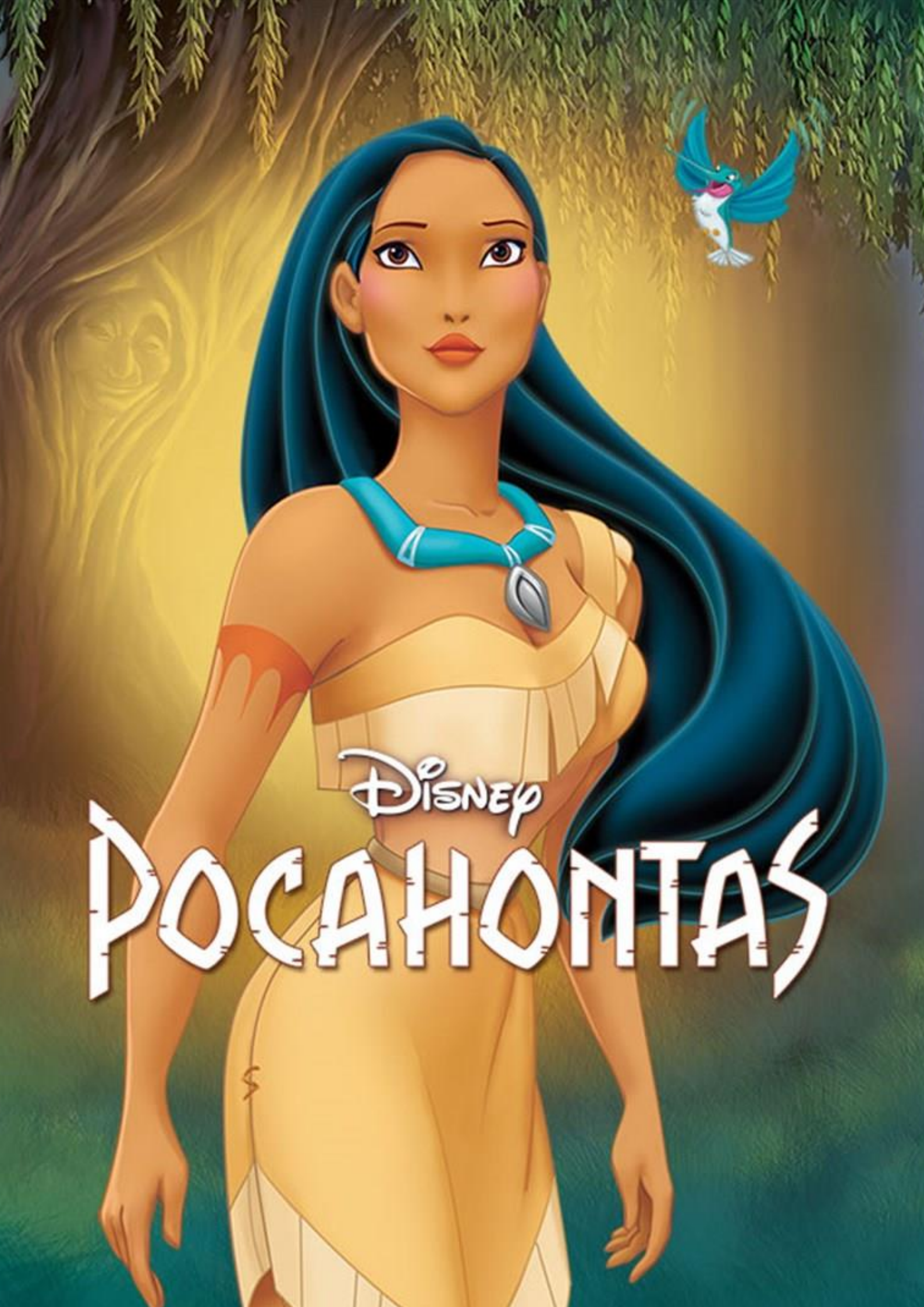
Disney
POCAHONTAS

Pocahontas

1995 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

In sixteen hundred seven

We sailed the open sea

For glory, God and gold and the Virginia Company

For the New World is like heaven

And we'll all be rich and free

Or so we have been told by the Virginia Company

So we have been told by the Virginia Company

For glory, God and gold and the Virginia Company

-Virginia Company settlers

You arrive in this world a few hours before a ship departs England, taking John Smith amongst others to the New World. 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-

You may choose to be either a human or a tree spirit. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. Nothing special to note here.

[300cp] Tree Spirit

You are a living tree, equivalent in size to Grandmother Willow. By default, you are a willow tree, but may alternatively choose to be a different kind of tree, so long as it does not provide additional advantages not described here.

You have a great deal of control over your form, allowing you to snap your vines at enemies, or pull up your roots somewhat in order to trip them. However, completely uprooting yourself and changing location whilst in this form is not possible. Changing shape or alt-form switching allows you to safely extract yourself from the ground (no need to worry about human legs suddenly stuck in the earth). Likewise, assuming this alt-form will allow you the opportunity to safely root yourself into the ground, provided you are on a surface that would accommodate such a thing.

Your face appears in the side of the tree. Although it too is made from wood, you'll have the same level of control over its expression as you are used to. You can see and speak from this face, though those who are not quite in tune with nature may not hear you or recognise your face right away.

You are effectively ageless, and your body is quite sturdy compared to that of a human's. Nonetheless, you can still be killed in the various ways a tree could, as well as by having your "face" severely destroyed.

-Background-

You must choose one of two 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.

Native

You were born in America. If you are a human, you might be referred to as an Indian, or less charitably as a savage or heathen.

Explorer

You were born in England. If you are a human, you are the sort that seeks to explore, whether out of a sense of freedom and adventure, or from a lust for gold.

-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] England – Docks

You start nearby a certain ship, due to depart for the New World in a matter of hours. John Smith and Governor Ratcliffe are both scheduled to be aboard, and you may choose to be as well if you are starting here.

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

[2] England – Royal Palace

Are you a friend of King Jimmy? Starting here will get you a quick audience with the king – though you can instead choose to safely flee if you prefer.

[3] Virginia – Waterfall

You start at the top of a large waterfall; the same one Pocahontas will dive off of if events proceed as expected.

[4] Virginia – Grandmother Willow's Glade

This glade is home to the tree spirit Grandmother Willow, who offers Pocahontas advice on occasion. She may have some wisdom to impart to you as well.

[5] Virginia – Jamestown

While presently empty, this location is to become Jamestown, a British settlement, if events are allowed to progress as usual.

[6] Virginia – Village

This village is home to Chief Powhatan's tribe, including Pocohontas.

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

[7] Virginia – Near Execution Spot

This location is where an execution and subsequent battle will be narrowly avoided by the actions of a brave few. Though, perhaps you'll ensure things go differently…

[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.

Native Perks

[100cp, Free for Natives] Just Around the Riverbend

Years of free-spirited living have taught you a few tricks for navigating Viriginia's terrain.

You are now adept at climbing trees, and are skilled at rowing – for you, even turbulent rivers can be traversed by rowboat.

You are also good at discerning whether it would be safe to dive off the top of a waterfall, and where you would need to land. You even have the necessary skill to pull off such dives, a trick any show-off would be proud of.

[100cp, Free for Natives] Steady as the Beating Drum

You've picked a few of the essential skills relied upon by the Powhatan tribe.

As such, you are now quite proficient with both the bow and the club, useful both for hunting and during wartime. You also know how to grow corn, a crop that plays an important role in ensuring the continued survival of the tribe.

[200cp, Discounted for Natives] Strange Dreams

Occasionally, you will experience recurring dreams that are easy to recall.

These dreams are prophetic; they will come to pass barring extreme action on your part. Unfortunately, they are also indirect and difficult to decipher until the last minute. For example, instead of being shown a man who will die unless you act, you will be shown a compass – seeing this compass at the just the right moment in the real world will provide you with the resolve needed to get to the man in time to save him.

You cannot force yourself to have these dreams, nor can you direct them to provide you with specific kinds of information or foresight. You can toggle the effects of this perk on and off as you please, handy if you no longer want to be bothered by these strange dreams.

[200cp, Discounted for Natives] Listen With Your Heart

Conversing with strangers who speak in strange languages can be challenging, but by listening with your heart, you will understand.

When someone speaks to you in a language you do not understand, simply focus on them and reach out with your feelings. You will suddenly be able to comprehend the language, and can speak it fluently yourself. Once a language has been learned in this way, you will be able to use it anytime.

This only applies to deliberate, spoken languages. It does not teach you terms you are not familiar with; for example, if you had no knowledge of compasses, you would be able to suddenly recognise an object as a compass after learning a language from someone who uses one.

[400cp, Discounted for Natives] Colors of the Wind

Those who hold a prejudice against an innate quality you possess, such as your race, will look past that for you specifically. This applies so long as you haven't intentionally antagonised or harmed them.

Additionally, you are quite good at talking others out of these kinds of prejudices. This is most effective when engaging with others one-on-one, and when you happen to possess the innate quality that you are trying to convince the person to be accepting of. Under both of these conditions, you could even talk a person out of their prejudice in the length of a song. This perk cannot help you convince someone to be accepting of behaviours that violate their moral principles, but in some cases you might be able to talk them into a basic level of tolerance if the actions in question do not harm them or theirs.

[400cp, Discounted for Natives] Shaman

You have learned some of the shamanistic practices utilised by the Powhatan tribe. While others might deride this as heathen nonsense, it definitely works for you.

Using these, you can divine basic levels of information. For example, if you were beset by a strange enemy, you could learn about their weapons in broad terms – not enough to replicate or perhaps even use them yourself, but generally how they function on the battlefield. You could also learn about a few overall differences between your culture and theirs.

Additionally, you can pull off various tricks with fire and smoke. These are best used to demonstrate your newfound knowledge with the rest of the tribe, or otherwise visually support information you are providing to others.

[600cp, Discounted for Natives] Uniting the Tribes

You possess a natural aura of leadership that helps to keep groups you lead as a unified force.

You are also quite good at obtaining the assistance of other groups for the sake of working together for a common goal, such as driving out an invading force. Not only are you effective during such negotiations, but other groups are more likely to give you an opportunity to plead your case than they otherwise would be. Importantly, groups you have brought together in this way are generally

content to allow the surrender of enemies or enter into peace talks unless it is extremely against their usual nature. The path of hatred and violence isn't always the answer.

Explorer Perks

[100cp, Free for Explorers] Old Sea Dog

You understand the workings of early 1600s era ships. You also have the necessary knowledge and ability to pull your weight on just about any crew in this time period.

Before you can explore or exploit the New World, you have to actually get there, after all.

[100cp, Free for Explorers] ***A man's not a man unless he knows how to shoot.***

Whether you want to hunt heathens, or simply protect yourself, knowing your way around guns is sure to come in handy.

You have a good aim when using firearms. You also know how to repair and maintain matchlock muskets, and have an easy time learning to do either with similar types of guns.

[200cp, Discounted for Explorers] ***I've heard some amazing stories about him.***

Word of your heroic actions spreads quickly, helping you build a positive reputation. This will only apply to any positive reputation you develop; any negative reputation will spread at the same rate as it would otherwise. Your dealings with "natives", and similar groups, are generally construed in a favourable manner for you if possible; this does not apply to those who have a direct stake in these dealings.

In future worlds, you may elect to have some of your positive reputation come with you, though the details of your heroism may be changed somewhat, in order to be appropriate to the world you have arrived in.

You may toggle this perk off whenever you like, in case you feel like keeping your head down, but doing so will not undo any reputation you have already built up.

[200cp, Discounted for Explorers] Stirring Orator

You are quite talented at improvising and delivering speeches.

In particular, your speeches are effective at reinvigorating those who are already committed to a goal or cause, but have presently lost a bit of heart, perhaps after experiencing a setback.

Sometimes those witless peasants just need to be told how good they have it.

[400cp, Discounted for Explorers] A Good Soul

There's some intrinsic quality of yours, that leads others to look upon you more favourably.

You naturally give off a great first impression to others, which can only be undone with deliberate poor behaviour on your part. Unless you have taken action against a person or their people in the past, attempts that person makes to judge your character (even by more esoteric methods like observing your soul) will lead them to conclude you are a good person.

Additionally, those of a different race or species to you, that you are also attracted to or romantically interested in, will find your form exotic or interesting and will not consider it a barrier to love. This effect changes based on your current form; other forms you could choose to access do not count until you assume them.

You can toggle any of these effects on or off as you please.

[400cp, Discounted for Explorers] Savages

You are quite skilled at manipulation, Jumper.

This perk is most effective when playing into the existing biases of others, or when exploiting vices present in your marks, such as greed. Whether motivating your subordinates into working hard on your behalf, or convincing them to go into battle, this skill is sure to be handy.

Unfortunately, while this skill can help you get others to act in the way you wish, it does not help you be well liked. Additionally, the effectiveness of your manipulations diminishes over time when applied to the same targets, especially if your targets are not seeing any personal benefits for their actions. Be careful, lest you take the blame for poor outcomes resulting from your schemes.

[600cp, Discounted for Explorers] Self-Sacrificing Smith

It takes more than just a noble heart to save someone's life.

From now on, while someone you care about (other than yourself) is in serious danger, your reflexes and reaction time both dramatically increase, helping you get to that person in time. If you are attempting to intercept an attack, or push an ally out of the path of oncoming danger, you will also receive a temporary but significant increase to your sense of timing, ensuring that you don't foolishly throw yourself in front of your ally too early and achieve nothing, or push your ally aside early enough that the enemy can simply readjust their aim.

Finally, once per jump, when you put yourself in mortal peril in order to save someone else, this perk will ensure you are not killed for doing so. You may still be harmed from the danger you put yourself in, such as being injured when taking a bullet for a friend, but your life will be guaranteed. Post-chain, you can rely on this benefit once every ten years. You will always be aware of when you have access to this protection, and when you are actively being protected by it.

General Perks

[Free] Sing-Along

This is a world of song, so let's make sure you can sing along!

To help you participate, your ability to sing has been noticeably enhanced, and the quality of your voice has also somewhat improved. Let your voice be heard!

[100cp] Disney Looks

On purchase of this perk, choose whether you receive a great enhancement of feminine beauty or masculine handsomeness. You may purchase this perk twice in order to receive both effects. How these options interact with each other is up to you.

Additionally, your beauty or handsomeness maintains itself quite well without your involvement. Dirt, sweat, and the like disappear from your body almost as quickly as they appear, though war paint or other substances you meaningfully coat yourself with will remain. This effect is not improved on a second purchase of this perk.

-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.

Native Items

[100cp, Free for Natives] Family Necklace

A necklace (or other accessory), potentially passed down from your mother.

Somehow, wearing it will never detract from your appearance, even when it should. Additionally, those who know you well will be comforted when they see you wearing it. You can toggle either of these effects on or off as you please.

Should your necklace (or other accessory) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp, Discounted for Natives] Edible Gold

You have an endless supply of fresh grown corn, which you can always retrieve from seemingly nowhere, no matter how improbable that may be. The New World may present many challenges, but for you starving won't be one of them.

You also have an endless supply of corn kernels, which you can retrieve in much the same way. Handy if you wish to experience growing corn for yourself, or if you wish to ensure others can have access to corn long after you've moved on.

[400cp, Discounted for Natives] A Spinning Arrow

This special compass has been blessed by the spirits of the Earth.

Normally a compass points north, however yours will instead guide you towards those you love. By default, it will guide you towards the one you love most, but if a particular loved one is in serious danger, it will instead guide you to them (prioritising those you love more). When holding the compass, you will have a vague sense of who it is currently directing you towards.

The compass does not merely point in a single direction towards your goal, rather it will turn as needed in order to guide you along the fastest path to them that you are both capable of following, and that doesn't require you to perform some task it cannot alert you to.

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

[600cp, Discounted for Natives] Jumper Tribe

You are now chief of your very own native tribe!

Taking this item with the Native Origin and a background in this world allows you to incorporate it into your backstory, and means you can choose not to be a part of the pre-existing tribes in favour of your own.

Your tribe is equivalent in size to the Powhatan tribe. It has brave and powerful warriors, beautiful women, and even a skilled shaman. Your tribe is well-versed in the tactics of war typically employed by native tribes. They are adept at living off the land, and are surprisingly capable at adapting to other territories they may move to. Each member of the tribe is equipped with weaponry appropriate to a native tribe, such as clubs or bows. Your tribe is intensely loyal to you, and count as followers.

In future worlds, you can choose for your tribe to be inserted into the local area's political landscape. Their existence will be considered quite legitimate, and while this won't stop invading forces attempting to take their land, it will make it easier to convince other forces in the area to come to their aid in such an event. You can also choose not to incorporate them in this way, but still deploy your tribe, or to hold them in a special subspace until such a time you are willing to deploy them – but choosing to do this means they can't be naturally incorporated into the current world.

Explorer Items

[100cp, Discounted for Explorers] Biscuit Case

A small case, full of biscuits.

There are enough biscuits inside for a human to get by for a few days. It is not just humans that can eat these though; any animal will find them edible and most will even enjoy them. This can make them a good tool for winning over the local wildlife.

Your case will restock itself every 24 hours. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours, fully restocked.

[200cp, Discounted for Explorers] *That's what guns are for.*

Your very own matchlock musket, perfect for shooting savages – or idiots who jump into the line of fire.

This item also comes with an endless supply of appropriate ammunition, which you can produce from seemingly nowhere, whenever you require it.

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

[400cp, Discounted for Explorers] Jumpstown

You now control this small, fortified settlement.

In addition to sturdy walls made from logs, and various tents set up as residences, the settlement is protected by a large number of cannons. The ammunition for these cannons replenishes daily, ensuring that the settlement can consistently defend itself from attack.

Optionally, this item may come with a handful of settlers who can man these cannons and carry out the day-to-day operations needed to ensure the settlement is well-maintained. These settlers are intensely loyal to you, and count as followers.

In future worlds, you may choose whether the settlement is placed out in the world, or attached to your Warehouse by a special gateway. Should the settlement be destroyed beyond repair, 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 via a special gateway.

[600cp, Discounted for Explorers] Settler's Ship

A well-made ship, supplied for a return trip between England and America.

The ship comes with enough gruel and hardtack to keep a large crew fed for such as a trip. It has various tools required for settling and exploiting a New World, including pickaxes, shovels, and wheelbarrows. It has a healthy armoury of matchlock muskets, is defended with cannons, and has plenty of ammunition for both. Should any of these be consumed or destroyed on board the ship,

they will be replaced after 24 hours. The ship will be resupplied with any of these that have been taken off it at the start of each new jump (post-chain, this becomes every ten years).

Optionally, your ship may come with a large crew of English settlers. They are capable of maintaining and captaining the ship, and can also build rudimentary settlements or mine for gold with the appropriate tools and resources at their disposal. They are competent at these tasks, but none are at the level of John Smith. This crew is intensely loyal to you, and count as followers.

Post-jump, your ship (and its crew) will be stored in a special subspace at the start of each jump until you wish to deploy them, but cannot be returned to this space mid-jump. Post-chain, you will have the opportunity to store your ship in this space once every ten years.

Should your ship be lost or destroyed, a replacement will appear in an appropriate location controlled by you after 24 hours. Supplies taken off the ship are still not restocked until the appropriate time. Any crew that has been lost will be replaced at the start of each new jump. Post-chain, this will occur every ten years.

General

[50cp] Films

A copy of Pocahontas, and Pocahontas II: Journey to a New World, on your preferred form of physical media. This special piece of the Disney Renaissance can now be watched by you whenever you like.

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

[50cp] Merchandise

A lot of Pocahontas 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 Pocahontas 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] Pet

A small animal companion. It could be a raccoon, hummingbird, a small dog, or even something entirely different – provided it is something found in England or America during the early 1600s and does not have significant advantages over the examples listed.

Your pet is loyal and surprisingly intelligent, allowing it to understand human speech. Should anything unfortunate happen to it, it'll be back tomorrow, good as new! This is a Disney movie, after all.

[50cp] Pet Care Items

Want to really spoil your pet? Here is a collection of items that help you do so.

This set comes with a pet bath, a small pillow for them to sit on, a brush, and even a treat carousel (treats not included). By default, these are sized for a small dog, but if you chose a different animal via the *Pet* item, you can choose for these items to be appropriately sized for that animal.

Should any of these items 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 Pocahontas (as well as Pocahontas II: Journey to a New World if you've included it 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.

[0cp] Direct to Jumpchain

Using this toggle, you can determine whether the events of Pocahontas II: Journey to a New World are a natural part of the timeline or not. These events occur several years after the end of the original story.

[+100cp] *You don't understand a word I'm saying, do you?*

You have lost the ability to speak and understand the opposing group's language. This means those with the Native Origin cannot speak English, and those with the Explorer Origin cannot speak the Powhatan language.

Additionally, powers or technology that would allow you to instantly learn your lost language, or that would automatically translate any language for you (either speaking or hearing) will fail for the duration of the jump. Learning (or re-learning) the lost language the hard way is still possible.

[+100cp] What I *mean* is…

You have a bad habit of putting your foot in your mouth; that is, you often make the mistake of a poor choice of words, either irritating others, embarrassing yourself, or both.

While it will still be possible for you to make new friends, it will prove a greater challenge than usual.

[+100cp] *But I've got this crick in me spine*

You suffer from general back pain. Whilst in a non-human form, an appropriate part of your body will feel that pain instead.

The pain is not debilitating, but it is persistent, and makes strenuous physical activities much more difficult than they would otherwise be. You will suffer from this until the end of the jump.

[+200cp] *This wound is strange to me.*

For the duration of the jump, healing abilities, as well as medicines not appropriate to this era (early 1600s) have no effect on your body.

This does not apply to the natural regenerative ability of your form, but it does apply to supernatural effects that would enhance this regeneration. It does not apply to powers and abilities that would prevent you from being harmed or becoming ill in the first place.

[+200cp] Barely Even Human

You are deeply racist, Jumper.

The group you are prejudice towards depends on your Origin. Those with the Native Origin are deeply prejudiced against white people, and those with the Explorer Origin are deeply prejudiced against native Americans. This prejudice cannot be overcome for the duration of the jump.

This prejudice will lead you into desiring the slaughter of your hated group. This may even cause problems with others who aren't in that group, simply because they aren't as hardline as you and may resist your murderous inclinations. Hopefully you don't end up doing something you'll regret.

[+200cp] Mine, Mine, Mine

Whether for the status or purchasing power it represents, or simply out of a desire to hoard it, you have become obsessed with gold.

This will lead you to undertake great efforts to find it, up to and including leading overseas expeditions in search of it. Unfortunately, it will be easy for you to slide into dangerous thinking (such as assuming your enemies must be hiding gold from you) if you aren't having success acquiring it.

[+300cp] Must Be Evil

A particular group believes you to be evil, and will attack you on sight. For those with the Native Origin, this is the English (including any settlers coming to America). For those with the Explorer Origin, this is native Americans.

The prejudice this group holds for you cannot be overcome for the duration of the jump. Whilst this drawback does not force these two groups to hate those others besides you, your presence is likely to make the relations between these two groups more strained than normal.

[+300cp] Jumper Overboard!

You have extremely bad luck whilst at sea, Jumper.

As a result, ships you journey on are significantly more likely to encounter storms and other turbulent weather. Additionally, you become much more prone to slipping or tripping while on deck; even if such a thing was impossible for you before, it isn't now.

Circumstances will somehow ensure that you will have to travel between England and America by ship at least twice during the course of this jump (whether you want to or not, and even if you are a tree), so avoiding the water entirely is out of the question. To maximise your safety, you'll want to be careful, and surround yourself with competent and noble crewmates.

[+300cp] Recurring Villain

Someone's out to get you, Jumper!

This person has significant sway with King James and his court. For some reason or another, they have become aware of you and will stop at nothing to see you hanged, or otherwise killed. Their personality and motivations for doing so vary depending on you and your background in this world.

Despite their ill-intent towards you, you just can't bring yourself to kill this person, and will instead attempt to capture them and bring them in front of some kind of tribunal, be it native or royal. Unfortunately, this person is both cunning and manipulative; not only does this mean that they'll find all manner of lackeys or fools to do their bidding, but they will manage to present themselves quite well before these tribunals. At best, you'll have to settle for their imprisonment, where they can scheme and plan an escape. At worst, they may even manage to turn the tables on you, and paint you as the villain.

-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:

I'm Needed Here: You choose to remain in this world. Your chain ends here.

Journey to a New World: You choose to continue your chain. Proceed to the next jump.

Return to the Old World: 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?

A ship carrying British settlers departs from England, on behalf of the Viriginia Company. Of note is Captain John Smith, famed explorer with a reputation for dealing with natives, and Governor Ratcliffe. The ship sails for the New World (America). Along the way, Smith saves a crewmate, Thomas, from drowning. He is congratulated by the crew and Ratcliffe. Ratcliffe gives a speech to the crew to raise their spirits, promising freedom and the adventure of their lives. Afterwards, he reveals to his manservant that he simply views the crew as tools to dig up gold for him in the New World.

In the New World, Chief Powhatan has returned from a successful war against an aggressive tribe. He meets with his daughter, Pocahontas. She tells him that she has been having dreams of a spinning arrow that comes to a stop, which she believes suggests a big change is coming. He tells her that he plans for her to marry Kocoum, a great warrior of the tribe. Although he is well regarded, Pocahontas finds him to be too serious, and her free-spirited nature conflicts with the stable and secure life a marriage to him would provide.

Pocahontas seeks the advice of a tree spirit named Grandmother Willow, who instructs her to listen to the spirits around her with her heart. She sees the British ship arrive, initially mistaking the sails for strange clouds.

On board the ship, Smith has a meeting with Ratcliffe, who is concerned about possible natives – "filthy heathens". Smith says if they are anything like the savages he's encountered before, he'll be able to handle them. Afterwards, Ratcliffe remarks to his manservant that he knows that Smith is more popular amongst the crew. He is held in low regard by the royal court, and this is his last chance. Despite this, he believes he will find mountains of gold in the New World, which will earn him the gratitude of King James, and the station he desperately seeks.

Smith and a small crew scout ahead as the ship pulls up to shore. Pocahontas sees Smith, watching as he encounters Meeko and Flit (her pet raccoon and hummingbird), but they do not yet meet. Chief Powhatan holds a meeting to discuss the new arrivals. The tribe already has some knowledge of the settlers, including of their use of guns. Kocoum suggests to attack immediately, but Powhatan chooses to only send scouts, as they are unsure of the full capabilities of the settlers.

Ratcliffe claims the land in the name of King James, naming the settlement Jamestown. He sends Smith off to look for natives, so their location is known. Other than a few men used to build the settlement, he has most of the settlers dig for gold, blinding them with the promise of riches.

Pocahontas tails Smith as he explores. He eventually catches on, and confronts her. Listening to her heart, Pocahontas is able to speak to Smith, and introduces herself to him. Meanwhile Ratcliffe spots some of the native scouts and a fight ensues. A native is injured, and they are driven off. Recognising that the savages will be back, Ratcliffe orders the settlers to focus on finishing the fortifications and bringing the cannons ashore. Chief Powhatan instructs Kocoum to seek reinforcements from every tribe, and forbids his own from visiting the white men, as they are too dangerous.

Pocahontas and John Smith get to know each other. Smith teaches her parts of his culture, and is taught not to assume other cultures are "savage" because they think differently about things. At one

point Meeko steals a compass from Smith. Pocahontas hears the sound of drums and chooses to leave, despite both her and Smith developing feelings for each other.

Smith assists with the fortification of Jamestown. Ratcliffe is panicking, as they have yet to find any gold. He comes to the conclusion that the Indians must be hoarding it, and that's why he was attacked by them. He sends for Smith, but he has already snuck out of the settlement, so he sends some of the other settlers to find him.

Smith finds Pocahontas, who is with her friend Nakoma. He takes her away so they can spend more time together. They go to Grandmother Willow's glade. John learns from Pocahontas that there is no gold to be found in these parts. He discovers Grandmother Willow, who says he has a good soul (and is handsome to boot). The other settlers show up looking for Smith, but Grandmother Willow scares them away. Smith decides to return to Jamestown before more settlers come looking for him, and agrees to meet Pocahontas back at the glade at night.

Warriors from the other tribes arrive at the village. Pocahontas tries to talk her father out of fighting the settlers; he says that if one of them was willing to talk he would listen, but things aren't so simple. Smith returns to Jamestown. He tells Ratcliffe that there is no gold, and that the natives can be worked with, and are not savage. Ratcliffe refuses to listen, declaring anyone that sees a savage and does not shoot them is guilty of treason and will be hanged.

Nakoma tries to stop Pocahontas from leaving the village, but is unsuccessful. Pocahontas goes looking for Smith. Ratcliffe and Thomas spot Smith sneaking out of Jamestown, and Ratcliffe instructs Thomas to follow him. Nakomo tells Kocoum that Pocohontas may be in danger. Pocahontas and Smith meet back up at the glade. Smith is convinced to talk to the other natives, and shares a kiss with Pocahontas. Kocoum sees the kiss and attacks Smith. Thomas sees Kocoum try to kill Smith and shoots Kocoum dead. Smith orders Thomas to leave as other natives arrive in time to capture John, believing him to be the killer.

Thomas returns to Jamestown and informs the settlers that Smith has been captured. Seizing the opportunity, Ratcliffe convinces the settlers they must attack the savages. Smith is set to be executed the next morning. Pocahontas visits Grandmother Willow. She is on the verge of giving up, but Meeko gives her Smith's compass. She realises her dream was about the compass, and uses it to get back to Smith in time. The settlers have also shown up, and watch on as Smith is about to be executed, before Pocahontas shields him with her body, and tells Chief Powhatan that she loves him. Chief Powhatan is moved to spare him, and turn away from the path of hatred and violence. The settlers see the natives release Smith and back down, and they choose not to fight either. Ratcliffe steals a gun and shoots at Powhatan, but Smith intercepts the shot.

Ratcliffe is captured by the settlers, and is taken back to England to face charges of treason. Smith must also return to England, in order to receive medical treatment. Pocahontas chooses to remain with her tribe, but tells John she will always be with him.

[Should you include it via the toggle, Pocahontas II: Journey to a New World occurs several years after the events of original film.]

-Changelog-

0.1
Created the jump.

1.0
(i) Clarified that **Self-Sacrificing Smith** requires someone other than you to be in danger for the effect to trigger.