

Disney Princess CYOA

version 1.2, Jump-chain Compatible

In a classic Disney Princess movie, you can always count on four character types to show up: The Hero, whose job it is to rescue the Princess and slay the Villain; The Villain, whose job it is to use the Princess for nefarious purposes; The Princess, whose job it is to be pure and noble in the face of adversity; and The Support, whose job it is to make sure everyone else can do their job and to keep us entertained. Rather than let you join any Disney story you feel like, we're making a Disney kingdom in which you are to be placed, and you are to choose three characters from Disney Animated films to take over three of the character types. You must pick a canon Disney villain to be a villain, a hero to be a hero, a princess to be a princess, and a supporting character to take the supporting role. If a character played multiple roles over the course of their movies, you can pick one role for them to take up at the start of the jump. Oh, whose taking the fourth role? Well, I guess we can't just have leave that gap empty...

+1000 CP

Origins

Your age is 1d8+15 and your gender doesn't change for this jump. Pay 50CP to choose both. You can't pick an origin if it matches a role that's been filled by another.

- **Drop-in** - You wake up in a small cottage in the location you roll. A kindly old couple took you in when they found you passed out on the side of the road, and won't let you leave before you've had some breakfast.
- **Princess** – A young and pure person, you dreamed of a life your responsibilities won't let you have. You're probably royalty, but even if you aren't your true love probably will be. You awake in your room, ready for another day of duty.
- **Hero** – Heroes can come from anywhere, and usually do. What they all have in common is that they all give of themselves for the good of others. If you don't start off a kind person, fate will try to make you one. You wake up in your home, light shining through the window.
- **Villain** – Villains are vying for more power. They will do whatever it takes to seize control of something, and show the world that they are the greatest. Villains can choose to increase their age up to double what they roll, but not decrease it. You awake in a tower, rising above a kingdom that should be yours.

Locations

Roll 1d8 and you awake in the corresponding kingdom. Pay 50 CP to choose your kingdom.

1. **Forested kingdom** – A kingdom surrounded in dense woods. There is a large and beautiful castle of white stone in the capital, and numerous small villages barely make a dent in the forest. The Kingdom sells wood to nearby kingdoms. It is said that fairies and sprites haunt the woods, and a ruined castle lies to the east.
2. **Seaside kingdom** – A bustling port or island kingdom, the Castle is remote and lies on a

cliff overlooking the Ocean. Most towns have access to waterways, with fishing as a common occupation. Common myth has a nearby Mermaid city under the water, and it's rumored that they occasionally grow legs to come on land.

3. **Desert Kingdom** – The shining jewel of the desert, this royal kingdom has its castle in a densely packed city. The town is a major point of trade, and has anything you could really ask for from this time period. Djinn are believed to dwell in the deserts, occasionally ransacking travelers.
4. **Cold Kingdom** – In the cold north lies a farming kingdom. Its castle is topped by colorful spirals and gold orbs. Woods take up most of the western part of the kingdom, and most of the farmers avoid them. It is rumored that a witch lives in those woods, snatching up children.
5. **Eastern Kingdom** – A huge kingdom of rolling hills with mountains to the south, oceans to the east, desert to the west, and plains to the north. Enemies wait on all sides. The castle has a decidedly eastern look, with stone shingles and high walls. It is believed that all families have guardian spirits to watch out for them.
6. **Louisiana Kingdom** – A port kingdom that always seems to be in a local festival of some sort. The castle is a large plantation house. Large graveyards and voodoo priestesses are common here, as well as plantations and swamps. Will-o-wisps give people the spooks around here, and a story about vampires is circulating.
7. **Wonderland** – A realm of illogic, riddles, cards, chess, and roses. Cottages dot the countryside, and the geography will never make sense. Expect to shrink, grow, and if the Queen asks for your head, the King will pardon you if you ask.
8. **Player Choice** – Pick one of the options above.

Perks

- **Sing a little song (free)** – Burst into song at any time. You'll know the words, and won't stumble in your diction. Any song perks or magic that you take can be combined using this ability. Doesn't give you a beautiful voice, but if you have the capacity, it will help train one.
- **Minion Song (100 CP)** – Attract minions for all your household needs, Princesses can attract the local wildlife, heroes can get townsfolk to help them, Villains can summon goblins and minor otherworldly beasts, and drop-ins will summon sprites and spirits of the world around them.
- **Sidekick Song (100 CP, free to drop-in)** – You've taken a shine to someone in a friendly way. With this song you can improve moods and motivate individuals or crowds, and everyone will like you more. The effects of the song can be subtle or obvious.
- **"I Am" Song (100 CP, free to Princess)** – Establish your identity with a tune. Wards

off up to mid-level mind control, the corrupting influence of various magics, and lower levels of demonic possession. More powerful and passionate performances increase this effect.

- **“I Want” Song (100 CP, Free to Hero)** – You know what you want, and you know how you want it. By the end of this song, you'll receive a very direct idea of how to get what you want. Sing for true love and you might run into a stranger who can set you up with someone. Sing for victory in war and end up finishing your number standing on the tip of a howitzer.
- **Villain Song (100 CP, free to Villain)** – Commune with dark forces or enhance magic with your songs. The more flamboyant you act while singing, the greater the effect it has on your magic.
- **Duet (200 CP)** – By finding someone with the same type of problem as you, you can transfer the powers of your songs to others. Works with as many people as you can get and sufficiently large amounts of people will increase the effectiveness of the song.
- **I'll make a man out of you! (200 CP, discount for Drop-In)** - Become the best personal trainer ever. You'll be able to teach nearly any physical skill to anyone, and increase someone's strength, agility, speed, poise, grace, and endurance to that individual's best potential. Great for starting a dance squad or an army, or combining the two.
- **Secret Messenger (200 CP, discount for Princess)** – There is always a way to contact someone, and be contacted in return. Send someone you love a perfumed handkerchief, memorize the symbolic nature of flowers for a bouquet, develop an encryption that it would take the NSA thirteen years to crack and broadcast it as a smoke signal (though that last one may take a few days and a code-book for the intended receiver)
- **Grit your teeth (200 CP, discount for Hero)** - When it comes time to push through your problems, you push through them. Train longer, run farther, fight off that magic spell, swim through the waters of hell if you have to. You can be slowed down, but not stopped.
- **Black Magic (200 CP, discount for Villain)** – You can do some basic black magic. You can hypnotize the simple-minded by staring them in the eye, transfer small amounts of youth and beauty from a willing subject, do minor cosmetic changes like removing moles, and cast illusions to disguise yourself and your servants. Your power may grow through training or by finding a teacher.
- **Simply Profound (400 CP, discount for Drop-In)** – You always seem to know what to say to get people out of that rut in their lives. In fact, with carefully chosen words and a few years to train them up, you can reshape someone's entire philosophy. An extremely stubborn person may only make minor changes, but a weak-willed person will end up putty in your hands.
- **Très Belle (400 CP, discount for Princess)** – You are classically beautiful or

handsome. Your movements will be graceful and you'll even look your best while crying or screaming. People will slay dragons for your hand in marriage, and quests will be done in your name.

- **Faking It (400 CP, discount for Hero)** – A consummate actor, you can pretend to be the big hero, a prince, or a dirty street rat. If you can get a costume, you can bullshit your way until people believe your king of a country from halfway around the world that's just on vacation, or even Prince Ali.
- **The Deal Maker (400 CP, discount for Villain)** – Your magic is greatly enhanced when you strike a deal with someone. The person you make the deal with must be aware that they are making a deal, and what the terms of the deal are. You can also use magic to place a limit on the deal, and if that limit is broken, you can invoke a curse. Example: Trade a princess's voice for giving her functional legs, attach a limit of three days to the spell unless she get's true loves kiss.
- **The Cavalry (600 CP, discount for Drop-In)** – If someone is headed for trouble, you can call upon up to a dozen allies to defend them or attack the cause of the trouble. These allies are always people you've worked with before who have skills that would help the situation, with a preference for companions you did not take into your current jump. Cannot summon allies more powerful than the person you're helping, and using it more than five times in one month will disable the ability for one month.
- **Healing Tears (600 CP, discount for Princess)** – Some say your tears can cure the very recently deceased, but while you aren't sure about that (they can, fyi), you do know that when you cry, wounds close and the blind start to see again. Even crocodile tears will work.
- **Self-Sacrifice (600 CP, discount for Hero)** – You are truly dedicated to your goals, and have no problem taking bullets for those you love, so fate has a way of making it all work out in the end. Once per jump when you risk your life to save someone from something that would (not could) kill you, you miraculously survive. You might need to recover for a few weeks, but the Hero always lives to see the sequel.
- **Monstrous Transformation (600 CP, discount for villain)** – When push comes to shove, you prefer to use a bulldozer. Transform into a giant scary monster (preferably a reptile) up to 50 feet in height and start wreaking havoc.

Equipment

- **Formal Wear (25 CP, as many free as a Princess wants)** – A ballgown or fancy suit, it seems to fit and stay clean no matter what you do or how you change. Comes complete with matching shoes. You get one for free.
- **Musical Instrument (25 CP)** – Play jazz trumpet, or something else if you aren't an effeminate alligator. Gets you the instrument, but not the skill.

- **A bow and 30 arrows (50 CP)** – A weapon what propels sticks using a bit of string tied to a two ends of a bendy piece of wood. Very well made.
- **Dowry (50 CP)** – Yours upon marriage, the equivalent of 10,000 American dollars and a respectable living space. Can be taken multiple times to either increase the fund or the amount of people you can marry.
- **Inheritance (50 CP)** – A long lost family member of yours died leaving his wealth to all surviving members of his family, and you've received the equivalent of 5,000 US dollars.
- **Tiara or Amulet (100 CP, discount for Princess)** – A simple and elegant tiara or a royal amulet from your country. When a person sees you wearing this, they will suspect that you're royalty, even if they don't know how, or where, or why the thought comes to their head. For an additional 50 CP (undiscounted), it can grant the ability to talk to animals to the wearer.
- **Poisoned Apple (100 CP, discount for Villain)** – Knocks the eater unconscious until kissed by someone who truly loves them. They will waste away if they aren't saved.
- **Magic Sword (100 CP, discount for Hero)** – Standard issue sword blessed by holy magic. Will always follow the most direct path to the target when thrown, but it can be blocked.
- **Magic Shield (100 CP, discount for Hero)** – A shield that will fend off elemental attacks, but only absorbs the force of a blow as a normal shield would.
- **Wizard Stick (100 CP, discount for Villain)** – Shaped like a snake, can channel magic through it to greater effect and precision.
- **Musket (150 CP)** – A simple musket, and you always seem to have musket balls and powder on hand. This musket will never break or jam.
- **Flying carpet (200 CP)** – Capable of seating four individuals and flying at 50 miles an hour, comes with tassels at the corners for steering.
- **Magic Mirror (400 CP, discount for Villain)** – Free information, always true, always accurate, often misleading. Once per year it will answer one open-ended question with absolute accuracy.
- **Trident (500 CP)** – King Triton's magical golden trident, it lets you control the seas and cause storms or sunny weather within 3 kilometers. With this, you are officially Atlantica royalty. Good luck explaining that without being a mermaid.
- **Extra Roles (100 CP)** – Want an extra hero, princess, or villain in this setting? Take this option. Can be bought multiple times and only applies to this jump. Won't be a companion, can still be taken with in a pod from the warehouse supplement.

Companions

- **Import (200 CP)** - Up to 8 companions, space will be made for them in the castle and nearby villages. They will be given lives appropriate to them and 200 CP to spend as they wish.
- **Import to Role (200 CP, discount to Drop-In)** – Pick up to 3 companions, they'll take on being the Hero, the Villain, or the Princess, at your discretion. They'll be made aware of what role they've been selected to play, and receive the free perks of that role as well as 200 CP to spend as they wish. Further, the world itself will treat them as having taken on that role. Princess Dante may not go quietly into being kidnapped by your level 6 Chimchar, nor Sailor Jupiter's attempted rescue.
- **Animal Buddy (100 CP, discount if voice acted by Gilbert Gottfried or Villain)** – An animal companion that may or may not be capable of talking, at your discretion. You can even pick the voice actor if it does.
- **Canon Companion (300 CP, discount Drop-In)** – Somewhere on your journey you've made a true friend or loyal ally that would be willing to accompany you on your future jumps. They must be canon to a Disney movie and can be the same character you've assigned to a role.
- **Fairy Godmother (400 CP, discount Princess)** – A fairy godmother that, if you are ever in desperate need, will show up and upgrade your equipment for the next 6 hours. Mice to steeds, hover-tanks to mobile battle towers, whatever works.
- **Genie (600 CP, discount for Hero)** – Three wishes, no killing people, no making people love you, no reviving the dead, no immortality, no rewriting history, no wishing for more wishes, no wishing for Choice Points. If you wish for more genies, those genies will kick your ass and free their brother, who will also kick your ass. Genies are not omnipotent, but they are relatively powerful.

Drawbacks

Take up to 3 drawbacks, with a maximum CP gain of 600. Additional drawbacks only make things more interesting.

- **Fisher Kingdom (0 CP)** – The land is tied to the ruler, for good or ill. If the ruler is injured, so is the land, until a new ruler is crowned. If the ruler is bored, the land will lose its luster. Works both ways, but the kingdom is usually so well off that only the bad stuff will be noticed.
- **The Lion King (0 CP)** - Characters from films with talking animals are available to take up the roles. Only you seem to understand these animals. If you want the villains to be a pack of lions, you go for it.
- **U.G.L.Y. (+100 CP)** - You aint got no alibi. You're fucking hideous. People will react to you just like they would any other person so horrifying to look at, but there's no

supernatural whammy behind it. Expect mockery and scorn anyway.

- **Naive (+100 CP)** – You are preternaturally inclined to trust people unquestioningly. It just doesn't occur to you that apples could be poisoned or that the witch who took your voice would use it against you.
- **Useless Princess (+100 CP)** – Whoever took up the role of the Princess is now completely useless. They can clean houses and sing songs, but otherwise, they are at the mercy of the rest of the world. If you are the Princess, you can still use your perks to communicate or mystically support others, but any attempt to actively free yourself never gets off the ground. If you are the Villain, the Princess becomes scarily good at escaping, and tracking her down afterward takes a lot of effort.
- **Itty Bitty Living Space (+200 CP)** – You are bound to an item somewhere in this world. That item can be carried in one or two hands by a child, but otherwise you can set it's form. Any person who has that item can get up to 3 wishes from you, which you must complete to the best of your ability, but not necessarily to their intent.
- **Suitor (+200 CP)** – Someone wants you to be their spouse. The only problem is that their loathsome, philandering, and egotistical people who really only want you for reasons of pride or material gain, and will do anything short of killing you to be with you. They could be the villain, but they don't have to be. Oh, and the whole kingdom loves and respects them, so there will be a lot of backlash if you move against them.
- **Outside Tech Discouragement Policy (+200 CP)** – Due to disagreements with the Disney Corporation, you are not allowed to bring in any technology in from the warehouse, the bay, or the space station that's from a jump that isn't licensed or controlled by Disney. If something is generic enough that it could reasonably be from any setting, you are free to bring it in. You can still build things. You can keep all of your abilities but they must be renamed if from a property outside Disney's control.
- **Friends on the other side (+300 CP)** – You made a deal with some of the local spirits to get your powers for this jump, and promised to give them something in return. Souls are the easiest to give them, but things like stolen first kisses, voices, or beauty can also be traded for your powers. If you can't give them what they want, expect consequences.
- **Spindled (+300 CP)** – You spend the first five years of your stay as normal. In the fifth year, your finger is pricked by a spindle and you fall into a sleep as though dead. A kiss from either the Hero or the Princess will wake you up, as will the jump ending.
- **Those other princesses (+300 CP)** – Kida from Atlantis is tired of being left out of the Princess Parties, and has somehow gotten it into her head that killing you will help the situation. She is a deadly warrior and can somehow summon the Leviathan, as well. If killed or seriously injured, she will come back with Atlantean Crystal powers. If defeated again, she will come back with the full force of the Atlantean army at their prime. Doesn't come back after that.
- **The Rose (+400 CP)** – A rose that will slowly wilt over your ten year stay. If you don't

receive true loves kiss before the rose dies, you die. The true love can be anyone that: isn't driven by lust or desperation, but genuine feelings of love; hasn't been manipulated or magically compelled into loving you; and you must love them back with the same caveats. If you've opted to bring in a companion that you have a romantic interest in, they will only remember living and growing up in the setting, but will maintain their same personality. Upon the kiss, the companions memory will be restored. Go get 'em, tiger.

The End

Advance: Go to your next world. Lose any drawbacks that you took here.

Go Home: You're done, and will carry songs on to your Homeland.

Stay Here: You've found your true love and want to stay with them? Awwww!