
SHREK

DreamWorks Shrek

Version 1.2 by SpazzWave

Once upon a time, there was a lovely princess.
But she had an enchantment upon her of a fearful sort
which could only be broken by love's first kiss.
She was locked away in a castle...
guarded by a terrible fire-breathing dragon.
Many brave knights had attempted to free
her from this dreadful prison, but none prevailed.
She waited in the dragon's keep...
in the highest room of the tallest tower...
for her true love and true love's first kiss.



Like that is ever going to happen.



This story isn't about that. This story is about an ogre.
One that lives far from storybooks, princesses, and heroic quests.
He isn't charming.
He certainly isn't handsome.
But he doesn't know what the future holds for him.
Because stories, even the ones that start in swamps,
have a habit of changing when you least expect it.
And this ogre's story, which you are entering now,
is about to get a lot louder and more crowded
than he ever bargained for.
Here, take these 1000 CP.
You're going to need them on this adventure.

Races

Human [Free]

The most common species in this world, though perhaps not the most interesting. Humans range from peasants to princes, knights to knaves. They're adaptable and can be found in every walk of life.

Fairy Tale Creature [100]

You're one of the magical beings from fairy tales and folklore. This is a broad category that includes options like gingerbread men, three little pigs, three blind mice, big bad wolves, talking trees, or other similar creatures. You have whatever natural abilities your species would reasonably possess, like a big bad wolf having a set of lungs powerful enough to bring down a house.

Ogre [200]

You're an ogre like Shrek: large, green, and incredibly strong. Ogres are naturally fearsome, possessing strength far beyond humans, tough hide, and an intimidating presence that can make seasoned knights rethink their career choices. You also possess the unique ogre trait of being nearly impossible to intimidate.
Be dragons, witches, or kings, none of them particularly impresses you.

Dragon [400]

You're a dragon, being a massive, fire-breathing reptilian creature of immense power. You can fly, breathe fire, possess strength that surpasses even ogres, and your scales are nearly impervious to normal weapons. You're functionally immortal, not aging beyond maturity. However, you're also quite large (at least 12 meters long), which makes fitting into buildings difficult, and many people will fear or try to slay you. You can choose your coloration and general appearance. Just don't forget there are many fairy tale creatures and magic that could affect you.



Origins

Perks are discounted by 50% based on your chosen origin with the [100] perk discounted to free.

Fairy Tale Hero

You're a classic hero from a fairy tale... or at least the bargain-bin version of one. You grab a sword and march off to fight danger, save villagers, and generally clean up everyone else's mess. Sure, you never went to some fancy knight academy, but you've learned plenty from surviving weird quests and fairy tale disasters. And so you rescue whoever needs rescuing, fight whatever needs fighting, and try not to question how your life turned into this.

Common Folk

You are one of the regular folks, like the peasants, merchants, and hardworking villagers who actually keep the kingdom running while the nobles are busy waving swords around and singing about adventures. Frankly, you've seen enough magical nonsense to last a lifetime: talking animals demanding union rights, enchanted brooms with attitude problems, and knights who charge heroically into danger but forget to pay their tab. And through it all, you keep wondering why you aren't the one getting a fairy tale happily ever after.

Noble

You're part of the upper crust of society, being part of the people who sip overpriced potions, make dramatic entrances, and scheme like it's a competitive sport. Maybe you're a rival of Prince Charming (and honestly, who isn't at this point?) or just a wannabe villain trying to build your brand. Either way, you've mastered the ancient noble arts: courtly gossip, strategic flattery, and how to lie with such elegance that even a magical mirror would hesitate to call you out.

Princess

Congratulations! You've been locked in a tower, cursed by a witch, or otherwise designated as a prize to be won by knights in shining armor. Whether you're a genuine royal or just someone who got really unlucky with their living arrangements, you now possess that special something that makes dragons guard you and princes fight over you. You come with a tragic backstory, impeccable manners (that you may or may not choose to use), and an inexplicable ability to make forest animals do your bidding. Your tower accommodations are actually quite nice, all things considered. You get three meals a day, though the dragon's cooking leaves something to be desired.



Locations (Choose for free or roll 1d10 to gain 100 CP):

1. Your Swamp (Exclusive for Ogre)
2. Your Hoard (Exclusive for Dragon)
3. Shrek's Swamp
4. Far Far Away Kingdom
5. DuLoc
6. Dragon's Keep
7. The Poison Apple Inn
8. The Fairy Godmother's Potion Factory
9. Worcestershire Academy
10. Free Choice.



General Perks

Musical [100]

You're a naturally gifted singer and performer. You've got pipes that could make a donkey cry (tears of joy), and your singing voice could shatter glass if you wanted to. But your most interesting ability is to spontaneously break into musical numbers, complete with choreography. In fact, your musicals are infectious, making others join in without thinking about it. And the timing is always impeccable, so you don't need to fear someone awkwardly coughing through your big crescendo or tripping over the chorus line.

Ogres and Onions [400]

Ogres are like onions. Not because they stink or make you cry, but because they have layers. Metaphorically and literally. And now, so do you.

Your body is built in layers of genuinely absurd durability, each one as tough as the last. Skin like leather, bones like rock, muscles thick and stubborn enough to argue back if they could. Arrows that should drop you end up stuck in the outer layer. Dragon fire that should roast you medium-rare burns through the first and finds another one underneath, equally unimpressed. Fall from a great height and the impact peels something off, but whatever's beneath it hits the ground just fine and gets back up. You don't regenerate in the conventional sense. You just have more of yourself than anyone reasonably planned for, and every layer is exactly as durable as the one before it.

The limitation is that you are not infinite. Extended fights are a war of attrition and a determined enough opponent will eventually find out how many layers you have. The smart move is to not let it get that far. The ogre move is to let them find out personally and watch their face when they realize they're still not through.

You may not be an ogre, but you're built like one, which in practice means the same thing. And if you are an ogre, you're just better than the rest, which you already knew.

Dragon Charmer [400]

You have a supernatural charisma that works on even the most fearsome creatures, being the kind of charm that made a fire-breathing dragon fall head over tail for a talking donkey. You could charm a dragon (Literally). Your personality, confidence, and romantic capabilities are potent enough to attract beings that would normally eat humans as snacks. And yes, as you can imagine, you can reproduce with them too if you so choose (Love finds a way after all). This works platonically, too, if you're not into the whole interspecies romance thing, making you befriend creatures that normally wouldn't give humans the time of day. Maybe the ogre terrorizing the village just needs a friend who listens.

Master Swordsman [400]

Your skill with a blade is legendary, on par with Puss in Boots himself. You're a master fencer with the speed, precision, and style that gives you the ability to deflect arrows, fight multiple opponents simultaneously, perform incredible acrobatic feats while dueling, and make it all look effortless. Your technique is flawless, your reflexes are superhuman, and your swordplay is as much art as it is martial skill. Even if you've never held a sword before taking this perk, the knowledge and muscle memory flow into you instantly. Side effects may include an irresistible urge to say En garde! before fights and an inexplicable desire to wear a fancy hat with a feather in it.

Fairy Godparent [400]

Like the Fairy Godmother, you have an almost supernatural ability to transform people into what they (or you) want them to be, complete with the musical numbers and everything. This isn't literal magic (unless you have that separately), but rather an incredible talent for coaching, styling, training, and presentation. You can take an ogre and teach him to act like a noble, turn a commoner into a convincing prince, or transform someone's entire appearance and demeanor. Given time and resources, you can reinvent anyone. If you do have actual magic, this perk greatly enhances transformation and illusion spells, turning you into a proper Fairy Godmother figure who can wave a wand and make "a better you happen". Though hopefully, you'll use your powers for less manipulative purposes than trying to set up arranged marriages and sell overpriced potions. Hopefully.

Once Upon a Time [600]

Somewhere between "once upon a time" and "happily ever after" there is a system of magic that runs this world, and you have figured out how to use it. Be it transformations, enchantments, curses, glamours, conjurations and much more, if it happened in a fairy tale, you can use it, and with time and practice you may develop a personal loadout of spells that suit your particular brand of magical mayhem.

The rules are simple: instant spells (bolts of magic, elemental conjurations, teleportation spells) hit hard and hit fast, but can be dodged, deflected or reflected back at you by anyone with the reflexes or the right shield. So aim carefully and maybe don't monologue before firing.

Curses and transformations are stickier, but each single comes with an escape clause and can be nullified with a true love's kiss. So if you're planning to turn someone into a frog, pick someone unpopular. Still, with time and practice you will be able to invent pretty much any spell you can think of, provided they follow the same fairy tale logic as everything else. Just don't get hit by your reflected spell, as this is quite an ironic fate worthy of a fairy tale.

Deal of a Lifetime [800/1000]

You can create magically binding contracts that enforce themselves without requiring lawyers, courts, or enforcement agencies. When two parties sign one of your contracts, the agreement becomes supernaturally enforced. Break the terms? The contract punishes you automatically. Try to weasel out using technicalities? The magic interprets the agreement and responds accordingly.

The real power is in what you can write into these contracts. Trade a day for something you want? The contract can literally remove a day from someone's timeline. Want someone's voice? The contract takes it, completely and literally. Their strength? Youth? Memories? Even abstract concepts like "happiness" or "freedom" can be contracted away if the other party agrees to the terms.

You can also write in reality-altering clauses. Removing the curse of someone or changing the world is a valid contract term if both parties agree to it and pay the appropriate price (Rumplestiltskin rewrote an entire day of history with one contract, and you can do the same, within reason). The bigger the change, the bigger the price required, and both parties have to genuinely agree to the exchange for it to work.

The contracts are ironclad but not unbreakable, for there's always a loophole, always an escape clause, and a clever person who actually reads the contract can find ways out. Someone desperate and careless will trap themselves completely.

You also get Rumple's golden contract paper that appears with a flourish and his magical quill that never runs out of ink (very dramatic). The contracts can be as long or short as needed, and you can make multiple copies that all carry the same binding power. Here's the catch: you're bound by your own contracts too. If you write yourself into a deal and break your terms, you suffer the same consequences as anyone else. This means you need to be very, very careful about what you agree to, because unlike Rumplestiltskin, you can't just assume you'll always be the smartest person in the room. Some Ogre might surprise you after all. For 1000 CP, you gain Rumplestiltskin's supernatural talent for identifying what people really want and crafting deals that seem perfect but have delicious loopholes.

Fairy Tale Hero

Self-Taught Warrior [100]

You're good at combat despite never having formal knight training, which is probably for the best because formal knight training seems to produce guys who lose wrestling matches to ogres in front of entire crowds. Maybe you learned by fighting off bandits who tried to raid your swamp, or maybe you practiced with a stick in your backyard until you could beat DuLoc's finest soldiers. Whatever the source, you can hold your own in a fight. You can also fight dirty when necessary (there's no such thing as a fair fight when a dragon's involved) and stylishly when possible (because if you're going to hit someone with a chair, you might as well make it look cool). Your lack of formal training is actually an advantage, making you unpredictable and creative in ways that traditionally trained warriors aren't.

Heroic Calling [100]

You feel a pull toward heroic deeds and helping others. More importantly, others can sense your heroic nature, with good people being inclined to trust you and even children and innocents feeling safe around you (even if you are a terrifying ogre). You have an easier time inspiring others to noble action and rallying people to righteous causes. You could probably convince a cowardly talking donkey to help you storm a dragon-guarded castle, or rally a mob of fairy tale creatures to storm a castle and overthrow a tyrant. People just look at you and trust the plan, even if it is clearly insane and involves way too many fire-breathing reptiles.

True Love's Kiss [200]

You can break transformations and curses with a kiss, provided there's genuine love between you and the cursed individual. This doesn't have to be romantic love; deep friendship, familial love, or even love between companions can work too. The curse also doesn't need to specifically mention true love's kiss as a solution: if there's genuine affection and your kiss is freely given, it can break most magical effects. This also makes your kisses particularly memorable and meaningful to those you care about.
Just don't feel strange when people ask you to kiss their cursed relatives.

Quest Sense [400]

You have a quite unique ability to know what you need to do to accomplish your goals. Sure, this doesn't give you specific information (like knowing the princess is in the tallest tower, third window from the left), but it gives rather a general sense of direction and purpose (like knowing you should head toward that suspiciously dark mountain on the horizon). If you need to break a curse, you'll have a feeling about where to search for answers, and if you need to find someone, you'll instinctively head in the right direction.
You might still take the scenic route or get sidetracked by a chatty donkey, but you won't spend three years wandering in circles, wondering where the plot went.

Happily Ever After [600]

You're destined for a happy ending, and fate bends to make it happen. This doesn't mean you can't face hardship or danger, but it does mean that your story will ultimately work out well if you stay true to your heroic principles: There will always be an escape from deadly situations, all impossible challenges will have solutions, and true love will always find a way. And the more you act like a proper hero, being brave, kind, and selfless, the stronger this protection becomes. This can even extend to those you love, helping ensure they get their happy endings too (yes, that extends to the annoying talking donkey too).
However, if you abandon your principles or become villainous (looking at you, Prince Charming), this perk stops working until you redeem yourself.

Common Folk

Salt of the Earth [100]

You're good at practical, everyday skills like cooking, cleaning, basic repairs, farming, and general household management. You know, the stuff that actually keeps society running while nobles are off having dramatic sword fights and ogres are... doing whatever ogres do in swamps (probably also cooking, cleaning, and basic repairs, honestly).
You also know how to stretch a budget, make do with limited resources, and handle the daily challenges of normal life without having a dramatic breakdown about it.

Craftsman's Touch [100]

You're skilled at a craft of your choice, like baking, woodworking, tailoring, smithing, brewing, or any other traditional trade. Your work is of exceptional quality, your products are sought after, and you can make a comfortable living from your skills. More importantly, everything you create has a certain spark to it: your gingerbread actually tastes like gingerbread should, your wooden toys are perfectly balanced and smooth, and your clothes fit like they were made by magic.
Your craft is imbued with the right amount of love and care that makes it special. This can be bought multiple times.

Humble Hospitality [200]

You've got a talent for making folks feel at home. Whether you're running a tavern, opening the door to your humble cottage, or just offering someone a bowl of stew, you create an atmosphere of warmth and comfort that makes people relax and even spill their life stories.
Sit down for five minutes, and suddenly villagers are unloading the latest gossip about who kissed who behind the bakery, whose goat ate the mayor's wig, and which poor soul's wife ran off with a knight and took the kids (and the good silverware). People walk through your door stressed and leave feeling like they've got family.

Artisan's Fortune [400]

Your craft work always generates more income than it should.
You always have customers, your prices are fair but profitable, and you never struggle financially. Sure, this isn't "buy a castle in Far Far Away" wealth, but it is a type of prosperity enough to support yourself and a family comfortably, save money for a rainy day, and occasionally splurge on luxuries without checking your coin purse.
Most importantly, your financial stability is bulletproof. The real estate market crashed because your leader got eaten by a dragon? There's still a demand for your services. Prince Charming just took over the kingdom? Your tavern is still packed every night with fairy tale creatures drowning their sorrows.
Fate may be dramatic, but your income is reliable.

True Creation [600]

You've mastered the ultimate expression of the craftsman's art: the ability to give genuine life to your creations.
A baker can make food that literally comes alive and walks away. A woodworker can sculpt toys that become living, thinking beings. Even a tailor can stitch dolls that become real people.
Your creations aren't just animated, they're truly alive, with souls, free will, and the potential to grow and learn. They start with basic intelligence and personality, but they're genuine living beings, not constructs or puppets. So don't be surprised if the gingerbread boy you baked to help around the shop decides he's destined for heroism and sprints off on a quest before you can finish saying "please don't fight any dragons".
You can give life to your creations once per day, with the number expanding as you become more skilled, and they're loyal to you initially, but are free to make their own choices.

Noble

Prince Charming [100]

Your appearance is genuinely attractive by conventional fairy tale standards. Clear skin, good bone structure, shiny hair that somehow stays perfect even after dragon attacks, and the kind of smile that makes peasants swoon and knights stand a little straighter. Your portrait could hang in the gallery of Far Far Away's palace, and nobody would question it. Even Prince Charming would look at you and think "yeah, okay, fair competition".

Noble Bearing [100]

You are part of the nobility, born to rule and command. You carry yourself with natural authority and a posture that screams "my bloodline is better than yours" even when you're doing something mundane like eating soup or stepping over a puddle. Peasants and commoners instinctively defer to you, servants know their place, and even other nobles recognize your station. You also know the proper forms of address, understand heraldry and lineage, and can navigate noble society without embarrassment.

You ARE above the common people, and even if you entered DuLoc wearing a potato sack, people would still assume you're visiting royalty.

Loyal Subjects [200]

The people under your rule are genuinely loyal to you. They're not just obeying out of fear or obligation; they actually believe in you and want to serve you well. Your guards are brave and dedicated, your servants are efficient and discreet, and your subjects pay their taxes without excessive grumbling. Even if you're occasionally unreasonable, they give you the benefit of the doubt.

Sure, this loyalty isn't unbreakable, but it's strong and genuine. If you treat your people well, they'll follow you through hardship and danger, and maybe even tolerate your daughter marrying an ogre.

Convincing Offers [400]

You know how to make offers that people can't refuse.

When you propose a deal, you frame it so perfectly that refusing seems foolish or like they're missing out on the opportunity of a lifetime. You can also negotiate incredibly favorable terms for yourself while making the other party feel like they're getting a good deal.

Convincing the king it's better for his daughter to marry your son? Easy. Rallying a bunch of dissatisfied fairy tale villains to join forces and take over the kingdom? Even easier.

Master Manipulator [600]

You're a genius at long-term schemes and manipulation, being the kind of person who plays 4D chess while everyone else is still trying to figure out checkers (and Donkey is eating the pieces because he thought they were snacks).

You can orchestrate complex plans involving multiple parties, predict how people will react to various situations, and adjust your schemes on the fly when unexpected complications arise. You're also remarkably good at appearing innocent or trustworthy while pursuing your own agenda. You just got one of these faces that scream "I would never do anything underhanded" even while you're actively fooling the king or guiding all the princesses of the kingdom to an ambush.

More importantly, you can identify what people truly want and use that knowledge to control them.

You could absolutely be a villain with this, and honestly, you'd be a great villain. Almost as good as the Fairy Godmother (But let's be honest, she had a song number, and you don't).

Princess

Happily Ever Eventually [100]

You've spent so much time staring at tower walls waiting for rescue that you've transcended boredom itself. You could attend a three-hour meeting about proper fork placement and emerge having mentally redecorated the entire castle, planned next week's meals, and composed a sonnet about how much Sir Whoever's voice sounds like a dying goose. Trapped somewhere? Please. You've already befriended the rats, named them, established a small rodent monarchy, and mapped out four different escape routes (two realistic, two for if things get really desperate). Time literally moves faster when nothing interesting is happening, and you can outwait literally anyone.

Animal Chorus [100]

Any time you sing, local wildlife will appear to provide backup vocals and choreography. Birds will harmonize, mice will form a tiny chorus line, and deer will provide interpretive dances. They can help with minor tasks like cleaning or carrying messages, though they draw the line at anything actually dangerous.

The animals disappear once the song ends, possibly to go judge other people's musical performances and compare you unfavorably to that one princess three kingdoms over, who really knows how to hit the high notes.

Curse Magnet [200]

Sadly, all princesses have an affinity for being cursed, hexed, or magically inconvenienced. But here's the thing: you've gotten really good at working with it. Any curse applied to you becomes more interesting than debilitating.

Turn into an ogre at night? You're a surprisingly attractive ogre. Voice stolen by a sea witch? Turns out your expressive eyes and dramatic hand gestures are somehow more convincing than your actual words ever were, and people trust you more now.

You also gain an instinctive understanding of how to break any curse affecting you, even if it takes a while to accomplish.

Kung Fu Princess [400]

Turns out all those years of proper ladylike activities were actually building a terrifying combat skill set, and nobody noticed.

Those dance lessons? Footwork training. Gymnastics? Advanced acrobatics for dungeon escapes. "Light calisthenics befitting a young woman"? You were basically doing ninja training in a corset. Thanks to all of that, you can do incredible acrobatic moves that would make royal guards drop their spears in shock and reevaluate their entire profession. And you can do them in any outfit, any footwear, and maintain perfect form while doing so.

Anyone who underestimates you because you look like a delicate princess is in for a very rude awakening.

Accidentally in Love [600]

You have an infallible sense for recognizing your true love and for recognizing who ISN'T right for you, no matter how perfect they seem on paper. That charming prince with great hair? You immediately know if he's actually a self-absorbed manchild. That ogre who saved you? You can tell if there's genuine compatibility beneath the gruff exterior.

This works for all types of relationships, romantic or otherwise. You'll never waste time on people who are wrong for you, and you'll never overlook someone right for you just because they don't fit society's expectations. Also, you're completely immune to love potions or anything that forces you to love someone, because you always know what you actually feel versus what magic is trying to make you feel.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1 / 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.



The Unemployed Dragon [50]

Vermillion had enjoyed a stable, reliable career for seventy-three years. Working as a professional princess guardian was easy: You'd get hired by a kingdom, they'd lock their daughter in a tower, you'd guard the tower and fight off unsuitable suitors until the right hero showed up to prove their worth. It was steady work, good benefits, and she had a solid reputation in the industry.

Then everything went to shit when the hero industry evolved faster than the dragon industry adapted. Heroes started showing up with better equipment, more training, and actual teamwork tactics. The old model of "one dragon versus one knight in single combat" became "one dragon versus a coordinated adventuring party with a wizard, a rogue, and some asshole with a ballista."

So now she presents her résumé to anyone who might consider hiring a fire-breathing professional. She's noble, fierce, and carries herself with the dignity of an apex predator who's definitely not panicking about her retirement prospects. She's also bitter, tired, and prone to long rants about how the economy has failed her generation of dragons and how youngsters today don't understand what real princess guarding was like. And, undeniably, she is also a very large dragon capable of producing flames on command.

So if you hire her, you'll get a dragon with two centuries of combat experience fighting knights and heroes. You will also get a dragon that will ask for dental (it's for her fangs), but it's a small price to pay for having a fully credentialed apex predator on your side.



The Disgraced Swordsman [50]

Puss in Boots is exactly what his name suggests: a cat that walks on two legs. He's maybe two feet tall at most, but he carries himself with the swagger of someone who's personally killed giants and seduced his way through half the kingdom's cat population. Before he was known as the legendary cat, his story began in an orphanage, where he was raised alongside his adoptive brother Humpty Dumpty.

They were best friends and partners in crime, literally, pulling off heists and schemes across the countryside. Puss was the muscle and charm, Humpty was the brains and planning. Everything went great until Humpty's schemes got increasingly dangerous and morally questionable, culminating in a betrayal that got Puss branded as an outlaw in his hometown.
He was forced to flee, heartbroken that the only place he cared about now saw him as a villain, and that his brother had used him as a fall guy.

After that spectacular life implosion, Puss rebuilt himself as a mercenary hero-for-hire, taking on impossible jobs. He's fought giants, rescued princesses, recovered magical artifacts, and generally made a name for himself as the most dangerous cat in the world. He also forged himself into a master swordsman with years of battle-honed experience, and his rapier work is so fast he could cut an arrow mid-air (probably).

But if there's one thing that defines Puss is his loyalty. If you earned his friendship, he will fight impossible odds to keep you safe (even if he complains theatrically the entire time). Beneath the bravado and the flirting, there is a cat who hates abandonment and betrayal more than death itself. Once he chooses you as family, that bond is absolute, and he will stake his nine lives on it without hesitation.

Just keep him away from the milk. He says he can stop anytime, but he isn't fooling anyone.



The Fairy Godmother [50]

Despite what it may look like, the Fairy Godmother didn't begin life as a corporate supervillain running a potion empire. She actually started as a genuine, wand-waving do-gooder, turning pumpkins into carriages for free. Unfortunately, "the joy of helping others" doesn't pay cottage rent, so goodwill gradually turned into "suggested donations," then "reasonable fees," and eventually a full-blown magic-potion corporation complete with quotas and profit margins. By the time she was selling bottled Happily-Ever-Afters and negotiating mergers, she'd accidentally become everything she once stood against (and decided it was far more profitable anyway).

Prince Charming was supposed to be her retirement plan: seventeen years of grooming, coaching, and hair-product investments. She arranged Fiona's tower, the dragon, and even the timing of the rescue. But she didn't account for an ogre with sincerity and actual emotional depth. When Shrek ruined her perfectly orchestrated fairy tale, she lost her entire long-term investment portfolio. So now she's in a transitional phase, which is a polite way of saying "furious, overworked, and on the brink of reinventing her entire business model."

She still has the charm, the theatrics, and the terrifying amount of magical firepower. What she doesn't have is a stable future plan... or anyone loyal enough to help her build a new one. Good thing she found you.
Whether you want a dangerously ambitious mentor, a magically overqualified consultant, or a drama-spewing CEO who weaponizes glitter, Fairy Godmother sees potential in you. She's determined to rise back to the top of the magical corporate food chain, and she's more than willing to drag you along for the climb.

She is a master manipulator with decades of experience and phenomenally powerful with magic that operates on fairy tale logic. Need a pumpkin turned into a carriage? Easy. Need someone's appearance completely transformed? She's done it thousands of times at her factory. Need a love potion that actually works? She's got an industrial production line making them. And now that she's rebuilding from scratch, she's directing all that ruthless competence at one target: your mutual success. Well, mostly yours. Mostly. She'll mentor you, advise you, and occasionally drag you into morally gray business ventures "strictly for market research." She may even show a hint of genuine fondness for you as long as you don't get in the way of her comeback arc.

Just keep her away from ogres, true love, and anyone who uses the phrase "inner beauty." She has very strong opinions about all three.



Princess Fiona [50]

Princess Fiona spent her entire childhood preparing to be the perfect princess. Etiquette lessons, ballroom dancing, diplomatic training, and enough fairy tale education to choke a dragon. She learned to sing with woodland creatures, coordinate elaborate gowns, and wait patiently for her Prince Charming to arrive on a white horse.

Then the curse hit her. Every night at sunset, she transformed into an ogre. Not a delicate, easily fixable curse, but instead a "you're green, you're huge, you're ugly and you're going to stay that way until true love's first kiss". So she waited. And waited. And waited in that tower while knights kept showing up, getting eaten by the dragon, and failing spectacularly. Years of reading the same books, talking to herself, and practicing martial arts, because what else was she going to do?

Thank god you found her before she turned insane from the boredom. Another year and she would've tried to escape just to feel something. Princess Fiona is, in no particular order: a formally trained noblewoman, a self-taught brawler, a woman with two decades of suppressed frustration and absolutely no healthy outlet for it until recently, and the only person in any kingdom who can curtsy and headbutt someone in the same fluid motion without breaking eye contact.

She is diplomatic enough to talk you into a king's court and dangerous enough to fight your way out when the diplomacy goes sideways. She is also loyal to her friends, surprisingly crude when she wants to be, and has a beautiful singing voice that can literally cause birds to explode. She's still working on controlling that last part, so don't judge her.



Items



You have a 300 CP stipend to spend here. You can freely import items. Items destroyed repair themselves in three days. You can discount two items per price tier. Discounted 50 CP and 100 CP items become free. You also gain the blueprint of anything you buy here.

Craftsman's Tools [50]

A complete set of professional tools for your chosen trade.
If you're a baker, you have quality pans, utensils, and molds. If you're a blacksmith, you have a hammer, tongs, and an anvil. The tools are of the highest quality, self-cleaning, and suited to producing professional results.

Wardrobe [50]

A full wardrobe of clothing suitable for your species, origin, and social status. If you're a noble, you have fine clothes. If you're common folk, you have sturdy, practical garments. The clothing is always clean and in good repair, magically restoring itself when washed or after 24 hours.

The Poison Apple [50]

A perfectly preserved, beautifully red apple that radiates a faint magical aura. Taking a bite will put someone into a deep, death-like sleep that can only be broken by true love's kiss. The apple regenerates after use, so you have an unlimited supply of magical knockout fruit. Whether you use this for good (putting dangerous creatures into harmless slumber), evil (eliminating enemies without technically killing them), or just really complicated romantic setups is entirely up to you. The apple won't work on you, so no need to worry.

BEWARE, JUMPER! [50]

A weathered wooden sign that reads "BEWARE OGRE" or any other warning message you choose. The sign has a subtle magical property: people inclined to cause trouble will take the warning seriously and feel deeply uncomfortable proceeding. It won't stop determined attackers or people with legitimate business, but it will deter casual troublemakers, solicitors, and annoying neighbors.

The sign is indestructible and can be placed anywhere to mark territory. Comes with a general sense of "leave me alone" that extends to the area around it.

Muffin Man's Cookie Recipe [100]

The secret recipe for creating gingerbread cookies that are alive and sentient.

Following this recipe exactly will result in gingerbread people who can move, talk, and have genuine personalities. They're loyal to their creator (that's you), surprisingly resilient for baked goods, and have a tendency toward sass and attitude. Each batch creates 1-6 gingerbread people, and while they're not particularly strong or durable, they can serve as scouts, spies, or just delightful companions.

They're people, not slaves, so treat them accordingly. The recipe requires standard baking ingredients plus one special component: you have to genuinely care about what you're making. No love, no life.

Family Recipe Book [100]

A treasured book containing recipes, remedies, and practical knowledge passed down through generations. This isn't magical in the traditional sense, but the recipes always turn out well, the remedies are effective for common ailments, and the practical advice is solid. Food made following these recipes is particularly comforting and delicious, and has a way of bringing people together.

Trade Goods [100]

A renewable supply of materials for your trade or business.

If you're a baker, you have flour, sugar, and other ingredients. If you're a craftsman, you have wood, metal, or fabric. You receive enough materials each week to support a modest business. The materials are of good quality, suitable for professional work, and restocked weekly.

Flying Broom [100]

A witch's flying broom that actually works. It can carry one person at speeds roughly equivalent to a galloping horse, but with the freedom of flight. It's reasonably comfortable to ride (magically so), responds to your mental commands, and returns to you when called. It won't carry more than one person comfortably, but it's excellent for quick transportation. In future jumps, it continues to function as a magical flying vehicle.

Travel Essentials [100]

A magical pack that contains everything an adventurer needs: bedroll, tent, cooking gear, rope, torches, flint and steel, a week's worth of non-perishable food, water skins that refill daily, basic medical supplies, a dagger, and various useful tools. The pack is never heavier than a light backpack despite containing all this, and items regenerate if consumed or lost. It's not infinite, but you'll never lack for basic adventuring supplies.

Storybook [100]

A beautiful illustrated book that contains fairy tales and legends from this world. The book also contains genuine information about curses, magical creatures, and how fairy tale logic works. If you study it carefully, you can learn the traditional ways to break curses, defeat monsters, and achieve happy endings. The book updates itself to include your own adventures, written in the style of a fairy tale. Post-jump, it updates with the knowledge of any world you enter.

Noble Steed [100]

A magnificent horse (or other rideable creature) that's loyal, brave, and unusually intelligent. This steed is faster and stronger than normal animals of its kind, never tires easily, and will carry you into danger without hesitation. It has an almost supernatural ability to appear when you need it most. If slain, it will be restored to life within a week.

Traveler's Maps [100]

Detailed maps of the major kingdoms and territories in this world. The maps update themselves to reflect changes in political boundaries, new settlements, and dangerous areas. They also mark your current location and can show the shortest route to places you've been before.

Rescued Artifact [100/600]

A minor magical item you rescued from a dragon's hoard, an enchanted castle, or another dangerous location. This could be a sword that never dulls, armor that's surprisingly light and protective, a cloak that keeps you comfortable in any weather, or something similar. It's not overwhelmingly powerful, but it's useful, and the magic never fades. For 600 CP, you gain a bag that lets you pull any minor artifact you so desire, though you cannot pull more than 10 magical artifacts per day.

Fairy Godmother's Card [100/400]

A business card from the Fairy Godmother herself. When you need magical help, shed a tear on this card, and she will appear to help you become "the best version of yourself." This usually involves magical makeovers, transformations, confidence boosting, and assistance with romantic situations. The help is genuine, and the magic is powerful, though it comes with a price: you'll owe the Fairy Godmother a favor, and she always collects. Once per month, you can use this card. For 400 CP, you don't need to owe any favors.

Flying Carriage [200]

An elegant carriage enchanted with flight magic. It can carry up to six passengers comfortably, plus luggage. The carriage flies at impressive speeds (faster than horses, comparable to a modern car) and can cover long distances quickly. It's luxuriously appointed inside with comfortable seats, storage compartments, and magical climate control. The carriage can also be summoned to you from 5 kilometers away, and in future jumps, it adapts to fit the setting (becoming a flying car, aircraft, or whatever equivalent makes sense).

Bag of Gold [200]

A bag containing a comfortable amount of gold and silver coins that never empties completely. Each week, the bag replenishes to contain about 100 gold pieces worth of currency (enough for a comfortable middle-class lifestyle). The currency automatically converts to the appropriate type for whatever world you're in.

Happily Ever After Potion [200]

A Happily Ever After potion like the one Fairy Godmother created. Drinking this potion will temporarily transform you into an idealized version of yourself: more attractive, charming, and confident. The transformation lasts for 12 hours. The potion refills once per week. If you're already attractive and charming, the potion enhances these qualities to supernatural levels. Note that, like in the movie, the transformation can be made permanent with true love's kiss before it wears off. You also gain a version that can be used to transform anyone into a human.

Magical Mirror [400]
A magic mirror similar to the one owned by Lord Farquaad.
The main use is to view distant locations or spy on specific individuals, though powerful magic users might notice your scrying. The mirror also doubles as entertainment, being able to access any local and magical broadcast channels, news programs, and even the occasional infomercial.
However, its most useful ability is to actively seek out adventure opportunities to present to you. When you ask, "Mirror, mirror, what quest should I take?" It shows you visions of people in need, treasures to be found, villains to stop, and adventures waiting to happen.
The mirror also offers commentary when asked, providing a second opinion on any matters you wish to discuss.

Royal Patents [400]
You hold official monopolies or patents on certain goods or services in the Far Far Away kingdom. This generates significant passive income (enough to live luxuriously without working) and gives you considerable economic influence. The patents are legally protected and recognized by the crown. Choose three types of goods or services that you have exclusive rights to provide or tax. Post-jump, these patents update to the local setting.

Potion Factory [600]
You own a facility similar to the Fairy Godmother's potion factory, capable of producing magical potions of various types. The factory comes with a staff of workers (who are loyal and competent) and the knowledge to produce transformative potions, love potions, beauty enhancers, and other magical concoctions. The factory produces enough potions each month to generate substantial income and give you a considerable stockpile for personal use. You can also research and develop new potion formulas, given time and resources.

Fairy Godmother's Wand [600]
This is a powerful magical artifact that can transform pumpkins into carriages, mice into horses, and ogres into hunky human models. It requires dramatic flair to use effectively (waving it around while saying "bibbidi-bobbidi-boo" isn't mandatory, but it helps). The transformations are permanent unless dispelled or until a specific condition is met (midnight, true love's kiss, etc.).
Also comes with a nagging feeling that you should be charging people for this service.

Dragon's Hoard [600]
A massive pile of gold coins, precious gems, ancient treasures, and valuable artifacts that would make any dragon proud. The hoard is stored in a secure location of your choice and is substantial enough that you could live lavishly for multiple lifetimes without making a dent in it. Includes a variety of magical items of minor to moderate power mixed in among the treasure, because dragons are collectors. The hoard has a tendency to slowly regenerate over the years, growing back to the same size.

A Dragon (For Your Hoard) [600]
You have befriended a dragon: a massive, fire-breathing, treasure-hoarding, genuinely terrifying lizard who has decided they like you. They're willing to serve as transportation, provide aerial support in dangerous situations, and generally be an incredibly powerful ally. This dragon is intelligent, has its own personality and opinions, and expects to be treated as a partner rather than a pet or servant. They have a fondness for treasure (which is why they appreciate you having a hoard or a nice home to stay at), they enjoy dramatic entrances, and they're protective of those they care about. The dragon is not suicidally loyal, but they're a true friend who will stand by you through thick and thin. Comes in a variety of colors and personality types. Warning: Dragon friendship includes dragon-sized appetite and occasional property damage from accidental fire-breathing.



Properties

Friar's Fat Boy Franchise [200]

You own a franchise of Friar's Fat Boy, the popular fast food chain seen throughout Far Far Away. Your restaurant serves delicious, unhealthy medieval fast food: turkey legs, meat pies, fried dough, mead, and other fantasy comfort food. The food is hot, fresh, and satisfying, while the restaurant is clean, the service is quick, and the prices are reasonable.
Your franchise also generates steady income and manages itself without your presence. You have the right to open additional locations if desired, and the franchise comes with name recognition and a proven business model.

Home Sweet Home [200]

You own a modest but comfortable home appropriate to your station and location. It might be a cottage, a small manor, or even a cave (if you're an ogre). The home is secure, in good repair, and feels welcoming to you and your companions. It has basic furniture and amenities, and there's always food in the pantry (simple fare, but sufficient). The home has a way of being left alone, so there's no need to worry about bandits, nobles, or destruction by random events (unless you're being specifically targeted).

The Muffin Man's Bakery [200]

A fully functional, charming bakery on Drury Lane (or wherever you'd like it to be). The building is cozy, well-maintained, and comes with professional-grade ovens, prep stations, storage, and all the equipment needed to run a successful baking business (along with a small apartment for you to live in). The real magic is that anything baked here turns out consistently of high quality: your gingerbread men become perfectly crispy, your muffins become fluffy and flavorful, and even your cakes become the stuff of local legend.
Comes with a steady supply of basic baking ingredients that replenish regularly, and some recipe books to teach you how to bake.

Deed of Property [400]

You own a significant piece of land, like a swamp, forest, some farmland, or even a small island. The deed is legally recognized, and the land is yours to do with as you please. The property is about 50-100 acres and comes with a basic dwelling. Most importantly, the deed is magically binding, making it so no one can legally take this land from you without your consent, no matter what political changes occur. The property is peaceful and won't be bothered by monsters or bandits unless you're specifically targeted.

The Poison Apple [400]

You own a tavern/bar called The Poison Apple, also known as the premier establishment for scoundrels, villains, and the morally questionable.
It's a rough place with stained tables, dim lighting, and a clientele that includes witches, evil knights, assassins and various fairy tale villains (But it's YOUR rough place).
The bar generates steady income, always has interesting (if dangerous) customers, and serves as a hub for information and jobs in the criminal underworld. There's no need to worry about violence inside the bar, for the villains have the professional courtesy of respecting the place.

Worcestershire Academy [600]

You own the entire Worcestershire Academy for proper princes and princesses, including the complete institution, campus, and everything associated with it. The academy manifests as a grand campus filled with dozens of classrooms, luxurious dormitories, extensive training grounds, complete libraries, and all the facilities needed to run an elite school. It also comes fully staffed with competent, professional instructors who teach everything proper royalty needs to know, including small magic cantrips that anyone can learn.
The academy generates a considerable amount of income, and it will always have a steady population of students.

Noble Palace [600]

You own a magnificent palace befitting nobility.
It's a sprawling estate with dozens of rooms, beautiful architecture, extensive grounds, and all the amenities: throne room, dining hall, ballroom, library, armory, stables, gardens and more. The palace comes fully staffed with competent, loyal servants who maintain everything. All utilities are paid for (firewood, food, water, and servants), and the palace is well-defended with walls, gates and guards.
It's a home worthy of royalty.



Scenarios

(Not) a Fairy Tale

You know how this was supposed to go. Big ugly ogre, annoying donkey, rescue the princess, everybody learns something, roll credits. Simple stuff. The problem is, Farquaad got nervous and called in a favor from the Pied Piper before Shrek could even lace up his boots. One song and the Dragon was eating out of Farquaad's hand and Fiona was escorted to the castle without so much as a fight scene. Shrek is still in his swamp, furious and confused, and Farquaad is insufferably pleased with himself.

So it falls to you to restore the plot to its rightful place. Enter Duloc, punch through an army of interchangeable little soldiers, somehow fight a Dragon, and dethrone Farquaad. Shrek's offering moral support from his swamp and Donkey is playing fetch with himself, which means you are (mostly) not alone. Good luck!

Rewards:

Congratulations, you've done what Farquaad spent his entire miserable life trying to do. You're royalty now, or close enough that nobody's going to argue the point. Duloc is yours, kingdom and all, and despite its previous management it is genuinely a well oiled machine. Thousands of peasants keep the place running without much input from you, the farms produce, the taxes come in, and the hedges stay trimmed because apparently that's just what the citizens do now. The treasury is also fully stocked, because Farquaad taxed everything that moved and spent the money almost exclusively on architecture and his own portrait. His loss, your gain.

For getting her out of that castle, Princess Fiona has decided you're worth knowing, which is honestly high praise from someone who spent years locked in a tower and still came out swinging. She's not a follower exactly, more like a very capable friend who will absolutely show up when things get bad and absolutely will not let you forget that she helped. She's also secretly an ogre at night which she'll tell you about eventually, probably after she's already punched something on your behalf.

The Magic Mirror comes with the castle and is thrilled about the change in management. Point it at a location and it'll show you what's happening there, spy on whoever you need spying on and generally be a fantastic surveillance tool, though particularly sharp magic users might notice you peeking. It also gets every channel imaginable, local, magical, and everything in between, including news, broadcasts, and infomercials for products that may or may not exist anymore. Great for a lazy evening.

Drawbacks

Extended Universe [Free]
You can choose to include the events and storylines from the Shrek video games in addition to the movies.

In Their Shoes [Free]
Instead of arriving in the Shrek universe as a new person, you replace an existing character entirely. You can only replace characters according to your origin, so you cannot be Shrek unless you are a Hero, or be Prince Charming if you aren't a Noble.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separated between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to, but only give points for the supplement. You also have the choice of fusing both universes together.

Annoying Sidekick [+50]
You've attracted an irritating companion who won't leave you alone. They're not malicious or evil, just someone who is constantly talking, asking questions, making bad jokes, and generally being a nuisance. They will also follow you everywhere, insert themselves into your plans and cannot take a hint to shut up. No, you can't kill them, you little murderhobo.

Pinocchio [+50]
Your nose grows noticeably longer every time you tell a lie. The nose returns to normal size when you tell the truth or after some time passes, but during active conversations, lying is immediately obvious to everyone watching. In fact, your nose will grow even if you tell a polite white lie, so have fun being sincere all the time.

Short King [+100]
You're extremely short, at least no more than four feet tall. This comes with all the complications you'd expect: people don't take you seriously, you struggle to reach things, riding horses is difficult and you face constant jokes and mockery about your height. You might even develop a complex about it, just like Lord Farquaad did.

Stay Extender [+100]
You can extend your stay in this jump by ten years. You can only gain +200 CP from this drawback.

Worcester Academy [+100/+300]
You must attend the Worcestershire Academy for proper princes and princesses during your stay. This does NOT count toward your ten-year jump duration, and you'll spend at least three years there (unless you flunk out or get expelled) learning etiquette, proper behavior, and how to be a "proper" fairy tale royal. For an additional +200 CP, you suffer constant bullying from everyone at the school, including the nerds and other social outcasts. You're at the bottom of the social hierarchy, mocked openly, pranked regularly and generally treated terribly. And before I forget, you can't leave until you complete your education.

Mistaken Identity [+100]

People constantly mistake you for someone else, and it's never helpful. If you're an ogre, everyone assumes you're Shrek or one of his relatives and approaches you with swamp-related problems. If you're a noble, people think you're a visiting dignitary and expect you to know protocols you don't. If you're a talking animal, people confuse you with other talking animals of your species. "Oh, you're that donkey who married the dragon!" "No, I'm a DIFFERENT talking donkey!" "Sure, sure, whatever you say, Donkey." This will cause problems for you, including getting blamed for things you didn't do. Explaining you're NOT that person never works: they just assume you're being modest or in disguise.

Comic Relief [+100]

Slapstick comedy happens to you constantly. You step on rakes, slip on banana peels, get hit in the face with doors and suffer from perfectly-timed pratfalls. It's not usually seriously harmful, but it's embarrassing and inconvenient. You're living in a cartoon comedy, and you're the comic relief character.

Duloc Is A Perfect Place [+100]

You have an incredibly annoying song stuck in your head for the majority of the jump. It plays on loop in your mind constantly, and you may or may not remember all the lyrics correctly, which somehow makes it worse. You'll find yourself humming it, tapping your foot to it and occasionally singing it out loud without realizing. It's distracting during important moments, makes concentration difficult, and drives you slowly insane. The song occasionally changes to other annoying tunes, but it never stops completely. At least once per day, you'll involuntarily sing or hum it at the worst possible moment.

Get Out Of My Swamp! [+100]

Your home has no privacy whatsoever. Your property lines are mere suggestions, and people constantly wander onto your land uninvited. Fairy tale creatures treat your house as a refuge, travelers cut through your property, merchants set up shop on your lawn, and random people just decide to have picnics in your yard. Locks don't stop them and you can't keep people out no matter what you do. They're not malicious (usually), but they have zero respect for your personal space or property rights.

Hunted [+200] Exclusive for Fairy Tale Creature, Ogre, and Dragon races

You're a fairy tale creature, and you're on Lord Farquaad's list for removal from the "civilized" society. You'll be actively hunted by his guards and a bounty is placed on your head. Even after Farquaad's defeat (if that happens), other kingdoms might have similar policies and people will be prejudiced against you. You'll need to stay hidden, fight back or find a way to prove you're not a threat (good luck with that).

Cursed [+200]

You're under a fairy tale curse. Choose or roll for the nature of the curse:
1. Transformation (you turn into an animal or monster during the night)
2. Sleeping curse (you fall into magical sleep at inconvenient times)
3. Honesty curse (you cannot tell lies)
4. Bad luck curse (minor things constantly go wrong around you)

The curse can be broken through traditional means (true love's kiss, completing a quest, etc.), but doing so will require effort and time.

Fourth Blind Mouse [+200]

You're completely blind for the duration of your jump. Your eyes don't work, and you must navigate the world through your other senses, mobility aids or magical assistance. Perks that enhance perception still function, but you're starting from a baseline of no vision.

Could you stop being yourself FOR FIVE MINUTES! [+400]

You are fiat-backed to be so annoying, irritating, and obnoxious that no one wants to be around you for extended periods. You might talk too much, make terrible jokes constantly, have annoying habits, smell bad, or just have a grating personality that sets people's teeth on edge. The exact nature of your obnoxiousness varies, but the effect is consistent: people find you exhausting to deal with and will look for excuses to leave your presence. The cruel irony is that you're completely oblivious to this fact. You genuinely don't understand why people avoid you, why conversations end quickly, or why you're not invited to social gatherings. Some people might tolerate you out of necessity or pity, but genuine affection is extremely hard to earn. Companions and allies who are fiat-backed to be loyal will stick around, but even they will need breaks from your presence.

Ugly Stepsister [+200/+400]

I will not hide it, you are damn ugly. You've been slapped with the kind of looks only a mother could love. During your time here, expect to be constantly judged by your appearance, with constant stares, whispers, and even the occasional fainting noble. If you're supposed to be beautiful royalty, your ugliness becomes a scandal. If you're trying to make a good impression, people judge you instantly on looks. Even romance is incredibly difficult because potential partners are repulsed by your appearance. For an extra +200 CP, you will be treated like Shrek was at his worst, with people actively choosing to chase you away by force. Expect torches and pitchforks.

Royal Responsibility [+400]

You're in line for a throne or have inherited a kingdom in crisis. You have to actually rule, deal with politics, manage the economy, defend against threats, and handle the endless complications of governance. Your kingdom faces serious problems like economic trouble or external threats, and you can't just adventure whenever you like. Neglecting your duties will result in disaster for your people and potentially your own overthrow. You need to be an actual leader, not just someone with a crown.

Make a Wish [+400]

You owe the Fairy Godmother a significant debt, and she WILL come to collect at the worst possible moment. The debt is magically binding—you can't ignore it, dismiss it, or pretend it doesn't exist. When she shows up demanding payment (usually right when you're busy with something important), you need to fulfill whatever task or service she demands. Could be simple ("fetch me this item"), could be complicated ("overthrow a kingdom for me"), could be morally questionable ("betray your friend"). If you refuse, she will transform you into a frog for the remainder of your jump. You don't get to negotiate terms.

I'm Bringing You to Farquaad [+400]

A local ruler has become obsessed with marrying you. You find them completely repulsive due to their personality or appearance, and they will not accept a no for an answer. They will send an unending stream of heroes, knights, bounty hunters, and fairy tale creatures to “rescue” you and bring you to them for marriage. Defeat one group and another appears within days. Even worse, if you defeat the ruler, their successor or another noble will develop the same obsession. You’re stuck being everyone’s desired prize for the entire jump.

Wicked Jumper of the East [+400]

Water is your kryptonite. If a large splash of water touches your skin, you will begin to rapidly deteriorate and die within minutes if you don’t dry off completely. Drinking water is fine, but bathing, swimming, crossing rivers and travelling in the rain will become a deadly hazard for you. Good luck cleaning yourself.

Dragon's Obsession [+400]

A dragon has become romantically interested in you. While this might sound flattering, it's actually terrifying, for the dragon doesn't understand that most species are much more fragile than they are, has possessive tendencies, and tends to "collect" the object of their affection. You'll be pursued by this lovestruck dragon throughout your jump and while they don't want to hurt you, their idea of courtship includes kidnapping, hoarding you in their lair and driving away anyone they see as competition. The dragon is genuinely attracted to you and can't be easily dissuaded.

Mama’s Boy [+400]

You have Prince Charming's particular problem: you look perfect, sound perfect, and seem perfect, but you're deeply insecure and nothing you do ever seems to be good enough. You have an overbearing mother figure who constantly pushes you to succeed, compares you to others and makes you feel inadequate. Despite your apparent perfection, you're plagued by self-doubt and the feeling that you're a disappointment. You'll sabotage your own relationships and opportunities through your insecurity and desperate need for approval. Because beneath all the perfect hair and perfect posture, you’re just waiting for someone to tell you you’re enough... and terrified they never will.

Gingerbread Man [+600]

You're a sentient baked good, toy, or similarly fragile fairy tale creature. You're aware, intelligent, and capable, but extremely vulnerable to physical damage. Water can dissolve you, heat can melt you and physical trauma that would merely hurt a normal person could destroy you entirely. You'll need to be creative about avoiding danger and extremely careful in any combat situation. You can be repaired if damaged, but it's a slow process and requires the right materials or magic.

Deal of a Lifetime [+800]

You've made a deal with Rumpelstiltskin, and it's exactly as bad as you'd expect. The specific terms vary, but the contract is magically binding and extremely disadvantageous to you. Maybe you've traded away a day from your life and need to earn it back, maybe you've given up something precious, or maybe you've agreed to terms you didn't fully understand. Whatever the case, you have exactly one day from when the contract activates to find a loophole, negotiate a release or otherwise fix the situation. If you fail, you die. The contract is airtight, and Rumpelstiltskin is a master dealmaker who's been doing this for centuries, and he won't make it easy.

Ending



After ten years of surviving through fairy tales, talking cookies, villains with great hair routines and at least one talking animal with boundary issues, your story has finally reached its happily-ish ever after. Now it's time to choose your ending.

Stay:

Settle down! Build a cottage in the swamp, move into a castle you definitely didn't conquer illegally or open a bakery with questionable health codes. Live out your happily ever after among ogres, talking donkeys and fairy tale princesses.
You've earned your place in this world.

Return:

Pack your bags, kiss the dragon goodbye (if you're into that kind of thing), and head back to Earth.
Sure, your old world doesn't have magic, fairy-tale kingdoms, or living cookies, but at least it's peaceful and boring.
And perhaps that's all you need at the end of the day.

Go Forward:

You've had your fill of Far Far Away. Ten years is a good run, but there are other places to see, other adventures to have, other talking animals to meet. Forward you go, into another story...

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Small fixes, changed the Ogres and Onions perk to be more unique, added the Once Upon a Time perk.
V 1.2 - Added a scenario.