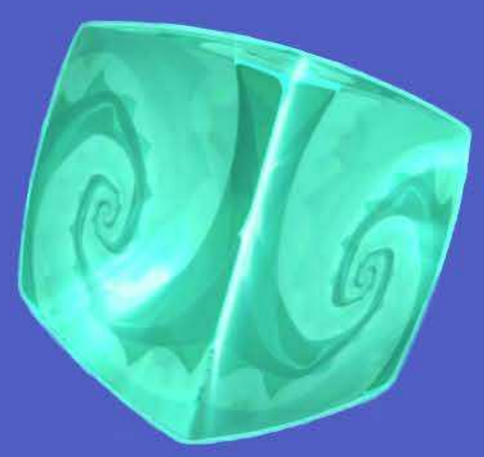
# Wakfu ovga jumpchain compliant

***Welcome to the World of Twelve! Long ago, this was a world of continents, rather than islands and archipelagos. That all changed a thousand years ago, when, seeking to impress the beautiful doll Dathura, the ogre Ogrest gathered the six Dofus at the peak of Mt. Zinit. Whether Dathura betrayed him or was lost to him by other means, the mighty Ogrest began to shed tears unending. These tears drowned the world in saltwater and destablized the climate, leaving much of the World of Twelve utterly destroyed. All was not lost, however. The survivors began to rebuild, using the gifts given to them by the Twelve Gods.***

***To help you survive then ten years you will spend here, you have a budget of...***

## +1000 CP

***These points will be used to purchase items, powers. and skills to help you on your journey.***



# location

Roll 1d8 to determine where you start, or pay 100 CP to choose for yourself.

1 - Astrub : The City of Mercenaries, and a gateway to the nations of the world, this island provides good opportunities to meet with those like you, just trying to make their way.

2- Bonta: Sometimes called the Divine City, this nation is aligned (in general) towards order and justice. There's a thriving Boufbowl scene, and it's peaceful enough. There is something of a rivalry with Brakmar, however.

3 - Amakna: Known for its cuisine, this archipelago nation provides an interesting backdrop for adventure.

4 - Sufokia: A fishing nation known for its near-mastery of the power of Stasis, this kingdom provides access to a myriad of technologies.

5 - Brakmar: A kingdom of opportunists, cutthroats, and scoundrels, this area has, among other curiosities, a myriad of useful potions.

6 - Emelka: This small village is cozy and welcoming, but may soon find itself the target of great danger. Also, there's the matter of that 8-year-old at the inn.

7 - Sadida Kingdom: Ruled by the Sheran Sharm family, this kingdom is strong, but may prove a draw for worse enemies than the usual.

8 - Free Pick: Lucky you! You get to pick, for free, any of the above locations, or anywhere else in the World Of Twelve!

# identity

**Roll 1d8+10 to determine your age, or pay 100 CP to choose it for yourself. That same 100 CP will also cover changing your sex, if you so choose.**

**Drop-In: You enter your chosen area as you are, with no allies or memories in this world. However, no alternate memories exist to affect your actions. [Free]**

**Gobbowl Star - You have played the popular sport of Gobbowl for years. Whether in Bonta, Brakmar, or any number of smaller stadiums, you've taken your lumps and dished them out in this dog-eat-dog game, and you don't intend to stop now... do you? [100 CP]**

**Bounty Hunter - You've been trekking across the myriad islands of the world for years now, hunting down criminals and fugitives and turning them in for money. [100 CP]**

**Guardian - You have been chosen to keep watch over a Shushu weapon! The Shushu sealed inside is intelligent, cunning, and malevolent, and will take every chance it can get to possess you. However, so long as you remain in control, the weapon's incredible power is at your disposal. [400 CP]**

# kaos

**Rolld 2d8 -1 to determine which race you are, pay 100 CP to choose any race besides Iop (Iop is free), or pay 300 CP to become an Eliatrope.**

**1 - Iop's Heart - The followers of the god Iop are frontline fighters, capable of dealing heavy damage and taking it in stride. Their punches can be strung together in quick succession, or thrown so hard as to cause a small explosion! With that said, they aren't the sharpest tools in the shed - not by a long shot...**

**2 - Cra's Range - The followers of the goddess Cra are archers, capable of striking at foes from immense ranges. Beyond that, they can set Beacons that deal damage or repel enemies within a small area when hit by an arrow of the same element as the beacon.**

**3 - Sadida's Shoe - These followers of the god Sadida control the battlefield by summoning plants and Dolls. These Dolls can fill a number of roles, from meatshield to healer, and are influenced by the elements of attacks thrown at them.**

**4 - Enutrof's Fingers - The followers of the god Enutrof are treasure-hunters, cheapskates, and hoarders. They can deal a lot of damage with their Shovels, Pouches, and Mines in different ways, but perhaps their most fearsome ability is that of fusing with their pet Drheller to become a Drhellzerker! They must constantly deal damage to sustain this form, but can deal massive damage by pounding and charging their foes.**

**5 - Sram's Shadow - The followers of the god Sram are assassins. They deal their greatest damage by attacking from behind, and can become invisible after certain attacks! Add to this their ability to literally steal the initiative from their opponents, and you have a potent fighter indeed!**

**6 - Eniripsa's Hands - The followers of the goddess Eniripsa are healers, capable of mending flesh and bone with a touch. Their Flasks make their enemies pay for the wounds that their Words remove from their allies, and they can lay Marks on enemies that grant bonuses to whichever ally defeats the Marked foe. Their fairy-like wings also allow them to hover a short distance off the ground.**

**7 - Xelor's Sandglass - The followers of the god Xelor are time manipulators, capable of accelerating or turning back time just enough to move about the battlefield at speed and attack from multiple directions. Their mastery of ticks and tocks makes them difficult to pin down.**

**8 - Ecaflip's Coin - The followers of the god Ecaflip are gamblers, who use their Fleas and Ecaflip's Tarot to absorb enemy health and change their critical hit rates respectively. Depending on the card drawn, they will either gain or lose vitality, strength, or speed - it all comes down to luck, and that's how this catlike folk like it.**

**9 - Osamodas' Whip - The followers of the god Osamodas are summoners of animals. Their Gobgob companion can capture the souls of creatures they defeat in battle, allowing the Osamodas to then summon these "pets" later on. In addition, the Osamodas can, while only they and their Gobgob are present, merge with the Gobgob to enter a draconic form, boosting the power of their spells and allowing them to fly.**

**10 - Pandawa's Pint - The followers of the goddess Pandawa are drunken fighters, repositioning friends and enemies by hoisting and/or throwing them. They tote their Barrels into battle so as to keep the bamboo milk flowing, and can induce dizziness and disorientation in their foes.**

**11 - The Rogue Ruse - The followers of Eugor, an alias of Sram, are thieves and cutthroats, capable of controlling the battlefield with a plethora of Bombs, as well as their Revolvers.**

**12 - Sacrier's Blood - The followers of the goddess Sacrier are berserkers, obsessed both with their own pain and that of others. With the ability of Angrrr, they grow stronger and stronger the more damage they take.**

**13 - The Masqueraiders - This half of the followers of Sadida use Masks to switch between both personalities and fighting styles, and as such are difficult to predict.**

**14 - Foggernaut's Steam - The Foggernauts of today are a machine race powered by Stasis, the energy of regulation and destruction. As such, they are capable of deploying machinery to alter the battlefield, as well as blasting their foes with pure Stasis, which ignores elemental resistances.**

**15 - Feca's Shield - The followers of the goddess Feca are protectors, both of the land and of their comrades. With their Glyphs and Armors, they can increase the magical resistance of allies or drop the defenses of their enemies.**

**Eliatropes - Followers of the goddess Eliatrope, these were the first race of humans in the universe. They are kin to the dragons, and the makers of the ancient Zaap portals, but there are few, if anyone, left alive who would know fragments of this people's history. If you choose this option, you will find yourself discovering the power of pure Wakfu, the energy of growth and creation. Using this energy which flows throughout the Krosmoz, you will be able to create portals to travel between short distances, and overlay two portals to create a burst of energy. Other abilities will be unlocked with time, but you will not know what these are, unless you find someone willing to teach you.**

# skills and abilities

**Discounts are applied based on identity, and are 50% of the price.**

**Wilderness Survival (Discount Drop-In) - You are adept at the basics of staying fed and healthy in the wild. [100 CP]**

**Willpower (Free Guardian) - Your strength of will is such that you can easily withstand most temptations. [100 CP]**

**Work the Crowd (Free Gobbowl Star) - You're more skilled than most at getting crowds of people to pay attention to you. [100 CP]**

**Combat Training (Free Bounty Hunter) - You can hold your own against a small number of opponents. [100 CP]**

**Herbalism  - You know how to make potions from various plants of the World of Twelve. [300 CP]**

**Smithing - You know how to make weapons and armor from raw materials. [300 CP]**

**Cooking - You know how to prepare food from the raw ingredients to be found in the World of Twelve - even the dangerous ones. [300 CP]**

**Air Metal – Somehow, you can play heavy metal without an instrument, either by miming the instrument or by headbanging hard enough. It will always be of good quality, and no-one in the World of Twelve will question your ability to do this. [300 CP]**

**Breeding - (Discount Bounty Hunter) You know how to breed the creatures of the world to unlock their potential. [300 CP]**

**Sailing – You have an innate knowledge of oceanic navigation, and can thus traverse the many islands of the World of Twelve. [300 CP]**

**Boufbowlobolo (Discount Gobbowl Star) - While holding a Boufball, you can project it forward as the center of a burst of energy that can stun and knock back opponents. [500 CP]**

**Expert Dungeoneering (Discount Guardian) - You can make your way through a dungeon as if it were your own home - the workings of traps and secret doors will come easily to you. [500 CP]**

**Above The Law (Discount Bounty Hunter) - When chasing down your enemies, minor property damage you cause tends to be ignored. Anything up to a cart or stall will be flat-out ignored, and you'll get away with a fine for a small brick-and-mortar store. [500 CP]**

# gear and supplies

**You start out with a free Haven Bag, like everyone else. However, these extra items can help you get further in the world. All items can be bought multiple times unless otherwise stated.**

**Tofu - An adorable pet bird. It can scout ahead for you, if you want. [50 CP]**

**50,000 Kamas - A tidy sum of currency, useful in a myriad of situations. This can be bought multiple times. [50 CP]**

**Mundane Weapon - A common sword, knife, shovel, revolver, etc. [100 CP]**

**Dragoturkey - A swift mount capable of carrying decent-sized loads. [100 CP]**

**Masterwork Weapon - A well-made sword, knife, shovel, revolver, etc. [200 CP]**

**Shushu Weapon – [One Free for Guardian] A sword, revolver, or other weapon or accessory possessed by a Shushu and imbued with its power. [400 CP]**

**10 Bowmeowmallows - Allow you to transform temporarily into a Bow Meow (a cat, basically.) Useful for making escapes. [100 CP]**

**10 Wisdom Candies - Increase the speed at which practice makes your racial powers grow. Can be bought multiple times. [200 CP]**

**Treasure Map – This map will lead you to a great deal of wealth, but the way will be dangerous. [400 CP]**

**10 Dungeon Keys – Each of these keys will allow you access to a dungeon containing a specific type of monster. Which keys you get with each purchase is determined at random. [300 CP]**

# drawbacks and ending

**Choose up to 2 Drawbacks. Drawbacks override Skills and Abilities.**

**Misfortunate (+100 CP) - You're almost constantly down on your luck. While never fatal, you're annoyingly ignored by Ecaflip, especially when trying to do a job of some sort.**

**Clumsy (+100 CP) - Nobody knows what you did to deserve this, but you can't seem to stay on balance when doing anything other than walking or running in a straight line.**

**Hated (+200 CP) - You've earned the ire of your starting area, and chances are that this will carry over to anywhere you go. Expect not to stay in any one place for too long.**

**Thirsters [+200CP] -The ever-thirsting bamboo zombies of Pandalucia are following you for some reason. They are intangible, those they phase through turn into Thirsters, and only unwithered bamboo and pure bamboo milk can keep them at bay.**

**The Dragon's Ire [+200 CP] – Through evil actions or through posing a direct threat to a Dofus or a young Eliatrope, you have run afoul of the dragon Grougaloragran. While he has the knowledge of centuries and the strength to lay waste to entire cities, he will insist on fighting you by himself. If you wish to face him rather than flee, keep in mind that despite his old appearance, he will be difficult to subdue or kill, and can resist a number of supernatural effects, including the slowing of time.**

**Ogrest's Chaos [+300 CP] - The devastation wrought by Ogrest's tears follows you at every turn. Towns you stay in might be flooded, burned down. or buried under rockslides. Expect disaster to follow you always.**

**A Madman's Wrath [+300 CP] - You have drawn enough of the ire of the crazed Xelor named Nox to distract him somewhat from his 200-year quest. His minions will hound your every step. His Puppets will begin chasing you after 3 years, and these are powerful enough to take on a Dragon working together. After 5 years, he will send the Stasis-powered machine Razortime to annhilate you, in addition to the earlier threats. Twelve help you if you survive that, because at any time beyond that, and you will not know when until he is right in front of you, because then Nox will move to destroy you himself. As an absurdly powerful Xelor, he is capable of freezing you in time for extended periods, rapidly aging you, and, using the Eliacube, draining your Wakfu entirely through contact. Losing all of your Wakfu will kill you.**

**Smug Duck [+600 CP] – This cannot be taken with other Drawbacks. During your stay, all forms of lewdness will be actively forbidden from you by a small black-feathered duck. This duck knows far more than it should (including the difference between lewdness and hygiene) and seemingly cannot be overpowered, no matter what you do. It may even be a cosmic entity of some sort...**

**At the end of 10 years, you will be offered a choice. Regardless of which you choose, all of your Drawbacks are revoked, and all gear, supplies, and memories stay with you. In addition, you can shift between the form you had in the World of Twelve and your usual form at will.**

**Go Home - You awaken at home the day you left Earth, with all of your gear, powers and memories intact.**
**Stay Behind - Perhaps the World of Twelve has grown on you, but for whatever reason, you've chosen to stay for the rest of your life. You will join the cycle of reincarnation in the Krosmoz. Meanwhile, you disappear back on Earth, are assumed dead, and the planet keeps turning.**
**A New Horizon - You move on to the next adventure, spending another ten years on the J**

# notes

**1. Your full intelligence returns to you after the 10 years if you were a lop.**

**2. An Osamodas will keep their Gobgob as well as six captured animals. You're not going to be capturing any dragons or Shushus, mind you. You can switch one of these out (losing it forever) for a creature you defeat in a subsequent world, but you cannot capture any creature above the level of a wild beast. The Gobgob itself does not count towards your total Companions, as it is a class feature, nor do the creatures held within it.**

**3. Foggernauts can modify their bodies with technology from previous worlds, if they have the right skills.**
**4. Your Haven Bag will still work in other worlds.**

**5. Your powers will continue to grow with practice, but do keep in mind that Xelors cannot actually go back in time.**

**6. Gobbowl is a rugby-like sport. However, it is played with a great deal more brutality, and the equipment contains magical charges. No outside magic is allowed during the match. There are fouls, but even Bonta's stadiums are prone to bribery. If you've got the money, you can buy yourselves several minutes of uninterrupted cheating. The charged equipment serves such functions as allowing you to forcefully repel opponents with a shield, jump three times higher than normal with a pair of boots, or throw harder with a glove. Your opponents will do these same things, and they will take every chance they can get to knock you out of the game – and this is in Bonta! Brakmar is on an entirely different level, and the Gobbowl there is more vicious than the city itself. Also, Brakmar does not allow women to play Gobbowl. They're sexist like that.**

Do be careful.

Special Thanks To:

-Quicksilver
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-Anons of /tg/
-Ankama