations with them will likely not be nearly as substantial in most cases.

-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.

Royalty? Items

[100cp, Free for Royalty?] Princess Dress

A wonderfully made dress (or suit if you prefer), with optional tiara. With such attire, it would be easy to mistake you for royalty.

The dress (or suit) is self-cleaning and self-repairing, and is perfectly sized for you. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Royalty?] Get A Job!

In each city or large settlement, you travel to, you will be able to find this job waiting for you.

The nature of this job varies by setting. Whilst it is exhausting, and not especially high-paying, it is not demeaning, and it will provide enough money for you to sustain a lower-class lifestyle in the area. You can be fired from this job, but not before you have gone and accepted it, and only for extreme unprofessional or poor performance.

Due to the nature of this item, you cannot import into it.

[400cp, Discounted for Royalty?] Riverboat

A large riverboat. If you want to travel the bayou in style, this is the ride for you.

This item comes with a minimal crew of human followers, who know how to operate the riverboat and are intensely loyal to you.

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

[600cp, Discounted for Royalty?] Jumper's Palace

You are now the proud owner of this high-end jazz restaurant. The food is great, the service is exemplary, and the jazz is some of the best in New Orleans. The building itself screams high-class, and if placed out in the world will quickly gain a great reputation, as well as allow you to earn profits.

Your restaurant comes with a team of humans, who are sufficient to run and maintain the place, as well as provide food and music. They count as followers, and are intensely loyal to you.

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 restaurant 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.

Supporter Items

[100cp, Free for Supporters] Gumbo Pot

This gumbo pot is well-loved, but still functions as if it were new. In fact, gumbo and other kinds of stews and soups seem to turn out just a tiny bit better when made in this. For the magically minded, the pot can also function as a cauldron.

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

[200cp, Discounted for Supporters] Walking Snake

This large snake is your loyal pet. It has the curious property of being able to become completely stiff in segments of its body. It is also quite resistant to pain and damage. In combination, this allows it to serve as a handy walking stick. Very handy for the elderly, the blind, or both.

Should something happen to your snake, it will be back tomorrow, good as new. This is a Disney movie, after all.

[400cp, Discounted for Supporters] Estate

A high-class residence, equivalent to the best properties in New Orleans. Not only does it look fancy, but it has plenty of space for guests. All bills associated with the property are covered for you too!

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 Supporters] *It's money! Buckets of it.*

Money is a great power. It can be used to accomplish a lot, for good or ill.

You have now amassed a fortune equivalent to “Big Daddy” La Bouff, all in cold hard cash. This is the kind of wealth others would kill for – literally. Be careful.

In each future jump, you receive an equivalent amount of currency in terms of purchasing power. You may choose for it to come as hard currency, or for it to all be deposited in a single account of your choosing. In settings where it doesn't make sense to have it deposited into an account, you must receive it as hard currency. Post-chain, you instead receive a new fortune every ten years.

Villain Items

[100cp, Free for Villains] Tarot Cards

A set of enchanted tarot cards. These cards do not show the typical arcana; instead, the images will change on the fly to suit a narrative you are trying to present. Why, you could even rapidly flip through the cards to create an animation-like effect.

The cards are imperfect liars. For example, if you were trying to convince a person to be turned into a frog but making it seem like you were offering them a way to get wealthy, though some of the cards

might look like money or use similar images, images of the person surrounding by money might also include subtle tells like having them lying on a lily pad.

The cards are highly resistant to damage from general use. Should they be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Villains] Frog Hunting Set

This set of items are just what you need if you want to be out hunting in the bayou.

Included are a couple of bear traps, a net, a small cage, more than a dozen knives, and a shotgun. The shotgun comes with an infinite supply of appropriate ammunition.

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

[400cp, Discounted for Villains] Form Changing Talisman

A small talisman, which resembles a head.

The talisman is powered by blood, and the “mouth” of the talisman is in fact a mechanism which allows it to bite into targets and quickly fill with a small amount of blood. Once the talisman is charged, a wearer of the talisman will change their appearance to match the person whose blood was taken. The transformation is mostly accurate, but does not change the colour of the eyes, or the voice. Maintaining the transformation consumes the blood in the talisman; when it runs out, the transformation ends and you will have to refill the talisman to use it again.

The transformation only affects the physical form, it does not provide any supernatural powers, knowledge, or expertise the target has. The transformation does not actually change your blood, so you cannot take it on and then harvest your own blood to ensure a continued supply. Obviously, it cannot help you assume a form that does not have blood in the first place.

Unlike the talisman owned by Dr. Facilier, you can wear your own talisman and experience the appearance change just fine.

Should the talisman be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Replacement talismans will always be empty.

[600cp, Discounted for Villains] Jumper's Voodoo Emporium

This small building is everything a dark voodoo practitioner could ask for.

Your emporium comes with all kinds of tools related to voodoo magic, as well as an endlessly replenishing supply of related ingredients and reagents. It is a magic hotspot, and you'll find it much easier to communicate with voodoo spirits or other kinds of otherworldly beings here than it normally would be.

Perhaps just as importantly, people tend to ignore flashes of light or loud noises coming from the building, and unless a person has a clear reason to investigate the building, or you would want them to visit, they will stay away from it.

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.

General Items

[50cp] Film

A copy of The Princess and the Frog on your preferred form of physical media. This animated film is yours to watch whenever you want.

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

[50cp] Merchandise

A lot of The Princess and the Frog 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 The Princess and the Frog branded collectibles and odds and ends. Still, a superfan might appreciate such a collection nevertheless.

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

[50cp] Trumpet

A well-made, but otherwise ordinary trumpet. New Orleans is the birthplace of jazz, and now you have just the tool to join in.

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

[50cp] Delicious Beignets

A supply of 500 beignets, the most delicious New Orleans has to offer. These beignets stay fresh until eaten.

Once a month, you will receive replacement beignets for any that have been consumed, lost, or otherwise ruined, to take you back to the 500 total.

-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 The Princess and the Frog 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.

[+100cp] Directionally Challenged

Do you have a bit of gator in you, Jumper?

For the duration of the jump, you will find it extremely easy to get lost, especially in swamp-like environments.

[+100cp] Big Baby

You have a low pain tolerance, and tend to react extremely dramatically to even the smallest of pricks. Others will find that tendency to be quite annoying, so do your best to keep it in check.

[+100cp] You've Been Pushed Round All Your Life

Unfortunately, no one here takes you seriously, or gives you the proper respect. Your efforts will go unappreciated, and suddenly putting in less effort will only annoy those around you.

Fortunately, those you bring into this jump (such as companions) are not affected by this drawback.

[+200cp] Your Funds Are Low

You will have money troubles for the duration of your stay here.

No matter how much money you are able to acquire, a combination of overspending and misfortune will ensure you are always just scraping by. Saving up for anything meaningful will be a near-impossible task.

[+200cp] Gator Bait

For the duration of your time here, you will regularly encounter groups of alligators which are intent on killing and eating you. Yes, even if you chose to be an alligator yourself.

[+200cp] Blind

Like Mama Odie, you are completely blind. You are unable to fix this blindness, or bypass it due to some kind of shape changing.

[+300cp] Facilier's Foe

For one reason or another, Dr. Facilier considers you a serious threat to his plans, and cannot be persuaded otherwise.

Dr. Facilier is an accomplished dark voodoo user, with a living shadow, and a twisted mind. He can gain access to further powers and the assistance of shadow demons by contracting with his "friends on the other side", but will only do so if he believes it necessary due to the debt that such favours creates.

While he may not immediately call upon his "friends" if he doesn't feel he has to, he certainly will if pushed.

[+300cp] Idiot

You are incredibly stupid, on par with Darnell the frog hunter. This is the kind of stupidity that would cause you to fire a shotgun in the direction of your friends in order to hit a frog.

Hopefully you can find someone to do the thinking for you.

[+300cp] Are You Ready?

Oh dear. It seems you've already racked up some debt with Dr. Facilier's "friends on the other side". These voodoo spirits demand you provide them with a soul you have claim over, lest they appear and devour you instead. If you aren't able to communicate with these spirits, you will be able to do so at Dr. Facilier's Voodoo Emporium – whether you act cordially with Dr. Facilier, or sneak in without permission is up to you. You only have a few days to pay off this debt.

Unfortunately, every couple of months the spirits will decide that you are once again in debt. The only saving grace is that you will at least be alerted when this happens.

-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:

Just a little more time!: You choose to remain in this world. Your chain ends here.

Jump A Little Further: You choose to continue your chain. Proceed to the next jump.

He Had What He Needed: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

One night, a young Tiana and her mother Eudora are at the house of “Big Daddy” La Bouff. Eudora tells Tiana and a young Charlotte La Bouff the story of The Frog Prince. Charlotte thinks the story is great and says she would happily kiss one hundred frogs to marry a prince and become a princess, whereas Tiana is disgusted by the idea of kissing a frog. Tiana and her mother return home to a decidedly less fancy house. Tiana helps her father make gumbo, and the local neighbourhood are invited over to share it. Tiana’s father, James, tells Tiana his dream of opening a restaurant that brings people together. Tiana shares this dream with her father, and wishes on a star that it will one day come true. James tells his daughter that wishing will only do part of the job, but if she works hard she can achieve anything she sets her mind to. He asks her to promise that she never loses sight of what is really important, and she does so.

Years later, Tiana is now a young woman working two waitressing jobs. Her father has passed (it is implied that he died in World War 1). She heads into work, as Prince Naveen arrives in New Orleans. At work, Tiana turns down an invitation for a social gathering; she is a workaholic set on getting enough money for a down payment on a restaurant. Charlotte and Big Daddy come in; Charlotte tells Tiana that Prince Naveen has been invited to a masquerade by Big Daddy, and that he will be staying as a guest in their house. Charlotte is desperate to win him over, so Tiana suggests that the way to man’s heart is through her stomach. Charlotte decides that Tiana should prepare 500 of her wonderful beignets, and provides her enough money that she can afford the down payment. Meanwhile, Dr. Facilier sits behind a newspaper in the corner of the room.

Tiana meets with the Fenner Bros., and she makes arrangements with them to take the old sugar mill so she can renovate it into a restaurant. They agree to sign the contract during the masquerade that night. Tiana’s mother arrives, and presents her with James’ gumbo pot. She laments that Tiana works too much, but Tiana says that she doesn’t want to let her father’s efforts go to waste. Eudora says that although James never got the restaurant, what he had was more important – love.

Prince Naveen’s beleaguered butler, Lawrence, tries to get Naveen to come with him to the La Bouff estate; the pair are late and Naveen is too busy enjoying himself to care. When Naveen offers to shout drinks for everyone, Lawrence reminds him that he is out of money, and his options are to either marry a wealthy woman, or get a job. The two meet Dr. Facilier (also known as the Shadow Man), who leads them to his voodoo emporium. He tells Naveen that freedom takes “green”, and secretly shows Lawrence a card of him getting revenge on Naveen. The two agree to Dr. Facilier’s deal without fully understanding it; Naveen is transformed into a frog, and using a magical talisman with a drop of Naveen’s blood, Lawrence is transformed into a near-identical physical copy of Naveen (only the eyes and voice remain his own).

At the party, Naveen (Lawrence) arrives a bit late, but dances with Charlotte nonetheless. The Fenner Bros. talk to Tiana – she has been outbid and the sugar mill will no longer be going to her. After an accident her dress is messed up, and Charlotte takes her inside to borrow one of hers, making her look like a princess. Charlotte heads back out to Naveen. At a loss, Tiana wishes on a star, when she sees a frog. She jokes that he would like a kiss, and when the frog suddenly replies that a kiss would be nice, she freaks out.

Mistaking Tiana for a princess, and seeing a copy of The Frog Princess convinces Naveen that the way to turn him back to normal is to get a kiss from her. He bribes her into doing so, but in fact she is turned into a frog as well. The ensuing freak out causes the two of them to fall outside into the party, where they are chased by Stella (Charlotte's pet dog) and seen by both Lawrence and Dr. Facilier. The two escape by balloon, with Tiana realising she could understand Stella at the last minute. Meanwhile, Dr. Facilier and Lawrence argue; Lawrence had loosened the lid on the jar holding Naveen so he could breathe, which allowed him to escape. Lawrence tries to give back the amulet, which causes Facilier to panic as it is almost destroyed. He explains that his magic doesn't allow him to conjure things for himself, so wearing the amulet does not change his form. He talks Lawrence into going along with his plan for Lawrence to marry Charlotte so the two of them can split the buckets of money he will get. He also says that Naveen escaping will just be a small bump in the road, and he will take care of it.

Tiana and Naveen end up in a swamp. Over the course of a rough night, Tiana informs Naveen that he was mistaken about her being a princess, and he informs her that he is currently broke. Ultimately, they agree that Charlotte would marry him for being a prince, and he agrees to help her buy her restaurant if she helps him get out of the swamp and back to normal.

The next day, Naveen attracts a gator when he makes a makeshift instrument. However, the gator isn't there to eat them – he is Louis, and he plays the trumpet. He wishes he could play with the humans, but being a gator means that they get scared and try to kill him when he approaches. When Naveen explains their circumstances, Louis mentions Mama Odie, a powerful voodoo woman in the bayou. Naveen convinces Louis help them get to Mama Odie after leading Louis to believe she might be able to turn him human. Meanwhile, Lawrence asks Charlotte to marry him, and she agrees. However, his transformation soon wears off as the amulet runs out of Naveen's blood. Dr. Facilier says that he will have to ask for help from his friends on the other side.

When trying to eat bugs, Tiana and Naveen accidentally get tied up in each other's tongues. A firefly called Raymond frees them, and when they tell him their situation, he informs them that they are going the wrong way (Louis was not being malicious, he was just wrong). Ray and his fellow fireflies light the way.

Dr. Facilier speaks to his friends on the other side. He acknowledges that he is still in their debt, but asks for their help in finding Naveen. In return, he says that when he kills Charlotte's father and controls New Orleans, he will provide them with its many wayward souls. They agree to his offer, and shadow demons are sent out to find Naveen.

The fireflies depart after Ray says he will take Tiana and company the rest of the way. He mentions his girl, Evangeline, who he says he speaks to every night. While Ray is helping Louis who got pricked, hunters snatch the two frogs. With some help from Ray, the two are able to escape, and grow closer in the process. They decide to rest and eat, with Tiana preparing a gumbo from swamp ingredients. Naveen explains that from birth everything was done for him, so when he was cut off he realised that he didn't know how to do anything. Ray points out Evangeline, which turns out to be a star, but Tiana and the others choose not to say anything. Tiana and Naveen nearly kiss, but Tiana pulls away as Naveen is meant for Charlotte. Suddenly, the shadow demons arrive and try to pull Naveen away, but are destroyed when Mama Odie appears.

Mama Odie asks them what they need, and asks them to dig a little deeper to get to what they actually need beyond merely being human again. She tells Naveen that money didn't make him happy before, so it won't now, and he starts to realise he loves Tiana. She asks Tiana if she knows

what she needs, and Tiana says she needs to dig deeper and work even harder, which isn't what Mama Odie wished to hear. Still, she explains that the frog transformation can be undone if Naveen is kissed by Charlotte – since Big Daddy has been chosen to be king of Mardi Gras, she technically counts as a princess, but only until midnight when Mardi Gras ends.

Louis has an idea to get them back to New Orleans faster. They hitch a ride on a paddleboat, and since Mardi Gras is ongoing, Louis is presumed to simply be a human in a costume. Naveen comes to terms with his love for Tiana. He decides he will get the money for her restaurant by taking multiple jobs if he has to, instead of marrying Charlotte. He arranges a dinner where he intends to propose, but falters when he hears she has to pay tomorrow if she wants to get the old sugar mill, and decides to put her dream above his love. When he leaves, she is conflicted – she always wanted the restaurant more than anything, but now is unsure. The shadow demons attack again, this time stealing Naveen when he is alone. He is taken back to Dr. Facilier, who repowers the amulet.

When the boat arrives in New Orleans, Tiana is looking for Naveen when Ray blurts out Naveen's plan to marry her, which she is excited for. She goes looking for him, only to find Lawrence (as Naveen) about to marry Charlotte, which causes her to run to the graveyard. Ray finds her and tries to get her to go back, but she refuses and tells Ray that Evangeline is a star. Ray chooses to go back to the wedding, where he finds Naveen locked up. He frees Naveen, and Naveen is able to disrupt the wedding. Out of sight of the public, Naveen is able to get the amulet from Lawrence and give it to Ray, who flies off with it. Dr. Facilier tells Lawrence to stay put so he isn't seen, and pursues Ray with the assistance of the shadow demons. Louis sees Ray fly off and decides to break character and reveal himself as a gator to go and help.

Ray gets the amulet to Tiana and tells her not to let the Shadow Man get it. The shadow demons catch up to Ray. He uses his light to keep them away, but is squashed by Dr. Facilier. Louis finds what's left of Ray.

Dr. Facilier and the shadow demons catch up to Tiana, but she threatens to destroy the amulet. Dr. Facilier shows her a vision of her restaurant, and attempts to persuade her to hand over the amulet. Tiana realises that while her father didn't get what he wanted, he had what he needed, and smashes the amulet. With no way to pay back his debt, Dr. Facilier's 'friends' appear and devour him.

Charlotte finds Lawrence and is horrified. Lawrence is arrested. As Tiana makes her way back, Naveen explains the situation to Charlotte. Tiana stops Naveen before they kiss. He says he wants her to fulfill her dream, but she says that he is part of her dream. Charlotte agrees to kiss Naveen but not marry him, but time runs out, leaving Tiana and Naveen as frogs. Lou brings Ray to them, and Ray passes. A funeral is held for Ray in the swamp, where he suddenly becomes a star next to Evangeline. Tiana and Naveen wed as frogs. When they kiss, they become human again – being married to a prince means Tiana counts as a princess. They return to New Orleans, where they are wed as humans. Naveen and Tiana finally build the restaurant, which Louis plays at. It is called Tiana's Palace.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor rewording of **True Princess**.