

# Puss in Boots: The Last Wish

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Sadly, Puss in Boots, the undaunted Spanish lover and hero, is now down to the last of his nine lives, a decade after we last saw the hero. And as if that weren't enough, the unstoppable bounty hunter known as The Big Bad Wolf is after him. To restore all of his precious lives and escape an inglorious fate, Puss must pluck up his courage to embark on a dangerous quest into the Dark Forest to find the legendary Wishing Star.

However, Puss isn't the only one seeking the map to the magical star. As the daring outlaw puts his skills to good use to stay one step ahead of formidable adversaries determined to get their hands on it, a crucial question arises: Does he have what it takes to face his most skilled and terrifying opponent and get his life back on track?

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



# Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

## 1.) Del Mar

Del Mar is the location in which our story starts. Currently Puss in Boots is hosting a party here having taken over the governor's mansion. During his scuffle with the governor the Giant of Del Mar will be awakened and Puss will end up dying for the eighth time here. If you wish you could actually prevent Puss's death though the consequences of doing so could cause some major fallout. You will start at the main entrance of the governor's mansion.

## 2.) Mama Luna Cat's Rescue

Mama Luna Cat's Rescue is a care facility recommended to Puss in Boots by the town doctor after he awakens from his latest death. This building is home to dozens of cats along with the aforementioned Mama Luna. In addition to this she seems to have some sort of issues with the Health Department as she believes that their agents are coming for her. You will start at the gates of Mama Luna's home.

## 3.) Horner Pie Company Headquarters

Jack Horner's Pie Company is the main business enterprise run by the criminal Big Jack Horner. The main headquarters of the company is in the middle of a city surrounded by walls and other defenses. I would not recommend staying here long unless you have business with Jack as he does not treat intruders kindly. While you are here however, I would recommend getting a few of his pies. They are supposed to be some of the best that you'll ever have. You will start on top of the wall surrounding the factory.

## 4.) Santa Coloma

Santa Coloma is the location in which Puss and Kitty's wedding was supposed to take place. Admittedly nothing else of note actually occurs here so you could simply leave if you have no interest in exploring the small town. Alternatively this would be an excellent place to start if you don't care about the plot. You will start right outside of the church entrance.

## 5.) The Dark Forest

The Dark Forest is the area surrounding the Wishing Star. After the forest was destroyed by the star's impact the energy of the star revitalized the area giving it magical properties. Most notably the forest will activity shift based on the individual

carrying the map. You will arrive in front of the portal leading into the forest. I would not recommend you enter without the map. Supposedly many have entered and never returned. This is likely due to the realm not shifting without the map's presence.

#### **6.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the lands of Far Far Away if you wanted to.

#### **Time**

You will be starting out a few days before the main plot of the story begins.

#### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

## The Heroes - Free

This land is based around fairy tales so it shouldn't be surprising that there are quite a few heroes in this world. You are one of the individuals who fights for justice or at the very least you are on the more positive side of the spectrum. More than likely however, you are one of Puss's allies or working with one of his friends such as Kitty. You may specify your exact origins if you wish.

## The Mixed Bag - Free

While the battles between good and evil occupy the majority of fairy tales sometimes these stories are simply meant to impart a lesson. You are one of these so-called neutral entities similar to Goldilocks and the Three Bears. Rather than belonging to one of the action packed stories you are from the greater masses of fairy tales. Perhaps you are Goldie's sibling or you belong to one of the numerous lesser known stories. You may specify your exact origins if you wish.



## Classic Fairy Tales - Free

While the tales woven for children nowadays are very nice, most of them possess significantly darker origins. For example, Jack Horner acts like a character from the old fairy tales far more than almost every other character. You are one of the darker or evil aligned characters within this world. This doesn't actually require you to be evil, but your story is more than likely much darker than normal. You may specify your exact origins if you wish.

## Death - Free

Ah, it would appear that you don't actually belong to a mere fairy tale instead you serve a higher power. You are associated with Death in some way. Perhaps you are a previously unknown ally or a member of currently unknown mythology within this world. By default you will be Death's ally or a being who works to assist him in some way.



# Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

## ***Myriad of Fairy Tales - +100 CP/Free***

Aside from all of the main characters of our story there are a number of various other species within the jump. This option allows you to become one of these unlisted species. If you choose any of the weaker species that lack advantages then you will receive +100 CP. Some examples of this option include the Ethical Cricket and the Gingerbread Man due to their incredibly small size. If you want to choose any of the other normal species or ones with minor advantages then you don't have to pay anything. Some examples of this option include being a Puppet like Pinocchio or even a talking animal.

## ***Human - Free***

They may not be the most common target of various fairy tales; humans are still the most common species in this world. If you wish to be boring then you may optionally become a normal human. You will receive the body of a human in peak condition. You lack any special advantages possessed by the various other races, but on the same end you lack all of the weaknesses other species possess.

## ***Cat - Free CP***

You shouldn't be surprised that this option is here given the hero in which our story follows. This option allows you to become a cat similar to Puss in Boots and Kitty Softpaws. Cats here retain all of the abilities associated with them and a few unique traits. For example, cats are able to stand straight on their back legs similar to humans. If you wish you may now become a cat similar to our heroes. You may choose your specific species and colors if you wish. Cats will receive a version of the Nine Lives Perk for Free, but their lives will never be replaced if they don't purchase the perk.

## ***Dog - Free/100 CP***

Let's be honest who doesn't like dogs. They are man's best friend and some of the nicest beings you can encounter. So if you want to become one of these fluffy creatures then this option is the one for you. For Free you may become a normal type of dog like Perrito or design a similar body. You may freely choose to become any type of canine as long as this does not grant you any supernatural abilities. If you pay 100 CP however, then you may acquire a much stronger body resembling Deaths. This will not give you his power or anything special, but it will make you much more physically imposing. Your stature will be similar to Death making you slightly larger than an average human male in this world. Your natural speed, strength, and agility will allow you to match veteran warriors even with little training.

## ***Bear - 100/200 CP***

The story of Goldilocks and the Three Bears is one of the most well known fairy tales. Perhaps you are interested in joining their family. Well by taking this option you may become one of these magical bears. By paying 100 CP you may become a relatively normal bear similar to Baby Bear. If you are not satisfied with this however, then you may choose the second level. By paying 200 CP you may become a large bear like Papa Bear. Papa Bear was significantly larger than both Baby and Mama. Lastly, as you are becoming a bear you may choose to join their family if you wish. Perhaps you are Baby's sibling or you are a previously unknown Aunt/Uncle Bear.

## ***Witch - 200 CP***

Witches are a race of green skinned humanoids predominantly female. Most of them use brooms to fly, wear pointy hats, and are recognized by their evil cackle. The two main weaknesses that the witches possess are water and shamanism. Water is capable of melting a witch while shamanism is capable of driving them off due to their darker innate energy. Being a witch however, does come with some boons. The most notable is a large amount of magical energy, the innate ability to use magic, and enhanced durability. Lastly, if you wish you may remain normal looking rather than gaining green skin as some witches are known to resemble normal humans.

## ***Phoenix - 200 CP***

The noble Phoenix is a mighty creature who possesses the power of flames and rebirth. The Phoenix is a mythical red feathered avian creature a few feet long. The phoenix is capable of flying at high speeds through the air. If the Phoenix is slain it can be reborn from its ashes. You will be capable of using this ability as well should you purchase this race. Next, as previously mentioned the phoenix possesses powerful abilities to manipulate fire. The flames of the phoenix were easily capable of burning the magical plants throughout the Dark Forest demonstrating their destructive potential. Lastly, you will possess all other abilities said to be possessed by the phoenix in its legends.

## ***Giant - 400 CP***

The Giants are a race of giant beings as their name implies. The exact height of these beings varies, but they tend to be approximately one hundred feet tall on average. Going along with this size they also possess incredible physical prowess far beyond any other being in the setting. For example, the Sleeping Giant of Del Mar was easily capable of tearing apart large buildings and destroying a whole town in minutes. You may become one of these giants by purchasing this option. Lastly, there are a wide variety of giants which you can become. Many of them resemble elemental beings, but some of them simply are gigantic humanoids. You may freely choose what type of giant you are as long as it doesn't make you overwhelmingly strong compared to the rest of your species.

## ***Hybrid - Varies***

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species \* 100 CP + Species cost. So becoming a Witch x Giant hybrid would cost 800 CP ( $200 + 400 + (100 \times 2) = 800$ ). You will gain unique advantages that are related to the species you choose.



# Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

## General Perks

### **Favorite Fearless Hero - Free**

While this story was produced by DreamWorks instead of Disney it still contains a lot of high quality music. By taking this perk you may take this music with you. In addition to this you will also receive your own theme similar to Puss in Boots Favorite Fearless Hero. You will be able to play this music whenever you wish though it will automatically adjust to fit the situation by default. Lastly, if you already possess a similar power or perk you may combine these options together.

### **DreamWorks Animation - Free**

The animation within this movie is truly spectacular. It truly excels in some situations such as Puss's battle with Death. This perk will allow you to alter the visual appearance of this and future settings giving it the DreamWorks animation style. This also may affect some of the characters and beings within the setting. For example, the animals may gain the ability to talk and gore may be reduced if not eliminated. You can freely toggle this as though it were on a slider ranging from completely ineffective all the way to full kids movie quality.

### **Hablas Español?! - Free/100 CP**

While the majority of characters speak English, a number of them use Spanish expressions and occasionally slip into other languages. To ensure that you understand everything mentioned here this perk will give you a comprehensive understanding of both languages. This knowledge is Free even after the jump finishes, but it can be boosted if you pay 100 CP. Doing so will grant you the same comprehensive knowledge of every major language used in a setting that you visit. For simplicity's sake as long as it isn't made up or only used by a very small group you will learn it.

### **Lets Tango - 100 CP**

Puss in Boots is a surprisingly skilled singer pulling off a wonderful performance for your Favorite Fearless Hero and later demonstrates a similar skill level for dancing. This perk gives you singing and dancing skills on par with the various members of the cast. Pull off a gravity defying performance similar to Kitty or a serenading song like some of our

other heroes. This will also grant you the sub skills to perform at your best such as the ability to freely perform at any vocal range and the flexibility needed to pull even the most difficult dances. At least if adventuring doesn't work then you will always have the option to become a renowned performer.

### **Together Forever - 100 CP**

Puss and Kitty prove their chemistry on many occasions and get back together after once their journey is complete. You could potentially end up with a similarly happy story given your sheer charm and romantic nature. Your charming demeanor can allow you to melt the hearts of even the coldest maiden. In addition, this will also ensure that you never get cold feet and a sixth sense letting you avoid any obvious screw ups. As long as you put in at least some effort none of your relationships will ever fall apart.

### **Never Been Touched By A Blade - 200 CP**

One of the greatest aspects of Puss's reputation is that no one has ever actually injured him in a fight drawing his blood. You might not share Puss in Boots actual combat skills, but you are equally irritating to it. This is due to a combination of natural instincts, quick reaction time, speed, and luck. Due to these factors it is unbelievably hard for anyone to hit you. You could be surrounded by a dozen men at once attacking simultaneously and none of them would be able to touch you. Just remember that running away will only get you so far in these sorts of situations.

### **I'm Jumper's Therapy Dog - 200 CP**

Perrito's dream is to become a therapy dog and to help others. Doing this however, requires a number of skills which you have developed. These skills include being able to talk to others about their problems, being able to help people move past issues, and having them become comfortable with you. An example of this is that your presence seems to relax others. Even cold hearted and violent individuals will not be bothered by you. They might not be willing to open up immediately, but they will at least be willing to tolerate you and not harm you. Also touching you has a remarkably calming effect on others, draining them of all tension and stress. It might be less silly looking if you are a dog, but otherwise this means that you literally can solve virtually any mental issue with a hug. The more complex the problem the longer it will take. For example, curing someone of PTSD might take a few seconds, but curing complete insanity would take a full minute at least.

### **Man of Many Skills - 300 CP**

The doctor in Del Mar is a remarkably skilled individual. In addition to his medical duties he also functions as the town Barber, Veterinarian, Dentist, and Shaman/Witch Hunter. Perhaps he trained you or you were forced to take up an equal amount of positions. You

can be considered a true master of five different fields. Though if you pick similar fields they may be able to synergize allowing you to pull off even more impressive feats. Post jump you may choose an additional five fields to gain an equal level of skill in. The mastery you receive will however, depend on the setting. For example, a doctor in this setting would not be as advanced as one from a more modern setting. You might however gain knowledge of fantasy and mystical healing methods unavailable in a sci-fi setting.

### **True Innocence - 400 CP**

Perrito is a truly pure soul feeling no grief despite all that he has suffered. It is revealed that his family attempted to get rid of him multiple times and even attempted to murder him by drowning him in a lake. Even after everything all he wants in life is some friends who care about him. You share this spark and have been granted the kindness of the world. Even the most cold hearted beings will treat you favorably and your path will be one of leisure. Much like how Perrito's path was one of simplicity, the challenges you face will be of a lower difficulty. For example, all of the other challenges posed by the Wishing Star were incredibly dangerous, but Perrito's was simple as long as your heart was peaceful. The world will provide plenty of opportunities for you to grow personally and to build up your forces if you wish to claim them.

# The Heroes

## **Spanish Splinter - 100 CP**

A Spanish splinter is when you get a splinter that digs underneath the nail in your finger. It is said to be one of the single most painful things that you can experience. Puss in Boots and Kitty Softpaws employ a similar tactic against giant enemies to great effect. By studying their strategies you have figured out how to wound anyone and deal critical damage to them. At the very least these injuries will be debilitating and in the worst cases they can be outright crippling. Even a tower giant wearing armor could be wounded by an ordinary man with this technique. Just keep in mind that you still might have difficulty actually pulling your attack off in the first place.

## **Cats Always Land on Their Feet - 100 CP**

One of Puss in Boots' most stupid deaths is when he got drunk and jumped off a clock tower. He wanted to prove that he would land on his feet no matter what. Well actually are capable of pulling off this feat. You might not actually land on your feet, but you find that you are never injured from falls no matter how high. Even if you are wearing heavy armor and jump off a cliff you will not be hurt. Perhaps you land in the perfect spot cushioning yourself. This effect will also extend to anything and anyone you are carrying. For example, if you picked someone up and jumped off of a clock tower neither of you would be hurt by the impact. They might be terrified asking if you are crazy, but they will be unharmed by the fall.

## **Too Cute - 200 CP**

While cuteness seems to be an innate ability possessed by cats here that doesn't mean others can't learn how to do it as well. For example, Kitty teaches Perrito how to pull off a proper cute look as they search for the Wishing Star. Perhaps Kitty taught you at some point or you were naturally blessed with an adorable appearance. This can be used both passively and actively. Passively your appearance is improved and others will be far more likely to treat you with kindness. Actively you can channel your cuteness greatly amplifying it. Doing so will allow you to touch the hearts of others. Only the most cold hearted of individuals like Jack Horner will be able to resist your cuteness.

## **I'm the Best Thief You Ever Hired - 400 CP**

While Puss is styled as a hero he more often than not moves in the shadows. Like Robin Hood he steals from the rich giving to the poor. The title of the best thief however, is constantly being tossed between himself and Kitty. If you take this perk however, then this will become a three-way battle for the title. For you now are just as skilled as Puss

and Kitty in the art of theft. You can move silently through the night easily infiltrating a fortress filled with dozens of guards completely undetected. Even if unexpected factors came up revealing your presence you would still be capable of escaping with your target with ease leaving behind no evidence.

### **I Have Nine Lives - 600 CP**

Like Puss in Boots you have nine lives which you can use as you see it. Should you die during this jump you will only lose one of these lives. This means that you have to be killed nine times to fail the jump with this perk. Post jump you will still have nine lives, but you will only regain one every 10 years. Just keep in mind that being careless with these lives will earn the ire of Death even if you avoid the Dead or Alive Drawback. You will be revived in a safe location nearby more than likely some sort of medical facility or doctor's office. That way you don't end up getting killed in the exact same situation that got you in the first place.

- Cats will receive a special version of this perk for Free. They will receive nine lives, but they will not be replaced if they do not purchase the perk shown above.

# The Mixed Bag

## **The Nose Knows - 100 CP**

While Baby might not be as strong or experienced as his family he does have a gift they don't. His sense of smell is remarkably strong allowing him to track literally anyone across an insurmountable distance. This was what allowed Goldi to locate Kitty and Puss's grave initially. You have equally heightened senses and a mastery of tracking. As long as there is some form of trail for you to locate you can do so no matter how hidden or small it is. Good luck on your future hunts and adventures.

## **Ever So Humble - 100 CP**

Before he is humbled by Death Puss is honestly an incredibly arrogant individual. Although he acts this way as he actually has the skills to back his attitude up the majority of the time. This perk will ensure that as long as you have the capabilities to prove yourself no one will ever care about what you do or how you act. For example if you were strong enough to beat everyone in your current setting then you could do practically anything and no one would care. Well they might care, but they won't do anything or feel the urge to. Being rude will still make people mad, but no one is going to punch you if they know you could kill them in a split second. Lastly, this also will allow you to receive any position you apply for as long as your skills qualify for it. Want to be a doctor, but you never went to medical school. Who cares? If you care to treat people then any hospital will gladly hire you.

## **Part of the Family - 200 CP**

Even though Goldie was human the Three Bears were happy to take her in. To them it didn't matter where she came from. She simply would always be a member of the family. You will find that you receive this type of treatment from others regardless of any traits, identities, or distinguishing factors that you possess. You will also find that you will easily make lifelong friends and even become a part of a new family in no time if you are willing to accept them. The beings you meet will treat you as one of their own and do their best to build you up. You have been given a chance that many wish they had so please try to cherish them.

## **You Can't Crime Us Back - 400 CP**

After the Bears rob Puss in Boots they get angry when Puss tries to steal the map back. This is both hypocritical and amusing as they have no moral ground to stand on. Despite this your enemies are actually willing to follow this code when it involves you. For example, if you steal something then it will be impossible for the original owner to

steal it back. Essentially once you have used a tactic it cannot be used against you. Using the theft example they could trade you for their item or challenge you for it, but they would not be able to stealthily take it.

### **It's Just Right - 600 CP**

The overarching theme of the Goldilocks story was about maintaining balance. You need to avoid going too far in a particular direction and to control yourself. You have harnessed the essence of the story and learned true balance within yourself. This has allowed you to resolve any conflicting powers you possess and to remain unaffected by other influences. Two examples of how this would work are learning opposing powers and corruptive influences. For opposing powers you will be able to calm this allowing you to use them without issue. For example, you could use dark and light based magics without issue. The corruptive aspect would ensure that you would be unaffected by any foreign influences. You will always remain balanced as these effects slide off of you without causing you harm.

# Classic Fairy Tale

## **You Like My Collection - 100 CP**

Jack Horner has amassed a truly massive collection of legendary and magical relics. Similar to Big Jack Horner you have a knack for seeking out and finding various unique treasures. These relics will practically fall into your lap and you will gain an instinctive sense of their location when nearby. In addition, you will also be capable of using these relics regardless of any special requirements they possess. For example, Jack was able to draw Excalibur as the stone came along with it. The relics might simply give up on resisting you or simply choose to accept you when you refuse to give up on them. So why don't you build a collection unrivaled given that you have access to the rest of the universe.

## **I Need A Thief - 100 CP**

Sometimes you need to find a special individual to handle a specific job. For example, you obviously are going to need a master thief if you want to steal a priceless treasure. Well it appears that whenever you need one of these individuals you'll realize that you already have a contact or that you can find one with ease. Regardless of difficulty or the size of the field you can easily get into contact with these experts. Although actually getting them to agree to your job might require some more convincing.

## **Can't Bake a Pie Without Losing a Dozen Men - 200 CP**

It is genuinely amazing that no one tried to overthrow Jack or kill him before the events of this story. Jack is cruel to his employees, anyone he meets, and particularly cruel to anyone who stands against him. Despite this everyone, employee and hired individual follows him loyally without any hesitation. Your followers appear to share a similar level of devotion to you. No matter what you do, those serving you have an unbreakable sense of loyalty and will give their all for your cause.

## **Big Jumper - 400 CP**

Jack has a number of imposing traits, but one of the simplest is his sheer size. Jack Horner is an incredibly large individual. Papa Bear is the only individual who is physically bigger than him and he is





nearly twice as large as his wife Mama Bear. Like Mr. Horner you are an incredibly imposing figure towering over those around you. This perk is also capable of effecting any alt form you possess as well. If you need a solid number then you are approximately three times as large as other members of your species. Keep in mind this includes factors such as your strength as well. While Horner was much taller he also possessed the appropriate amount of muscle with his size meaning that he was likely far stronger than any other human in the setting.

### **All I Had Was... - 600 CP**

Jack Horner was blessed with a truly incredible life even if he didn't appreciate it. To quote the man himself he had "Loving parents, stability, a mansion, and a baked goods enterprise that he would inherit". To summarize it even if nothing else happened Jack would easily have been in the top 1% of his world and had a perfect life. Maybe you could show a bit more appreciation than he did since you are now going to be given similar conditions. This will be demonstrated in two main ways. First, whenever you arrive into a new jump you will be inserted into the upper echelon of the world. In a world like this you would likely become a prince or princess set to inherit a powerful kingdom. Second, your life will be blessed and seemingly everything that can go right will go right. As long as you don't deliberately choose the worst decisions possible you are practically guaranteed to only go upwards in the future.

# Death

## **I Love the Smell of Fear - 100 CP**

Despite appearing in a DreamWorks movie Death is actually an incredibly terrifying villain. You share this ability allowing you to easily intimidate others. The shadows cling to you, your bloodlust leaks just enough to create an unsettling atmosphere, and everyone else gets put off foot enough for you to take advantage of it. This effect is amplified if your target is already afraid or if you actually try to be scary. Lastly, also grants you the ability to whistle perfectly should you wish to mimic Death's haunting tune or make one of your own instead.

## **I Came Here to Kill An Arrogant Legend - 100 CP**

When Death starts to hunt Puss in Boots he does so because not only did Puss have nine lives, but he wasted each and every one of them. He never treasured any of the opportunities that he was given and disrespected Death. Once Puss changed however, Death was satisfied. So in a way Death quite literally struck Puss straight teaching him this lesson although he did have help from Puss's friends. You will find that you can perform a similar action. By either beating sense into someone or by quite literally putting the fear of death into them. This can be used to impart lessons and teachings into others who would otherwise never learn them. You could teach an arrogant individual to be humble or even beat personal value into someone who thinks they are worthless.

## **Run I Enjoy the Chase - 200 CP**

After Puss changes for the better Death becomes irritated, claiming that he spent too long playing with his food. While the chase may be fun it is still important to not let your target escape. You will find that any target you pursue will be incapable of escaping you. This includes treasures, individuals, and anything else that can be classified as a target. You will always catch up to them simply bypassing any defenses meant to stop you. This could be metaphorically as you slip by guards or literally walking through barriers. Regardless the only way a target you seek will ever escape is if you willingly allow them to leave.

## **No One Can Best Death - 400 CP**

Death has a number of skills that make him a terrifying adversary. His most dangerous skill however, is likely his sheer combat prowess. Death is possibly the most skilled fighter in this world due to his overwhelming experience and role in the world. Death is the only being to ever draw Puss's blood in combat and even Puss himself

acknowledged that he was unable to actually defeat Death. He believed that he could only hold him off temporarily at most. Well now it appears that there is indeed someone who can challenge Death at least in regards to skill. You are just as skilled as Death himself when it comes to various types of combat as well as methods of killing. Should you actually possess the physical abilities and weaponry to match Death then you could truly be his equal in any form of combat. Post-jump this knowledge will be updated giving you knowledge of any new methods of ending another's life.

### **I'm Death Straight Up - 600 CP**

Perhaps the most intimidating moment for this story is when Death reveals himself. The embodiment of Death now walks the world hunting down Puss for his disrespect. By taking this Death will no longer be alone as you share his domain. You may optionally choose to replace Death or to split your duties with him. For example, you might be in charge of peaceful death while he deals with violent deaths. Either way you are now a god and one of if not the most dangerous beings here.

Post jump you may step into this role gaining all of the qualities associated with your new universe's concept of death. This will give you all of the powers associated with the title as well. Before you think about that however, you should examine the abilities this power grants you. First, you are now capable of killing anything due to your conceptual power. Second, you gain the ability to manipulate fire. While it was unclear it appears to be some sort of soul burning properties making it an incredibly dangerous form of magic with great potential. Third, you gain the ability to freely travel anywhere and to teleport to others regardless of location. For example, Death was capable of appearing wherever Puss was and could bypass the Star Wall which killed anyone else that went through it. Lastly, there are a number of miscellaneous abilities you will receive, but the ones mentioned above are some of the more important ones.

# Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

## General Items

### **The Last Wish: Ogre Edition - Free/100**

This is a copy of the Shrek Franchise given that Puss in Boots is a spin off. It contains detailed copies of the events that occurred throughout the movies and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

### **The Land of Far Far Away - 600 CP**

The Kingdom of Far Far Away is a magical continent in which the story of Shrek takes place. This is also Puss's home and the location in which he seeks to return to at the end of his quest. If you wish you may take this realm of fantasy with you if you are willing to pay for it. The kingdom is filled with hundreds of fairy tale figures including Shrek, Cinderella, Arthur Pendragon, and many other famous figures. This option will grant you control over the land and the authority as its owner. All of the inhabitants will acknowledge this and respect your authority. Though their willingness to obey will still have some limits so no going cruel overlord just because you bought this.

# Heroes

## **A Hero's Attire - 100 CP**

This is a set of pristine adventure outfits fitting for any occasion. This outfit will be highly resistant to most forms of damage and will come in a few variations. These variations will primarily be based around different environments. For example, a desert variant may be lighter and come with a filled canteen. In addition to the outfits this will also come with a set of high quality weapons such as Puss's cutlass and Kitty's Gatito Blade. Should any of these items be damaged they will be repaired and sent to your warehouse within a day or two.

## **Unlimited Leche - 200 CP**

Leche or milk for those that don't understand Spanish is a wonderful beverage particularly for Puss in Boots. Admittedly though there are some other beverages that shouldn't be ignored. This item grants you a cellar filled containing cask with an unlimited amount of leche stored within. You may however add additional cask by bringing various liquids/beverages down to the cellar. Doing so will create a new cask with the new liquid. Lastly, the cellar will keep everything stored within in perfect condition if you want to stock up for a party.



## **Combat Mariachi - 400 CP**

During his battle against the Giant of Del Mar the mariachi band actually provided great assistance to Puss. Not only do they continue playing their song the entire time, adjusting it to match the speed of the battle, but they also directly assist Puss by launching him. This is a group of combat capable performers sworn to serve you. They will play their songs during battle providing a suitable atmosphere and assisting you.

This could come in the form of directly fighting your foes or simply providing support as needed. Lastly, if only because it is funny, the mariachi will be capable of launching you regardless of how big you are using their instruments.

### **Map to the Wishing Star - 600 CP**

The map to the Wishing Star was a magical relic that revealed the star's location in addition to being the key needed to use the star. Settings that you travel to in the future are unlikely to have the star, but many of them will have their own special macguffin. This map will act as a guide and key to any unique relics in future settings. First the map will alter itself revealing the location of hidden treasures and legendary relics. Secondly, if there is any type of restriction or barrier on the relic this map will somehow provide you with a key to bypass these challenges. The only restriction is that there must be a treasure to locate, but no matter where you go this map will always provide you with at least one quest if you wish to seek it out.

# The Mixed Bag

## Goldi's Staff - 100 CP

Goldi's Staff is a wooden staff that functions as Goldilocks main weapon and tool. The staff resembles a bident with a set of beads tied around it. This staff is incredibly strong allowing Goldi to grab onto various heavy objects and to fling herself through the air. This gives you a similar staff though you may adjust the style if you wish. Perhaps you would rather have a trident or a glaive. If you alter the staff it will retain any modifications you make.

## The Bears Cottage - 200 CP

Before they left to hunt for the Wishing Star, Goldi and the bears lived in a cottage. This cottage was a lovely home filled with all of the things that the bears could ask for. This includes enough beds for everyone, an unlimited supply of porridge, honey, and the single most comfortable chair that you have ever seen. This



cottage is large enough for a family to live in perfect comfort. It will expand as your family does creating new rooms. No matter what happens they will always be welcome in this house.

## Jumper's Home for Fairy Tale Orphans - 400 CP

Honestly Goldi was one of the luckier kids compared to a number of the darker fairytales. She was accepted into a home with a lovely family who treated her right. A lot of kids don't get such a happy ending and are left alone. Maybe though things would be different if they had somewhere to go which is where this option comes in. This is an orphanage placed under your care. It will come fully staffed with skilled and caring individuals to handle things when you are busy or if you don't wish to be directly involved. The special part is that aside from being a nice play talented and skilled youngsters will be drawn here in droves. This orphanage will expand as needed and will appear within all territories that you have dominion over.

### **Our Criminal Empire - 600 CP**

After Jack is consumed by the Wishing Star, Baby Bear realizes that Jack's business is now up for grabs. So he suggests that the family go take it over starting a criminal empire controlled by their family. This option allows you to claim one such empire for yourself. This criminal empire will be spread throughout the world and have their fingers in almost every field. If you look down on any criminal activities such as some of the more extreme fields you may remove them from your influence. Post jump this empire will expand into future settings granting you a similar level of control. For example in a setting like Worm you would acquire an organization on par with The Elite in their entirety. All of the individuals within this empire will become your followers and a smaller percentage of them will be made up of true elites.



# Classic Fairy Tale

## **Lifetime Supply of Pie - 100 CP**

While Jack is evil his pies are said to be some of the most delicious deserts in this world. In fact when Goldi and the Three Bears show up they demand a dozen pies alongside the map. This grants you an unlimited supply of Horner pies. They will come in all available flavors of pristine quality. They will be delivered to your warehouse inside of a large box. Whenever you close and open the box it will be refilled.

## **The Bakers Dozen - 200 CP**

The Bakers Dozen are a team of “elite” warriors who serve Jack Horner alongside their massive armored wagon. Each of them are skilled warriors capable of combating various types of opponents and are armed with a variety of weapons. The armored wagon is a modified version of Cinderella’s carriage. It is practically a tank with a dozen equally armored horses. Should any of the Baker’s Dozen be slain or the carriage be destroyed then they will be replaced within a week.

## **Horner's Pies - 400 CP**

Horner Pies is the company that Jack Horner controls. This enterprise is spread throughout the land granting Jack a massive degree of wealth. You have somehow come into possession of an equally large company. By default this will be some sort of baking company or restaurant. You however, are free to choose any type of business that you desire. This business will come with hundreds of trained employees and a virtually unlimited amount of supplies to maintain the company. Post jump this company can be imported taking on a similar role in the new setting.

## **The Bottomless Bag of Wonders - 600 CP**

Jack Horner has acquired numerous legendary treasures including Excalibur, the Phoenix, the Talking Cricket, and dozens of other wonders. Somehow you managed to get your hands on Jack's bag containing all of his mythical items. The only treasure not stored within is the map to the Wishing Star. In addition, this bag also is truly bottomless allowing you to store an infinite amount of trinkets inside. The bag will also expand allowing items to freely be pushed into the bag and pulled out of it. Lastly, post jump this bag will expand providing you with a similar collection of legendary relics and beings stored within.

# Death

## **Death's Wrath - 100 CP**

There are a surprisingly large number of people who are willingly to insult death. Admittedly most of them don't live long enough to do anything. To keep track of these individuals a list is maintained of everyone deserving of Death's and in this case your wrath. This list contains the identity and active location of anyone that you consider a foe to be reaped. If you wish you may designate additional conditions for someone to appear in this list as well. Perhaps you only wish to know about the most grievous of offenses or maybe instead you want to unleash your inner dwarf creating grudges with everyone.

## **Death's Cloak - 200 CP**

This is Death's cloak which possesses a number of features. First and foremost the cloak is fashionable, granting the wearer a stylish appearance. Second, the cloak conceals the user from all allowing them to remain hidden even from the watchful eyes of Death. Lastly, while it may not look like it, the cloak is incredibly resilient armor. Magical and physical damage alike is incapable of bypassing this fabric. Although sufficient force will still fling the wearer and could damage them. Should the cloak somehow be damaged then it will be restored within a day.

## **Death's Sickles - 400 CP**

These are divine weapons of Death himself. They take the form of two sickles that can be combined into a single double-ended glaive. They allow him to harvest the souls of the damned, summon forth red flames, and slay anyone. As these blades contain the essence of death any being cut short by their edge will truly die. There will be no second chances, no resurrections, or tricks that allow them to escape. So make sure not to drop them or cut yourself on accident. In all seriousness though these are incredibly dangerous weapons and they will be returned to your warehouse if you are irresponsible enough to lose them.

## **Death's Abode - 600 CP**

While we never are brought here Death has to spend his time somewhere when he isn't gathering the souls of the fallen. This realm is a territory within a hidden dimension. It is both your home and a gathering place for the souls of the fallen that you reap. Any being who dies that you have a claim on will be brought here. Currently this place is small and empty, but given time it could grow to become a proper afterlife. If you are a god of death then this realm will automatically collect any beings not claimed by another god of death like Hades.

# Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

## **Import/Create companion 50-400 CP**

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

## **Canon Companion - 0/100 CP**

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

## **Someone I Can Trust - 100 CP (Free Heroes)**

When kitty sought out the Wishing Star she hoped to wish for a companion that she could truly trust no matter what. This kind of relationship is difficult to come by and one that should be treasured when encountered. You have had the luck to end up acquiring one such relationship with this individual. By default this being is both your spouse and partner in crime, but you may change this if you wish. They can be trusted with literally anything and they will always act in your best interest. Just make sure to return this in kind. You may freely customize the appearance, personality, and species of this individual as well.

## **The Orphan Lottery - 100 CP (Free Mixed Bag)**

When Perrito speaks with Goldi he tells her that she had won the orphan lottery. She was adopted into a loving family that cared about her. Hearing this touched the hearts of both Goldi and Mama to the point that Mama wanted to keep Perrito. You seem to have won the metaphorical lottery as well and been blessed with an equally loving family. Each time you purchase this companion you may create three individuals and expand your family. By default you will receive parents and a sibling, but you may alter this if you wish to change the ratio. Perhaps you want a single parent and two siblings instead. Optionally if you don't want to be the orphan then instead you may become the adoptee. You will instead become the caretaker of three young orphans. Perhaps they

are siblings who were abandoned or kids who grew close in the streets. You may design their personality, appearance, and species if you wish.

### **The Ethical Advisor - 100 CP (Free Classic Fairytale)**

Now as a proper evil fairytale you probably don't care about others, but this attitude is how most of them get killed. To prevent this from happening you have been given an advisor. They will do their best to guide you and prevent you from doing anything that will harm you. They could be a good person trying to change you for the better or they might be a competent minion wanting to safeguard their new master. You may freely customize the appearance, personality, and species of this individual as well. By default they will be a small being who can stand on your shoulder, but you may make them a normally sized individual if you wish

### **A Worthy Soul - 100 CP (Free Death)**

Given his nature and the circumstances that bring him to others Death doesn't actually have that many friends. The people that he gets to interact with are the souls of the dead who remain in the afterlife with him. You have somehow befriended one of these souls. Perhaps you visited them after talking to Death or you may have even known them in life. Either way this is an incredibly skilled individual standing at the peak of a field. Perhaps they were a legendary adventurer or they were a wizard of unparalleled skill. Death has allowed them to leave the afterlife and go with you. They will be willing to teach you all they know and assist you in any way possible. Though if you want to give them a body you are going to have to figure that out yourself. You may freely customize the appearance, personality, and species of this individual as well.

### **Ethical Bug - Free**

The Ethical Bug also called the Talking Cricket is one of the magical treasures possessed by Jack Horner. He originally freed the cricket believing him to be a powerful weapon, but in reality the Ethical Bug takes on the role of the user's conscience. It would appear that he had heard about you and decided that he wants to tag along on your adventures. He will do his best to guide you to more positive outcomes and to help you deal with issues. Alternatively you could simply be as evil as possible and try to push him to his breaking point. Please don't be too mean to him, he really does mean well.

### **Team Friendship - 200 CP**

Team Friendship is the workshop name chosen by Perrito. He however, did mention it to the police leading to it becoming their official designation. Team Friendship is made up of Puss in Boots, Kitty Softpaws, and Perrito. By taking this option you may recruit Team

Friendship bringing them along with you on your future adventures. All of them will be close to you though you may choose your exact relationship with them.

### **Goldie and the Three Bears - 200 CP**

This option allows you to make Goldie and the Three Bears into your companions. This group includes Goldilocks, Mama Bear, Papa Bear, and Baby Bear. Goldi is the youngest member of the group though she also acts as their leader most of the time. Mama is the caretaker of the group. Papa is the muscle ready to bring the pain. Baby is the out of the box thinker and the one who causes trouble. Despite their occasional issues they truly care about each other more than anything. For one reason or another they have decided to join you and treat you as part of the family. Depending on some factors you may literally be so already. All of them will be close to you though you may choose your exact relationship with them.

### **Death Incarnate - 300 CP**

Depending on your experiences and other abilities you may already be familiar with death or perhaps you might befriend him during your stay. Unfortunately Death can not leave this world as he is one of its concepts, but he can create an incarnation to do so. This incarnation could retain his current appearance or take on a different form. This incarnation will start out slightly weaker than Death in the movie, but over time it could grow even more powerful than its progenitor. You may optionally customize the appearance, personality, and species that this incarnation takes on.

# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

## **Supplement Mode - 0 CP**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

## **Self-Insert - 0 CP**

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

## **Onto A New Adventure - 0 CP**

The story of The Last Wish is actually very short. It's unclear exactly how long Puss was at Mama Luna's cat sanctuary, but it should have only been a few weeks at most. Adding this period to the hunt for the Wishing Star itself and it should only be a month or two total. So if you wish you may optionally leave when the story of the world is over. You will not have to stay for the full 10 years if you do not wish to.

## **Some Old Friends - 0 CP**

Puss in Boots has been on many other adventures before his battle with Death. Given that you may have been around to assist him in some of these situations you may optionally import your history in this world. Maybe Puss will rejoice upon seeing an old friend or he may leap into battle should you have been an old foe instead. In fact depending on what you did Puss may never have even left the lands of Far Far Away,

## **Extended Stay +100 CP**

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

## **The Glory +100 CP**

While Puss is a hero for the most part he is a bit obsessed with being seen as a hero. For example, he left Kitty at their wedding because he didn't want to be tied down and

abandon his legend. You might not be quite this bad, but whenever a chance arises for you to acquire some glory you will not hesitate to do so. This will inevitably drag you into a great deal of trouble and make you some enemies.

### **The Bounty +100 CP**

Ok well it seems that you have become renowned in this world already. Unfortunately this has also resulted in you earning a bounty. Someone powerful has placed a price on your head to be claimed regardless of whether you are dead or alive. This means that you're going to have to deal with a number of bounty hunters over the course of your stay. The vast majority of them are little more than common thugs, but everyone now and then you might have to deal with a more notable opponent.

### **Pickles +100 CP**

After Puss in Boots arrives at Mama Luna's Cat Rescue his name is changed to Pickles. He considers this name stupid and humiliating. Somehow you have been branded with an equally stupid nickname. This name is not outright stupid, but it is quite humiliating for someone of your stature. Also somehow your friends and enemies will be guaranteed to learn about this name. They will use it quite a bit and each time it will definitely get on your nerves.

### **Words Cannot Express His Greatness +100 CP**

After Puss is defeated by Death he gives up on his identity believing himself to no longer be worthy of it. Despite this he still continues to honor his legend to a great degree. For example, as he is walking away he repeatedly returns to praise himself and sing. You appear to have a similarly inflated ego regarding your personal identity. This will likely have a major effect on your personality, making you egoistic and arrogant. You can control this side of yourself with effort, but it will likely show itself whenever you are praised.

### **It Looks Like a Possum Died on Your Face +100 CP**

Dear god that is ugly, you appear to have a nightmarish beard on your face or some other equally disturbing trait on your body. This beard will be scruffy looking ruining any attempt at a serious appearance and to make it worse it will be incredibly itchy. This horrific itch will haunt you becoming unbearable should you not take the time to feverishly scratch it. As a mercy you can cut your hair or treat it in some way, but the problem will return if you do not take diligent care of yourself.

### **You Really Need to Stop Losing That +200 CP**

Why do you keep losing your main weapon? Like Puss you seem to keep losing your primary weapon. Not only does this happen at random moments, but it seems as though it occurs at least once in every battle you are a part of. Your weapon will typically find its way back to you either by being handed back to you or appearing in your warehouse. You however, will probably need to get used to fighting unarmed or carrying some back up weapons though given the frequency at which this occurs.

### **You Left Her at the Altar +200 CP**

Ok well I hate to say it, but you blew it. At some point in your stay you managed to create a wonderful relationship with someone perfectly suited for you. Unfortunately you ruined the relationship with your lover. Perhaps you failed to show up to the wedding like Puss or maybe something else went wrong. It however, seems that you are going to end up being stuck with your old paramour for quite a while in this jump. This is going to lead to a number of awkward situations and well deserved insults against you. If you somehow manage to repair this relationship then you may take them as a companion for Free. This might not be as hard as you think given that you two really do care about one another.

### **Stop, You're Going to Give Yourself a Hernia +200 CP**

When Perrito tries to learn how to be cute from Kitty he nearly gives himself a hernia from the sheer amount of effort he uses. Even when he actually succeeded in being cute he still ended up with a nose bleed. You are going to have to deal with some similar issues during your stay in this jump. Whenever you put an immense amount of effort into something there is a chance you will hurt yourself. Granted this will occur when you are really pushing yourself say in a fight in a life or death battle. The consequences can vary depending on your condition and just how far you pushed yourself. These consequences could range from something minor like a nosebleed all the way to bursting one of your internal organs. So I would advise you to try to be careful if you can and to take it easy.

### **Don't Trust Anyone +200 CP**

Ah, it would seem that you have not had much luck making good friends or perhaps you were hurt by those you thought you could trust. Like Kitty you are extremely hesitant to trust anyone even if they give you no reason to distrust them. It is possible for you to overcome your internal suspicion, but this requires an immense amount of effort and for you to spend a significant amount of time around someone. Maybe if you really try you can make at least a few real friends before your stay here is up.



### **You Stupid Dog +400 CP**

You have not had a good life so far. Sadly this is not even due to your own actions. For one reason or another the world has been cruel to you. You have been cast out from your family, likely been abused, and dealt with many issues that have left their own scars on you. You may put up a cheerful persona, but in reality you are actually quite depressed. All you want however is for someone to care and you are willing to do quite a bit to earn this affection. If someone was willing to show you kindness you would be willing to do almost anything to return the favor. If you are lucky this could result in you getting the family you crave, but this means that those with darker motivations could easily take advantage of you.

### **Forgotten Payments +400 CP**

It seems that your benefactor forgot to pay the fee when you arrived at the jump or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Powers Begone +400 CP**

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the How to Train Your Dragon jump, the various Shrek jumps, the Kung Fu Panda jumps, and any other jump related to the DreamWorks franchise.

### **You Need To Retire +600 CP**

After he died facing the giant Puss in Boots learned that he was down to his last life. As a result the doctor ordered him to retire. Honestly Puss didn't actually need to retire, but he now had to realize that he would truly die. You however, truly need to retire as you are a hollowed version of your former self. You still retain all of your abilities, but you are only capable of mustering a fragment of your strength. For example, if you could normally defeat an entire army with ease then you would currently struggle to defeat a squad of normal soldiers. You are not in any danger of dying, but you are nowhere near your peak performance.

### **What Did I Do To Deserve This +600 CP**

To be blunt Jack Horner is a monster plain and simple. He has no empathy for others, is more than willing to sacrifice everyone loyal to him, and is incapable of being satisfied

by anything. It would appear however, that you are just as bad as Jack himself. You are a horrible person more than willing to watch the world burn for your sheer amusement. You will be considered one of the most hated and feared beings in the world given your new personality. Lastly, your reputation will be spread on a similar level to Jack Horner himself ensuring that everyone is aware of you. Few if any beings that are not evil will even consider working with you.

### **Dead or Alive +600 CP**

Death truly despises those who waste their lives particularly those with multiple lives such as Puss and you should you take this drawback. Death has been given knowledge of your chain and found you lacking. As a result he will hunt you down for the entirety of the jump. He will be willingly to play with you initially, but he will start to take his task much more seriously as time goes on. Eventually he will trap you forcing you into a final showdown.

At this point there will be two options that will allow you to succeed. The first is that should you be strong enough then you can attempt to beat Death himself in battle, but remember you are far from the first who attempted this. The second option is for you to grow. Death is hunting you primarily due to your arrogance and disrespect towards him. If you are truly capable of learning the value of a life then Death will be satisfied. Death will leave you in peace though he will promise to meet you in the future.

Lastly, should you fend off Death using either method you will receive a reward. As you are the only mortal to have ever bested Death or to have earned his respect you shall receive the renown deserving of this deed. All entities related to death or associated with the afterlife will feel great reverence towards you. They will recognize you as a figure who stood above their master. In addition, if you accomplished this feat by earning his respect then you will never fear Death. You have come to understand that death is inevitable and that it should be welcomed when your time comes. Until then however, you will enjoy your life to the fullest never regretting anything.

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

## Quest for the Wishing Star

The great journey in this story is the quest for the Wishing Star. A number of different factions are currently on the hunt for it including Puss and his allies, Goldi and the Three Bears, and Big Jack Horner. You could optionally throw your hat in the ring as well or join up with one of these other parties. Either way you must find the Wishing Star to complete this scenario and ensure that your faction claims the wish. You must defeat all of the other groups and ensure the canon path plays out or an equally positive outcome occurs. This means Puss must learn to accept Death, Kitty must reconcile with Puss, and Goldie must come to terms with her family, and Jack cannot be allowed to make his wish.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First, there are two options depending on how you did things.
  - Should you have followed the canon path then the Wishing Star will have been destroyed then you will not get to make your wish. You however, will be dusted in the essence of the fallen star blessing you with incredible luck. This may not seem like much, but from now on the winds of fortune will be blown your way.
  - Alternatively, if you claimed the Wishing Star somehow then you will get to make one wish. This can be anything that you desire as long as it isn't a Meta wish like increasing your CP budget or getting your Spark immediately.
- Second, having made some friends along the way you will get to the companions Team Friendship, Goldie and the three Bears, and Death Incarnate for Free. You may optionally combine all of them into a single companion slot if you wish.

## All the World's Magic

When Jack Horner sets off to claim the Wishing Star he wanted a single simple wish. His wish was for him to be given all of the magic in the world. You are going to be replacing Jack in this quest and must claim the Wishing Star for yourself. You will either

be inserted into the story taking over Jack Horner's role or alongside him. You will need to either defeat or bargain with the other groups to secure the wish. To make this more complicated the other factions will believe that you are going to wish for something incredibly destructive. Admittedly given that you are essentially stealing all the world's magic they aren't wrong. So you will have to put up with much fiercer resistance than normal. If the other groups believe there is no chance of stopping you they will do every in their power. The scenario will be completed once you successfully make the wish. If the map or the Wishing Star is destroyed before this then you will fail the scenario.

**Rewards:**

For completing this scenario you will receive a variety of rewards.

- First, having claimed your wish you will receive its power. You will be filled with all of the magic this world has making you incredibly powerful. In addition to the raw power you will also be filled with the combined knowledge of every fairy tale and mythology.
- Second, having been used this time instead of being destroyed the Wishing Star is now yours. The Wishing Star will be brought into your warehouse where it will recharge. You will be capable of repeatedly asking for different wishes. He wishes to determine how much time is needed for it to recharge. For example, requesting a single weaker spell might take a day's charge, but knowledge of an entire field could take a year.
- Lastly, if you manage to ally with any of the other groups then you may take them with you as companions for Free. Given that none of them actually (aside from Horner) wished for anything you might actually have a fair chance to recruit them.

# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Puss in Boots: The Last Wish Wiki

- [https://shrek.fandom.com/wiki/Puss\\_in\\_Boots:\\_The\\_Last\\_Wish](https://shrek.fandom.com/wiki/Puss_in_Boots:_The_Last_Wish)

## Jack Horner's Treasures

- [https://shrek.fandom.com/wiki/%22Big%22\\_Jack\\_Horner%27s\\_Magic\\_Possessions](https://shrek.fandom.com/wiki/%22Big%22_Jack_Horner%27s_Magic_Possessions)

## Photo sources

- Goldilocks and the 3 bears - a [In Boots - Goldilocks and The Three Bears \[1\] - DeviantArt](#)
- Death - [Puss In Boots: The Last Wish Review \(2022 Movie\) - Mama's Geeky](#)
- All other pictures are screenshots from Trailers and clips released for the movie.

## Changelog

- Jump in Progress
- V1 completed.