

World of Twelve Jumpchain



by Faucheusestar

Welcome to the world of the twelve, a universe filled with wordplay and adventure. This adventure can take place at any period of your choice.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d6** to determine where you start and gain 100 CP, otherwise pay 100 CP to choose your Starting Location.

1• Bonta

The city of the good and the just, or so it seems, surrounded by large, prosperous forests ideal for lumberjacks

2• Brackmar

The city founded by the shushu is full of deceivers and criminals of all kinds who do not hide the corruption of this city

3•Amakna

A prosperous kingdom surrounded by fields of cereal ideal for making tasty pastries and bread.

4• Sufokia

Drowned under water several times, Sufokia is a kingdom with white sandy beaches and plenty of water, ideal for fishermen.

5• Frigost

A kingdom plunged into eternal winter by Djaul, the inhabitants survive thanks to numerous xelor machines.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Race

This Jump does not have Origins or Background instead you choose a clas/races.

Monster [Free]

You are one of the creatures of this universe, like a tofu or a bellaphone, as long as you don't choose something overpowered, in which case it will cost you a number of CP similar to the race option of the same level. You can choose whatever you want and still have the same kind of power and ability.

Shushu[Free]

You want to be a shushu very well consider the shushu category of the jumpdoc as your Origin (moreover you can pass from the form of an object of your choice to your freed shushu form at will) moreover if you take minor shushu for your form of this jump then you gain 200 CP.

Twelve[Free]

You are one of the inhabitants of the world of the twelve, more or less the humans of this universe although some are cats, robots, dogs, elves... In any case you can get the magic of the class you choose for free and a discount on perk and related items.

Dragon [400 CP]

You are a dragon, with all the advantages that this presents and if you love someone you can create a Dofus although this weakens you momentarily. If you wish you can pay 200 CP instead of 400 in which case you will be an adorable baby dragon!

Demi-Dieu [400 CP]

This makes you a Bastard, a Mongrel... but you'll probably prefer the name demigod! Not only does this act as a booster for all your abilities related to your divine parent, but it also makes you much more powerful than normal and you don't die of old age. In addition, you can choose a magic or an aspect very linked to the deity in question, like poison for Sram, you would be incomparable in this particular area.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%. Monster, Ouginak or Shushu gains a discount in each category (100, 200, 400, and 600). And everyone obtains 500 CP for general perk

Général

Jobs [50 CP]:

There are many professions in the world of the Twelve, from harvesting to manufacturing, from weapons smith to tailor. If you choose one of these trades, you'll have the same skills as someone who has spent decades in this world practicing them. Maybe even several times over.



Baker [100 CP]:

You're a master baker and all the pastries you make are so much better. What's more, you know how to create living bread monsters and other desserts that will obey your commands, as well as reinforce all kinds of pastry and bakery-related items.



Absorbent genie [100 CP]:

You have the same strange abilities as Gonard, gaining properties from what you eat as well as possessing Shapeshifting abilities. Eating kamas or gold strengthens you, but be careful not to eat chocolate, or you'll be as melting as you are delicious!



Shak Shaka [200 CP]:

Just like him, you're a talented builder, especially when you stick to a candy and sweet theme, but that doesn't stop at creating machines. Strangely enough, your talent for sweet treats applies to all fields: you could make absurd things like crescent trees or perfectly functional candy plants without a problem.

Issering the tinkerer [200 CP]:

Like him, you're an expert in the manufacture of techno-magical gadgets of all kinds. You can easily create Tormentators (magic guns capable of channeling the elemental power of those who use them).

Prince or Princess [200 CP]

You're heir to a kingdom or its equivalent in this jump and the next. But it doesn't stop there. Strangely enough, the royalties in this kind of universe are more powerful than their less noble versions, maybe their ancestors were very powerful or all those expensive teachers were useful, but in any case, that makes you a better version of whatever race you are.

Joris [300 CP]:

You're similar to Joris: not only does your state strengthen you as much as it does him, but being the host of a dragon or any other type of situation that has given you this ability means you don't age. If you own a **Dofus**, then this perk receives a discount.

Belladone [300 CP]:

You have the same powers as this witch, whether it's creating sinister-looking brambles or poisonous berries with the ability to strengthen and temporarily transform into monstrous versions that eat them before the poison potentially gets the better of them. Oh, and you can use the blood of young organisms to rejuvenate your cells.

Guardian of the months [400 CP]:

You're like Jiva or Djaul, you're the guardian of a month (a minor deity) perhaps literally or perhaps a substitute, but that doesn't change the fact that you draw power from the month you're protecting. You could have ice-related power for December, for example.



Feca

Feca class [300 CP | Free for Feca]

You're a Feca, a magician specializing in protection. You have all their magic from the various krosmos media, such as glyphs and barriers, and you also know how to deal with gobballs.

Shapeshifting [200 CP | Discounted for Feca and Dragon]

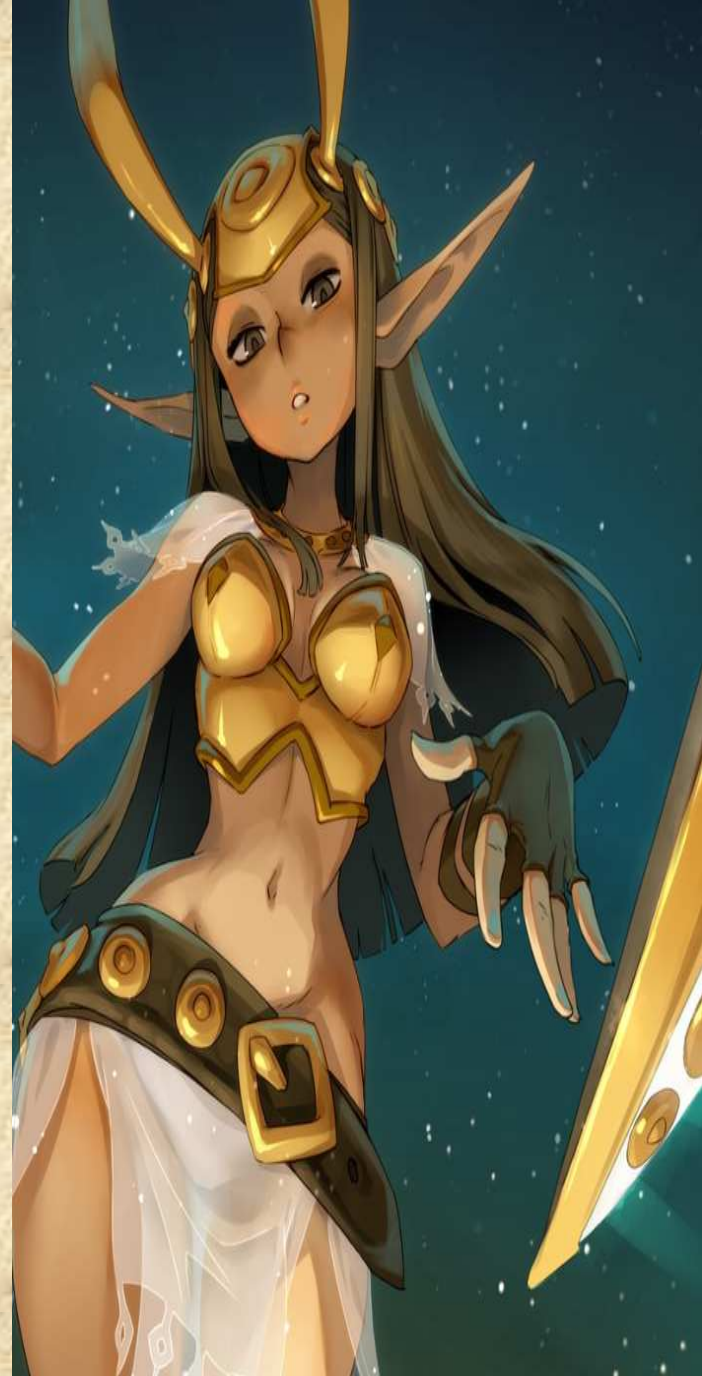
Just like Otomai, you can transform into a whole host of different creatures, ideal for flying and moving across any terrain.

Resilient [400 CP | Discounted for Feca]

You're incredibly durable, so much so that striking with your bare hands can cause injuries to your attackers, it's as if your skin were similar to dragon scales. What's more, you recover much more quickly and can survive as long as you're given a little care, even with mortal wounds. Although this won't save you from decapitation, at least you don't die easily.

Otomai [600 CP | Discounted for Feca]

You are one of the greatest alchemists in the World of Twelve, and your skills match those of Otomai. Of course you know how to make potions, but that's not all Otomai knows. You also know how to create Ocrest with ogrins and other things.



Osamodas & Foggernaut

Osamodas/Foggernaut class [300 CP | Free for Osamodas & Foggernaut]

Maybe you're an osamodas, a monster trainer able to call up lots of friends, or a foggernaut, a steampunk engineer able to use stasis, for an extra 100 CP you can have both.

Crowmancer or othermancer [200 CP | Discounted for Osamodas & Foggernaut]

You really love crows, don't you? Well, this is just the thing, because with this you'll do more than kill two birds with one stone! In fact, not only are you a master at training these pesky fowl, but you can generate feather swords, change into crows and disperse into clouds of them, which also acts as an amplifier for anything that might be related to these dark feathered creatures (or you can choose another animal as a theme instead, for example a squid.)!

Veteran [400 CP | Discounted for Osamodas & Foggernaut]

Whether it's because you're a veteran adventurer, an expert in the use of advanced technology or thanks to your unique fighting style similar to the beast you grew up around: you are incredibly skilled, absurdly cold-blooded and able to fight several opponents at once. What's more, the more beastly your fighting style is, the less people will be able to predict you and the more they'll panic, which also increases your overall power.

Survival instincts [600 CP | Discounted for Osamodas & Foggernaut]

Kingdoms fall and species disappear, but Sufokians as well as Osamodas and their animal friends always rise again, and you're just like them! When it comes to surviving and thriving in the face of catastrophe, you'll excel: your inventions will be better and ideas will flow, and your instincts will enable you to find ingenious ways of taking advantage of catastrophe.



Enutrof

Enutrof class [300 CP | Free for Enutrof]

If you love treasures and digging them up, you're undoubtedly an enutrof, and as such you have all their usual powers, enough to fill your pockets with lots of them!

Treasure seeker [200 CP | Discounted for Enutrof]

You have a flair for finding riches, whether they be kamas or precious objects to make you rich, as well as knowing the ores and being able to identify each lode around them by their presence. What's more, you'll notice that, strangely enough, you extract three times as many resources as the lodes should contain!

Mechano [400 CP | Discounted for Enutrof]

Like Ruel, you have a knack for building machines that some might call archaic and polluting, but whose durability is unquestionable, no doubt because garage fees are horrendously expensive, so they mustn't break down! Generally speaking, these are drills, but they can also be trains and all sorts of machines running on coal and other fuels that you could mine.

Fusion [600 CP | Discounted for Enutrof]

Although normally working only on phoreurs, you can momentarily merge with anything you like, whether it's your cute pet, one of your companions or something else. In this form you have all the abilities of both, but enhanced synergistically.



Sram & Rogue

Sram/Rogue class [300 CP | Free for Sram & Rogue]

You have the same magic as srams, such as making yourself invisible, laying traps and other ambushes, or that of the Rogue, with their bomb and pistol fire, for an extra 100 CP you can have both.

Friends of the dark side [200 CP | Discounted for Sram & Rogue]

Maybe it's your villainy or your showmanship or simply your personality, but in any case, artifacts harboring dark beings and powers that can corrupt you will always be friendly to you, although they may play a few benign and “amusing” pranks on you. In fact, you'd even be naturally gifted in exploiting their power to lots of potential.

Sram's Shadow [400 CP | Discounted for Sram & Rogue]

You're like a shadow, a master in the art of stealth, but that doesn't stop at making no noise when you move. No, you're able to blend in and be easily forgotten by those around you with little effort, even in combat.

A professional salary [600 CP | Discounted for Sram & Rogue]

When you're good at something, it's a shame to do it for free, isn't it? With this, you'll always be paid double what your mission (not created to abuse the perk) should have earned you. Of course, these concerns 200,000 kamas will become 400,000, but also items and all sorts of rewards. Doesn't worry about the uniqueness of an item, this part of the loot seem to come from nowhere, even though nobody pays attention to it.



Xelor

Xelor class [300 CP | Free for Xelor]

You're a xelor, a magician of time and all the related mechanisms like hourglasses and clocks. You can slow down time, speed it up and, if you have enough power and energy, even stop it.

Time alteration protection [200 CP | Discounted for Xelor]

Time loops are a real hell to keep without causing paradoxes. Well, it looks like that's out of your hands, thanks to this you can change the past without risking any collapse and other problems from time travel shenanigans whether you caused them or not, and you and your friends can't be affected without your consent if someone travels through time.

Clockmaker [400 CP | Discounted for Xelor]

Whether you're like Noximilien, a simple clockmaker before his encounter with the cube, or like Count Harebourg, you're a true genius in the art of creating machines based on clocks, cogs and Xelor technology. What's more, you possess the same cryomancy as Count Harebourg himself.

Time traveler [600 CP | Discounted for Xelor]

Rewinding time itself and surpassing the god Xelor with the power of the eliacube and the wakfu of an entire species Nox would almost have succeeded but he only had twenty miserable minutes... Well, that won't happen to you as long as you have access to enough wakfu/energy you could even rewind your own chain and erase all your crimes! If you do, you'll keep your perk, your items and everything else that goes into your machine, and you'll notice that the world/fate isn't conspiring against you to make you fail this task. What's more, you'll be able to go back in time by a few seconds without any great difficulty or expenditure of energy, once a day.



Ecaflip

Ecaflip/Ouginak class [300 CP | Free for Ecaflip & Ouginak]

Maybe you're an Ecaflip, a feline-themed magician playing with chance, cards and roulettes purr for you! Or maybe you're an Ouginak, a dog-themed barbarian - whichever aspect of Ecaflip you are, you can pay an extra 100 CP to have both.

Cats Have Nine Lives [200 CP | Discounted for Ecaflip]

As the idiom says, it almost seems as if you have nine lives, as you seem to manage to survive many disastrous situations. It must be that the dice are on your side. If you have Demi-God, then nine times per jump you can choose, instead of dying, to be reincarnated in feline form, perhaps as a chacha or an ecaflip, as luck would have it.

It's Time to D-D-D-D DUEL! [400 CP | Discounted for Ecaflip]

Whether it's the tarot of this world or another card game, you'll find that every few minutes six cards are drawn from your deck, activating effects such as a boost, the summoning of a structure or creature and lots of other things based on the card in question. The power of the cards depends on your own personal power and the numbers of cards with an adverse effect for you that you put in, you're an ecaflip after all you're playing with luck. What's more, you're really good at playing cards games, and in the case of tarot, you can predict the future with them.

The Favorite Child [600 CP | Discounted for Ecaflip]

You're always the favorite, which is probably why your hair is so silky, but that's not all. Of course, in each world, you can choose a deity from the decor, and that deity will like you a lot. In this world, this will make Ecaflip like you, giving you extreme luck like Kerubim, which will be preserved after this jump.



Eniripsa

Eniripsa class [300 CP | Free for Eniripsa]

You're an Eniripsa and you excel in the magic of healing but you can also fight. As with each one of the perk of class you have all the magic which is related there which comes from dofus, wakfu, waven or other media of the krosmos

If it's not the right name, it's not the same thing! [200 CP | Discounted for Eniripsa]

Many iop are idiots, but that doesn't mean the rest don't have their own share of idiocy. With a good plan, and despite all the clues blowing your cover, you'll have no trouble trapping your pursuers. A simple change of name on the inn that everything suggests is the right one and your pursuers will drop their guard.

Beautiful butterfly [400 CP | Discounted for Eniripsa]

Aww, you really are too adorable and magnificent Jumper and not only! You are a healer powerful enough to stand beside dragons and demigods. What's more you're always considered worthy, whether it's to use a selection weapon or an artifact like a dofus or something else.

Brumen [600 CP | Discounted for Eniripsa]

You're the greatest herbalist who ever lived, and your knowledge of plants is perfect. What's more, you can create fearsome poisons as well as poultices capable of healing even lost causes. But like Brumen and Black Jack, your lots of potential lies in work that most swear to be unnatural, such as bringing the dead back to life. When you do this kind of work, your intelligence is greatly amplified, and failure can never demoralize you.



Iop

Iop Class [300 CP | Free for Iop]

You are an Iop, a warrior, and possess all their magic found in the various krosmoz games.

Hunter [200 CP | Discounted for Iop]

You're an exceptional hunter and cook, and you're also capable of using kitchen implements as weapons to their full potential. But it doesn't stop there, although everyone on the World of Twelve can become stronger and extend their lifespan immensely by eating rare and powerful creatures, you can do so at a much greater level and the more endangered the creature, the stronger the effect.

An Iop needs to know how to use its head [400 CP | Discounted for Iop]

Whatever those who call Iops 'Iop brain' may say, they're not as stupid as you might think! You've got a great analytical mind for combat, able to use the environment to save you from a bad situation and quickly discover potential weaknesses in your opponents' abilities.

Goultard [600 CP | Discounted for Iop]

You're like Goultard with his immense power, as well as several forms. To do this you can seal part of your power in roles with the personality you choose (yes it can be just you every time, but at least do a little drama!) to be only at a certain percentage 10% 50% 100%, if you die so then you can no longer use that form during ten years but move on to the next form.



Crâ

Cra class [300 CP | Free for Crâ]

You're an Archer cra, capable of generating all kinds of arrows, whether explosive or otherwise. This perk gives you all the magic used by cra in the various krosmoz games.

The voice of reason [200 CP | Discounted for Crâ]

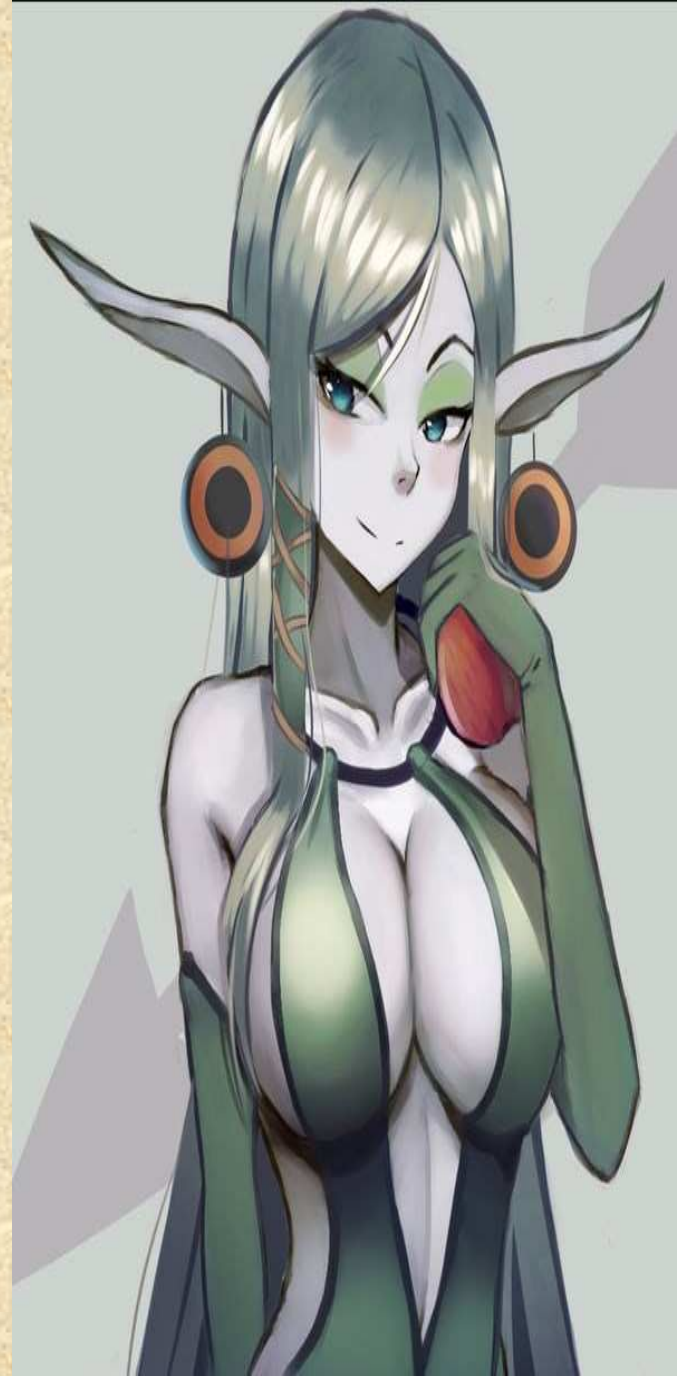
This world is full of crazy things and distractions, but you're able to keep your seriousness under all circumstances (can be activated and deactivated), and you're experts in the art of preparation. We need someone like you in every group otherwise we'll never get anywhere.

Combat ready [400 CP | Discounted for Crâ]

Whether you're injured, pregnant or in any other condition that would prevent you from fighting and protecting your loved ones, you can fight without any problems or discomfort.

Madagaskan [600 CP | Discounted for Crâ]

You're a master assassin with skills comparable to those of Madagaskan, and you perceive your surroundings with extreme precision, thanks in part to your extremely long-range hearing (although this perk won't shatter your eardrums in the event of loud noise).



Sadida & Masqueraider

Sadida/ Masqueraider classe [300 CP | Free for Sadida & Masqueraider]

You have plant and doll magic as a Sadida or perhaps mask magic as a Masqueraider or you can have both for an additional 100 CP.

Plants are friends [200 CP | Discounted for Sadida & Masqueraider]

You can calm and befriend any plant creature simply by touching and talking to it. What's more, you're an expert on all kinds of plants, from their characteristics to how to grow them.

Sealing [400 CP | Discounted for Sadida & Masqueraider]

As the Sadida god does, you are able to seal creatures by dividing their soul and essence into masks, but take care never to reassemble them, as this will set the creature free. What's more, your expertise in mask creation enables you to create all kinds of magical masks, whether those of the Masqueraider's masks or others.

Spirit of vengeance [600 CP | Discounted for Sadida & Masqueraider]

You're like Maskman, you're absurdly hard to kill, falls of any height will never be fatal for you and you could lose gallons and gallons of blood without it killing you. In addition to even being used as a sacrifice to a dark deity will just make the ritual fail. This effect is even greater if you're trying to avenge someone or restore an extinct clan.



Sacrier

Sacrier class [300 CP | Free for Sacrier]

You're a real berzerker sacrier, the more you suffer the stronger you are. And you know all the sacrier techniques from the various krosmoz games.

Boufbowlobolo [200 CP | Discounted for Sacrier and Sram]

Just like The Masked Gobbowler and Kriss Krass, you can control the Gobbowl/boufballe (or another object), allowing it to change direction even in mid-air, as well as projecting it into the centre of a wave of energy, the power of which depends on your skill, talent and understanding of the object in question.

Divine intervention (hug...) [400 CP | Discounted for Sacrier]

Sacrier is one of the nicest deities in the World of Twelve, and if you find yourself in a life-threatening situation, not only will you get a second wind, but the goddess will strengthen you enormously (although it depends on your own body how much power you can contain and she can strengthen you). This doesn't guarantee victory, but it's still very useful!

Sacrier Goddess [600 CP | Discounted for Sacrier]

Just as the Sacrier goddess does, you can draw power from the suffering of others, although it will take horrible catastrophes like famines or wars to receive a big bonus and perhaps even found a religion around you, but with enough you could well become a deity equal to the other twelve. You're also really good at comforting the suffering and guiding them. As well as being able to absorb the suffering of others without going mad, allowing you to appease evil spirits and all sorts of similar situation.



Pandawa

Pandawa class [300 CP | Free for Pandawa]

You're a martial arts master, sending your enemies (and allies) flying with all the techniques of the pandawas of krosmoz. And celebrate with a delicious mug of bamboo milk.

Drunken Fighter [200 CP | Discounted for Pandawa]

You know all those martial arts films where the protagonist gets drunk and gets stronger and more unpredictable and well the pandawa are like that, but you're on a whole other level! The drunker you are, the better you are at martial arts and your other skills to a certain extent.

Master brewer [400 CP | Discounted for Pandawa]

You're an exceptional brewer and all your vintages are exceptional and have magical properties. What's more, you know everything there is to know about growing bamboo and how to create new species of bamboo that are better adapted to their environment, tastier and more.

He fell into bamboo milk when he was a child [600 CP | Discounted for Pandawa]

You are the Obelix of this world and the effects of bamboo milk have made you physically stronger than the rest of your species. What's more, you can take a potion/drink every time you jump, making its effect permanent for you (the more powerful the potion or food, the less effective the effect, so you won't be invincible, but you'll be stronger all the same).



Eliatrope

Eliatrope class [300 CP | Free for Eliatrope]

Master of portals and wakfu manipulation, you are one of the many children of the goddess eliatrop, and possess every eliatrope technique from the various krosmoz games.

Wakfu farmer [200 CP | Discounted for Eliatrope]

You're very good at cultivating and amplifying the wakfu in every living being, increasing it considerably. Which means you can not only make plants grow more easily, but also increase their yield, as each one will be saturated with vital energy, making them better. But it doesn't stop with plants: it affects all life in general, making you and the animals you raise healthier.

Quilby's curse [400 CP | Discounted for Eliatrope]

You have the same curse as a certain eliatrope, you can't forget anything from this life or your previous ones. But it doesn't stop there the memories of your former life can allow you to act as if you had two origins and potentially two races. With this here you could choose a second class

Wakfu [600 CP | Discounted for Eliatrope]

You have a huge quantity of wakfu comparable to that of the goddess Eliatrope, which not only increases your power and allows you to live a very long time, but you also recover wakfu much faster than normal. Beware of the clockmaker and people finding you tasty though!



Huppermage

Huppermage [300 CP | Free for Huppermage]

You're a magician, mastering the art of bringing several elements into a state of equilibrium. Your studies have given you the magic that the huppermages use in every krosmoz game.

Runemaster [200 CP | Discounted for Huppermage]

You're an expert in the use of runes, whether from this world or other symbols of power found in your future adventures, so they'll be ever more powerful in your hands.

Bookworm [400 CP | Discounted for Huppermage]

You only need to read a few texts once to know them forever. What's more, you're very good at learning from a text, which means you can understand them much faster than you normally would.

Power in the balance [600 CP | Discounted for Huppermage]

Fire, Air, Water and Earth each of these elements are perfectly balanced in the krosmic balance. And all the time spent studying them has given you the understanding you need to transform your knowledge from one natural element to another. It also works for other element systems (such as Wuxing: wood, fire, earth, metal and water) when you understand and learn to strengthen one of these elements you strengthen all the others in the same magic system.



Kabrok' Shop (Items)

"Welcome to Kabrok, to the wonders of the world, all the happiness of adventurers"

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. You get 500 CP of free items and two discounts (+ two free 50 and 100 CP) in addition to the discounts linked to your class (non-cumulative).



General

Havre sac [100 CP free for Enutrof]

It's a magic bag that you can use as a base and you can even make your own warehouse if you wish. In this world and the next, you'll be able to find these gems, which will increase the size of the bag by 36 m² each (there's no maximum limit to the number of gems that can be added).

Garden Haven-Gem [100CP]

It's a place like a grass field that can grow any plant, cultivable or not, in any environment, much more quickly.

Deco Haven-Gem [25CP]

A comfortable, soft floor and if you take it twice you get plushy based on you and your companions.

Crafty Haven-Gem [50CP]

It's the ideal place for you to make your products, which will be much quicker and easier. What's more, you'll have a workshop that's perfectly adapted to each craft and compact for each gem.

Merchant Haven-Gem [50CP]

A perfectly protected shop means your customers will appear at first sight from nowhere and can't wander anywhere else in your warehouse. What's more, a salesperson will take care of selling what you put there.

Brakmar Haven Gem [100CP]

The ground will be made up of ash and volcanic rock, if you place it near a wall you'll see deposits of ores and precious stones from this world and rarely old ones that recharge every hour.

Sufokia Haven Gem [100CP]

A pretty stretch of white sand, if placed on one edge there will be a stretch of salt water or not in which local fish appear. Moreover any ship / vehicle that are stowed here can be taken out / returned on any stretch of water / sand.

Amakna Haven Gem [100CP]

Vast fields of cereals, supplied with a mill you'll soon find that all the cereals and other ingredients needed to prepare bakery products grow incredibly well here, better than in the gem garden haven!

Mimic Chest [50CP]

A magic chest in which you can store a huge quantity of resources easily and these are in stasis, so they won't degrade. The chest, or an owl if you prefer, will sort them for you and give you what you're looking for.

Costume [50CP]

A collection of all the panoplies, costumes and clothes from the world of the Twelve, although none of them really gives you any abilities, they all have the following powers: if damaged, they can be put back together in a day, and once worn, they can transform any armor you put on into their appearance.

The complete set [100 CP]

A pretty box containing all the products linked to the world of the twelve: comics, manga, anime, cuddly toys, toys, a server capable of running the different krosmoze games and the equipment that goes with them without the need for electricity or anything else. So you'll have plenty of fun on cold, dull winter nights.

Dragodinde (Dragoturkey) [100 CP]

Whether it's a real Dragoturkey or a machine, it's up to you.

Drago kart [50 CP]

A perfect kart to take part in all the Drago Kart courses, this one has the theme you want and has a little box filled with random bonuses that reappear every five minutes: like the exploding pineapple after five seconds or the chilli giving a huge speed boost, with you get a ticket that recharges every time you rip it and when you do a Drago Kart competition with a nice reward appears. As if it had always been planned for today and you can of course sign up for it.

Gudule's pendulum [200CP]

This pendulum has strong hypnotic powers, and anyone who is hypnotized by it, even if they look away, will start to tell you everything they know about the subject. As a bonus, you'll even get images and sound effects.

The trash cans [200 CP]

The holy grail of an old MMO... This dustbin is magical, and every day it fills up with resources from the world of the twelve. Its contents are very similar to those found in the game Dofus, and you'll find a few more resources useful for your profession, such as potion ingredients if you're an alchemist.

Portal Zaap [200 CP]

These are all the research notes and materials needed to build the zaap portals, each portal linking the others you have registered (once activated, the portal can remain linked for as long as you wish).

Tofu's Feathers [200 CP]

This item has a taste for adventure with each jump you can give one of its countless feathers to your new friends with whom you've had adventures. They can now follow you without taking a slot, or instead you can choose to have them take a slot (if you already have an item of this type or a perk, then ignore having them take a slot) but get 200 CP with each jump in addition to that given by your choice of import, as well as the ability to take drawbacks.

Sponge [200 CP]

This is no ordinary sponge; it has the strange ability to erase objects that you rub with it, whether it's a pillar, a suit of armour or a sword, the latter will disappear.

Arena [300 CP]

Do you want to take on powerful creatures and fight fearsome monsters, all in a thrilling arena? This is the solution! This incredible arena lets you fight any creature from the World of Twelve, whether it's a dragon or a royal tofu for delicious tofu tenders. The monsters can't get out, but if you want, you can make sure people know what you've defeated.

Feca

Shepherd's crook [100 CP | Free for Feca]

It's a shepherd's crook and a shield generator that you can equip on your arm. Both improve your barriers, and the crook lets you walk long distances without wearing yourself out.

Bouftout/Gobball [200 CP | Discounted for Feca]

You've got a large herd of tasty Gobballs delivered to you with vast plains filled with tasty grass, enough to live out a peaceful retirement as a shepherd, guaranteed without rogues coming to bother you!

A crate full of ogrins [400 CP | Discounted for Feca]

It's an extremely rare material with miraculous alchemical properties: after all, a small number of them were used to create the terrible Ogrest or to make Sadida's favorite doll's heart work. But that's not all strangely enough you can use a little quantity to subscribe to any service, however unlikely it may be, as long as it exists. You can get another case every few months by mixing tears with a case containing a few sapphires.

Emerald/Crimson Dofus [600 CP | Discounted for Feca]

It's one of two dofus, both were the dofus of which Arty hatched (yes, Ankama forgot which dofus it was and created an inconsistency), so you can choose one of the two.



Osamodas & Foggernaut

Black Crow kit [100 CP | Free for Osamodas & Foggernaut]

This is the Black Crow outfit, with its sword, its Crow caster, which makes the Crow spell even stronger if you're an Osa (or you've obtained it somehow, like with the Crowmancer perk) and even its strange flying mount (or an equivalent for another animal of your choice).

Kabrok's shop [200 CP | Discounted for Osamodas & Foggernaut]

Just like Kabrok, you'll have a shop that's ideal for finding all sorts of things for adventurers even if they're basic if you don't restock them yourself when you set off on your adventure. It will be run by an ecaflip similar to Miranda who will work for you if you want this ecaflip to be your wife you can!

Foggernaut kit [400 CP | Discounted for Osamodas & Foggernaut]

This crate not only contains a weekly supply of stasis crystal ideal for powering all sorts of Foggernaut machines, and even Nox's famous XII Razortime. But it also comes in a Sufokian military submarine, containing a crew at your command and enough to feed them, as well as all the Foggernaut research notes with which you could bring the World of Twelve into the steampunk era.

Sanctuary [600 CP | Discounted for Osamodas & Foggernaut]

It's a vast and ever-expanding archipelago, each island perfectly suited to the life of the animals you put there, and the archipelago is protected by a dragon or a powerful monster with similar powers, so the vegetation grows much faster and the carnivorous animals will always be mysteriously satiated without having to eat their delicious friends!



Enutrof

Miner's kit [100 CP | Free for Enutrof]

It's all the perfect equipment for a budding miner/tresor hunter, including a pickaxe, a shovel and an adorable phoreur that can smell ores.

A drill [200 CP | Discounted for Enutrof]

Not only is it an indestructible drill that you can use in place of your pickaxe, it also comes with a camper van-sized vehicle with a drill on the front.

Chest [400 CP | Discounted for Enutrof]

This strange chest appears in each of your battles, and if it isn't destroyed, it will be filled with items you'd expect to find on the enemies you've defeated. The rarer the items and resources, the less likely it is to drop.

Family manor [600 CP | Discounted for Enutrof]

You're immensely RICH... OK, I'll say it less loudly, you're as rich as Ruel and you own a huge place that's completely untraceable and full of traps that won't work for you or your friends. Inside is the legacy of a long line of inveterate cheapskates. Over the next few jumps, you'll earn the riches of your potential ancestors in the process.



Sram & Rogue

Un Chacha [100 CP | Free for Sram & Rogue]

Perfect for perfecting your diabolical look and having a partner in crime, this sly-tongued chacha will be the ideal partner for all your missions.

Criminal kit [200 CP | Discounted for Sram & Rogue]

A collection of poisons, lockpick, bombs, traps, disguises, catchphrases and all sorts of useful items for a distinguished profession like yours, each of which reappears every week.

Shushu hunter [400 CP | Discounted for Sram & Rogue]

Just like Remington Smisse, you've obtained a lot of shushu in your adventures - in this case you can choose five minor shushu, which can be weapons as well as items, pieces of armour or anything else you choose. (Possible effect idea: Remington's gloves increase his strength considerably pistols don't run out of ammunition).

Smiss [600 CP | Discounted for Sram & Rogue]

You're the leader of the clan of rogues and assassins of all kinds, the whole organization works for you and you can find some of their members absolutely everywhere. The chaos of Ograst hasn't really slowed them down, nor has the fact that they've changed jumps, because they'll follow you in your future jumps, always giving you control over the local mafia.



Xelor

A noxin [100 CP | Free for Xelor]

Yes, it's a single noxin... But before you set me the clocks straight, you should take a look at these gears, because this noxin is exceptional! For one thing, it can harvest any material and any energy source, and for another, having it with you means you get 25% more resources when you harvest things.

Research [200 CP | Discounted for Xelor]

You too want to go back in time to erase your mistakes or maybe just a fan of Nox with this you get his outfit as well as all his research notes, from his noxine to the razortime. Also comes with the same thing but for Count Harebourg including plans for machines found at frigost including the clepsydra that can push winter to a conceptual level.

Clockmaker's servant [400 CP | Discounted for Xelor]

You want more than just Nox and Count's research but their creations already built so very well you arrive right on time! Whether it's the XII Razortime, thousands of these Noxine, or its base the Giant Clock Fortress through the various mechanical monsters of frigost all are at your disposal!

L'Eliacube [800 CP | Discounted for Xelor and Eliatrope]

The Heart of Orgonax, or a copy of it if you like, he has the same abilities as the series: including storing and channeling an unlimited amount of Wakfu. What's more, the cube's consciousness considers you its rightful owner no matter what. If you want, you can get another Mechasms artefact instead, but the price will only be reduced if your class contains a person who has wielded it and had a great importance in the history of the item (at least like Nox, Oropo or Count Harebourg).



Ecaflip

Chacha [100 CP | Free for Ecaflip]

Little Chacha/Bow Meow, lots of cute chacha that can appear wherever you want and as much as you want you can make them move at the same time as you in combined attacks or use them as a live alarm system or just pet them I guess!

Casino ship [200 CP | Discounted for Ecaflip]

It's a ship that doubles up as a casino, so not only will you win a lot of money as the owner, but it also comes with a white sword for good luck.

Shak Shaka Land [400 CP | Discounted for Ecaflip and Xelor]

A copy of the Shak Shaka theme park, with everything from shushu and robots to a greenhouse full of delicious candy plants and, of course, the attraction itself. What's more, you get an attraction park based on your theme and that of your companions, enough to rival the Troole fair.

Jumper's Bazaar [600 CP | Discounted for Ecaflip]

You have your own shushu shop, a bit like the one in kerubim, where you can find a copy of every item and treasure you have obtained during your adventures. You can sell them and they will be refilled at the next jump if you or your companions no longer have them.



Eniripsa

First aid kit [100 CP | Free for Eniripsa]

It's a first aid kit containing all the basic equipment you need for your trip and the various basic resources placed inside such as bandages or disinfectant never run out

Master Black Jack's research [200 CP | Discounted for Eniripsa]

It's a live! You too want to play Dr Frankenstein, so here's all the research from this eniripsa of dubious morals, with which you can assemble a lot of corpses into abominations of all shapes and sizes!

A diamond [400 CP | Discounted for Eniripsa]

It's not just a diamond it's the complete and colossal financing of a research project that you choose at each jump. If you want to play Dr Frankenstein, this may have financed all sorts of mercenaries to bring you bodies, as well as the purchase of laboratory equipment, but don't worry, they're professionals and no-one will be able to trace them back to you.

Brumen's research and kit [600 CP | Discounted for Eniripsa]

It's a briefcase containing a syringe filled with the solution capable of bringing the dead back to life, all Brumen's research notes as well as Manolia seeds, a plant that can, if transformed into medicine, cure anything, including death itself! And this time we're not talking about creating life but actually bringing those who have died and still have a body back to life. What's more, the case can be transformed into a mini-lab for your experiments.



Iop

Shushu Guardian [200 CP | Free for Iop]

You want to be like Sir Percedal of Sadlygrove, that's great you'll see that you have 300 extra points in the Shushu category.

Hunter's kit [200 CP | Discounted for Iop]

This is all the gear of a certain Iop hunter, this includes his boat full of perfect mechanisms for cooking tasty bosses, his giant chopper as well as a potion allowing you to track any smell you remember as well as a candle helping you heal faster while sleeping both restocked every week as well as a pocket watch offered by Xelor himself which will speed up recovery time.

Army [400 CP | Discounted for Iop]

Just like Rish Claymore, you have an army of Iops at your service, which is replenished every year, and every year, if you want more, you can order a conscription to forcibly enroll the local warriors. Be careful though, even if the government considers you legitimate in this approach, perhaps you should be careful what you do with these conscripts, as you're never safe from an eniripsa seeking revenge.



Crâ

Bow [100 CP | Free for Crâ]

It's either a high-quality bow or a crossbow, both of which can fold in on themselves to take up very little space, and can throw magic arrows.

A shooting ground [200 CP | Discounted for Crâ]

It's a small field filled with targets of all kinds, set at different levels of difficulty. Practising here will help you to improve your shooting skills much more quickly.

Cra squadron [400 CP | Discounted for Crâ]

A squad of cra mounted on flying mounts will answer your call whenever you need them. They are not necessarily the strongest but their numbers and their flying mounts make them a good ally and if killed they will reappear next month.



Sadida & Masqueraider

Flowerpots [100 CP | Free for Sadida & Masqueraider]

These are several flowerpots containing pretty carnivorous plants, the same ones that will become huge carnivorous plants that can move and obey your commands. As a bonus, you get a few vials of sap from a tree capable of curing poison (Severum) and some seeds from both in case you want to grow more.

Primordial masks [200 CP | Discounted for Sadida & Masqueraider]

This is one of the primordial masks closing the powers of the Cornu Mollu, each giving powers linked to its name but preventing you from using your magic while wearing it.

There are nine masks in all:

The mask of cowardice (spits needles at will, allows you to flee, and stabilizes wounds)

The mask of laziness (unknown, but something to do with laziness)

The mask of anger (increases strength tenfold, depending on your anger, but makes you enraged)

The mask of anatomy (heals all wounds)

The mask of fear (makes you extremely ugly and probably terrifying)

The mask of envy (makes those around you envious, but probably has a good effect in return)

The mask of lust (makes you supernaturally attractive and irresistible)

The mask of class (makes you formidable in hand-to-hand combat)

The psychopath mask (this mask drives you mad, but gives you a big power boost)

Dolls collection [400 CP | Discounted for Sadida & Masqueraider]

You own a collection of dolls each equal to sadida's own dolls... and yes they do like you for the iop god fan I see asking the question in the distance! You also get as many little sadida dolls as you want when you need them.

All the masks [800 CP | Discounted for Sadida & Masqueraider]

Do you really love masks? Well, here are all the masks, from the nine primordial ones to all the weaker but absolutely dangerous ones, such as those to be found at the end in the notes section



Sacrier

Gobbowl Ball [100 CP | Free for Sacrier]

It's an inexhaustible supply of this ball you can get out of anywhere. Also comes with all the Gobbowler gear you need for an indestructible game anywhere.

Sacrier fashion [200 CP | Discounted for Sacrier]

A large quantity of things containing needles and other sharp objects perfectly adapted to the fashion of the sacrier. You can also change the theme of your possessions so that it reflects it and the weapons which are delivered to you with cause bleeding more easily.

Stadium [400 CP | Discounted for Sacrier]

Whether you're playing boofball, drago kart racing or any other sport, you're the owner of a stadium and merchandise store. You don't have to take care of it yourself because followers will do it for you and give you a juicy amount of money (in this case, Kamas). The stadium is always perfectly repaired after each match, and the pitch is always full of exciting and potentially deadly (if you like) things that the public love!



Pandawa

Beer mug [100 CP | Free for Pandawa]

But it's not just any pint, because this one never empties completely, so you can drink your favorite spirit all night long!

A bamboo milk barrel [200 CP | Discounted for Pandawa]

And it's not just any old one, either! It's one that refills every day, and has the uncanny ability to return people and environments to their former, normal state. Someone cursed zombified or under an evil spell will be healed, and a land that's been completely ravaged because salt water has killed everything and turned the place into a swamp will return to its former prosperity instantly.

Pandala [400 CP | Discounted for Pandawa]

The entire island of Pandala is now yours, from its taverns to its bamboo forests. You can add it to your warehouse or simply import it into your next jump.



Eliatrope

A Tofu [100 CP | Free for Eliatrope]

A small tamed tofu, or another small tamed animal from the world of the twelve. The latter is very intelligent and understands your commands.

Zinit [200 CP | Discounted for Eliatrope]

This is the giant spaceship used by the eliatrop to travel in space. It's rather large and spacious but has a real energy problem because it needs to burn the wakfu/life energy of an entire world to take off and navigate in space.

Emrub [400 CP | Discounted for Eliatrope]

A pocket size that expands by itself, initially it will resemble that of wakfu the guardians or that in which are the children eliatrope. A strange thing that you will notice and that of strange dungeon without danger of death for that which enters it appears it is last are based on your adventure or on any series that you have the book/episode, and will drop objects related as well as a rune to obtain an emblematic power of the episode.

Eliatrope's Dofus [600 CP | Discounted for Eliatrope]

It's one of the eliatrope's dofus as well as your own as a bonus if you have taken the demi-god booster and are an eliatrope or a dragon.



Huppermage

Julith's cloak [100 CP | Free for Huppermage]

This is the same cloak as Julith's (although it can be any colour you prefer). Just by thinking about it, you can control the cloak's movements and store anything you want in it. When you need an item, it will come out of the cloak. What's more, if it's destroyed just like the original, it'll reform on its own..

Resurrection device [200 CP | Discounted for Huppermage]

This is the same machine used by Julith Jurgen to bring her husband back from the dead this machine can bring back anyone on the sole condition of paying the price of 1000 souls. If you don't have the means to retrieve the souls, plug a dofus into it and it will fire beams to absorb the souls of everyone around you.

Huppermage's academy [400 CP | Discounted for Huppermage]

This is the academy where the Huppermages are trained, the teachers here work for you and this establishment trains magicians who count as followers and will come to help you if you ask them. What's more, there's a library full of magic books, and of course it contains loads of black magic books copied directly from the darkest libraries in Brakmar, under lock and key for your use.

Dofus [600 CP | Discounted for Huppermage]

This is one of the Dofus of high-powered artifacts. You can choose between the Ebony and the Ivory Dofus, which may be the only one in the world or an identical copy. If you are not Huppermage or wanted one of the other dofus it will be 600 CP, except for the ice dofus if you have the Clockmaker perk and are a Xelor in which case you have a discount.



ShuShu

Want to be a shushu guardian? With this you can create your own, thanks to 200 SP. Plus, iop starts with 300 SP (Shushu point) more and you can converted 1 CP to 1 SP.

Payment + 100 SP

Your shushu is dissident and will only agree to work if you offer him what he wants... And no, this doesn't necessarily mean souls (although you can raise this to +300 SP if you choose souls/death) but more reasonable things like sweets, which according to one very powerful one of them are much better! Or any kind of specific food, or small thing like compliments or destroying something specific, it's up to you.

Level :

The level acts as a booster, reinforcing the overall power and that of the perks purchased in this selection. For example, if you have major shushu and ghoul, the ghouls will have the same level as Ombrage's if you have minor, but will be weaker or stronger if you have Rime.

Minor Shushu 100 SP

They're a minor shushu like Skribble, but don't underestimate them they may be the weakest category, but they can still be useful. It has a small effect depending on the object used as a prison, such as serving as a map or something else

Major Shushu 300 SP

From then on, the shushu you have is not just anyone but a big name like Shadowfang (Ombrage), plus he gets a 100 SP perk for free.

Rime 700 SP:

This equipment doesn't serve as a prison for any shushu, but has a shushu on the same level as Rushu's brother Rasha himself, and is far more powerful than his brother.

Such power allows the weapon to possess great powers, such as cutting through dimensions and sending people through them, and at this price, using it in combat won't break it.

Power:

Tentacle 50 SP:

Your shushu generates tentacles that you can use as additional limbs.

Elément 50 SP:

Like Kerosho, your shushu masters an element: if it's fire, its flames will be almost comparable to those of a dragon, and will be perfectly capable of powering a steam engine or other fuel source.

Mirror 100 SP:

Your shushu can walk through reflections, be they mirrors or other objects, and can also lead you into them. What's more, it can create doubles of the people it touches or distort people's bodies, turning them into their own reflection in a distorting mirror.

Ghoul 100 SP:

Like Shadowfang (Ombrage) your shushu can transform people into a type of monster totally under its control. It can be a ghoul, or any other humanoid monster, they will have a power similar to the ghoul though.

Duplication 100 SP:

Similar to rubilax's ability, it allows your shushu to create stone clones, although much weaker and without any of its powers.

Unlimited growth 100 SP:

Your shushu has the same ability as Rubilax: the more you hit it, the bigger and more powerful it becomes. Although, with time, it returns to its normal state.

Absorption 100 SP:

Just like Rushu, your shushu can absorb what it eats to obtain their power. Be careful not to eat live desserts, they're bad for your health!

Companions

Companions can purchase more companions.

Companion Import [50-200]

Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]

You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Un héros familier [200 CP]

In front of you is someone you know, in fact you've been following these adventures from the start after all! It's one of your characters from the various mmo wakfu, dofus and others. He's totally friendly towards you, after all, you've always been together, and he'll be able to follow you around with all his equipment and potential Mules. He doesn't take slots and always has 800 CP, as well as being able to take drawbacks. If you wish, you can also appear as one of your characters with all their equipment and powers, in addition to your usual points for this jump.



If you want you can play one of your characters and get one of your other characters as a companion with the characteristics written above for 300CP.

Scenarios

Scenario One [Scenario Name]

There are tons of references very often hidden in tiny details in the background of your adventures, so if you see one and can quote precisely where it comes from, you win.

Reward

What do you earn? Well, 5 CP to 10 CP depending on the difficulty at the end you won't be able to earn more than 300 CP like that.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]

You can use this Jumpdoc as a supplement. What's more you can choose the era

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years, limited to five for gain CP after you gain no CP

Les Kamas de la Soif [+50 CP]

A former seaside resort now transformed into an arid desert, cute creatures exploited for their water and their ability to filter it and rogues selling barrels of water for the honest price of 3000 Kamas, here's a little adventure for you. You can carry out this mission as you see fit, whether heroically or by becoming an 'honest' merchant after all, business is business!

Remington [+100 CP]

Here you are in the scenario of this comic book either as the eponymous Remington or as his brother or a potential new brother, you will have to steal a mask that you can see the appearance on this sheet. The mask is located in a tower in Bonta. The tower is full of traps and alarm systems based on chacha and of course a powerful ecaflip demigod controlling luck and plunging his enemies into misfortune.

Guardian of the month of Javian [+200 CP]

But who could replace the deceased Solar to protect January from the terrible Jaul, perhaps Jiva? No, I'm told that Jumper is proposed, and it starts with a J, so it's perfect! Every year, as December draws to a close, you'll have to defeat Jaul so that the world doesn't have to suffer a horrible famine due to an extension of this month... Oh, and I forget, Jaul is the leader of Brakmar and a real trickster, so don't expect an honourable fight! **You can get the month guardian perk for free**

Brotherhood of the Tofu [+200 CP]

You're going to be an important character in all the adventures of the wakfu series. If you want, you can be on the bad guys' side, but you can't completely escape the action, otherwise the scenario will always be strangely right next to you.

Dofus adventure[+200 CP]

Do you know the plot of the Dofus manga? Well, Jumper is now part of it: you meet Arty at the Jelly's and will join the group in their quest to defeat the Horned Molu (no, you don't need to kill him personally, and the seal works). If you don't follow them, you'll find them all the time after every nap or other coincidence.

Tot has been there [+200 CP]

You know the Lore of the World of Twelve? Well that's not going to be very useful to you... No this drawback is not going to make you forget it instead many events are now retcon, characters will act differently, battles will have ended the opposite way, good luck jumper!

If I succeed I'll erase all my mistakes [+200 CP]

Nox doesn't seem to be the only one who wants to go back in time Jumper, one of your closest friends or maybe more has been lost the only way to get him or her back is to go 200 years into the past and this will be your mission for this jump in case of failure this person won't come back and you'll be as obsessed as Nox to go back into the past, maybe you could team up with this Xelor or be his competitor who knows if the periods will match after all.

Dofus[+300 CP]

In this world there are six dragon eggs of incredible power... Well, there are actually many more, but you have to get the six primordial dofus, and buying them here doesn't count. Until you do, you're stuck here..

Betrayal [+300 CP]

You're like a certain ecaflip everyone you meet will use you and betray you the worst part is you won't remember taking that drawback and sometimes a few good people will actually be your friends but it's impossible to tell which ones. (And no, this doesn't affects your companions, former jumpers).

Cire Momore[+300 CP]

What magnificent gems you have here, Jumper, I wonder, or did you steal it from that scary candle-themed golem by any chance? No, because if you did, he'll be following you all the way to the end of the jump. Oh, he's not impossible to outrun, but he'll always be on the move, and at least sometimes you'll see him catch up with you. Good luck, because he's extremely powerful, even more so than in the series!

Partial Lockdown [+300 CP]

You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+400 CP]

You have no **Out Of Context** items, powers, or warehouse. Incompatible with **Partial Lockdown [+300 CP]**

God slayer [+400 CP]

One of the twelve gods (of your choice) seems to have ignited the flames of your Jumper hatred, and you'll have to slay him (either with your own hands or by participating in a roundabout way). You're free to choose how you want to do it, perhaps like Osamodas, Sadida and Oropo, you could slaughter as many Dozen who worship him as possible to weaken him. Or like Brumen, you could play it smart and attack their domain as bringing peace to the world would greatly weaken Iop.

Eliotrope [+1000 CP]

Have you played with six dofus recently or perhaps someone else made the mistake? One thing's for sure: here you are in a state similar to that race, with thousands of versions of you (weaker than the original, including you, but with the many you that will merge and the years of adventure and preparation, it's not impossible that the last of you will win against your original),

Each time one dies, its memories and energy are transferred to another until only one remains. This last one, whether it's you or someone who now carries your memories, will have to face Jumper (a copy of you from the time you entered this jump), and the winner takes all (note that whoever carries your memories at the very end counts as you in determining whether the chain fails).

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note

The different mask from All the masks [800 CP | Discounted for Sadida & Masqueraider]:

The Marwale mask (stinks so bad it repels/paralyzes enemies)

Mask of the Gastro (causes diarrhea in enemies)

Mask of the Unknown (gives a great speed boost)

Mask of the wall (makes you super-resistant)

Mirror mask (creates an indistinguishable illusory double)

Stealth mask (allows you to move silently)

Drunken man's mask (makes enemies completely drunk)

Chienchien mask (transforms into a beast)

The guardian's mask (allows you to use wind powers)

