

Wakfu Animated Series

Welcome to...wait a minute. No, I can not welcome you to this world like this! I can't do an introduction to this world like this. Lets try this again. HIT IT!

Sois! (Be)

Le feu et la terre, (Fire and earth,)

L'eau et la poussière, (Water and dust,)

Héros malgré toi, (Unwilling hero.)

Vois! (See!)

La légende s'écire, (The legend writing itself,)

L'histoire se construire, (The story building itself,)

L'avenir est notre aventure (The future is our adventure.)

Fais! (Make!)

Vivre la lumière, (Light live,)

Parler les éclairs, (Lightning speak,)

La magie entre tes mains (Magic in your hands.)

Pars! (Go!)

Suivre ton chemin (Follow your path)

Et regarde (And look)

Ton futur, (at your future)

L'aventure, (Adventure,)

Ta lumière guider ton destin! (Your light guides your destiny.)

Okay, maybe the French lyrics are a bit much okay how about this. I have an English opening for this setting. Let's play that instead.

Fly!

Across time and space,

Jumping through the gates,

A hero lies in you.

Watch!

The legend unfolds,

This history foretold,

Here's the start of our adventure.

Race!

At the speed of light,

Ready for the fight,

Claim the power deep inside you.

Go!

Let your spirit fly,

And you'll see,

Your future,

Shining bright,

Your heart will guide us through the night!



Okay then welcome to the World of the Twelve! Or the world of Wakfu! But this particular jump is about the Wakfu Animated Series. The story goes that a stranger enters the village of Emelka and leaves a baby in the care of the retired bounty hunter, Alibert. He is told that the child's name is Yugo and that there is something special about him. You will start your jump roughly around the time Yugo starts his journey. But things in this world are peculiar. But we'll get into that later for Now here take these you'll need them:

1000 Wakfu Points

Locations

Roll 1 D8 to find out where your starting point is in this world

1. Emelka
2. Kelba
3. Asturb
4. Amakna
5. Bonta
6. Brakmar
7. Saddia Kingdom
8. Free Choice

Class



What? You look confused. Well, this is one of the things that separates this world from other fantasy worlds. Instead of Races, this world has Classes. Please pick one of the following. You will obtain the basic power and abilities of said class. During your time here your powers and abilities of that class will grow even after the jump is over.

lop: lops are courageous knights who let their weapons do the talking. If they knew what proverbs were, their favorite would definitely be "Act before you think." Unfortunately, the size of their brains is inversely proportional to the size of their swords... Still, lops are great protectors who are always appreciated in groups. Plus, they have such beautiful hair!



Cra: If the Cra had a motto, it would probably be "Pride and precision." Specializing in long-distance combat, these skilled archers are precious allies who have more than one string to their bow when it comes to keeping enemies back. Their greatest pleasure is firing feathered arrows into hastily retreating buttocks...



Sadida: They may be nicknamed "The Tree People", but Sadidas actually venerate all forms of plant-life. When they're not declaring their unending love to flowers, they can usually be found playing with homemade dolls infused with healing or attacking powers. It's no wonder they can hold their own when danger calls - survival is in their nature!



Enutrof: That healthy golden glow, that warm, balmy scent, those perfect curves... No Enutrof can resist a shiny new kama! Gifted with an unfailing sense of greed, they'll move earth and sky with their shovels when there's treasure at stake, which makes them great teammates... if you can look past their bad temper and shocking hygiene.



Sram: A good mask is a must-have for all sneaky behavior - and nobody knows that better than the Srams! They can whip a loaded money-pouch out of an adventurer's pocket in a flash and run rings around enemies that step on their toes. In short, when the Srams come out to play, it's probably better to stay at home...



Eniripsa: Eniripsas have long been renowned for their incredible healing powers. No matter what ailments their allies are suffering from, they always know the magic word to make things better. As for enemies, suffice it to say that they'd better not get on the wrong side of an Eniripsa's sharp tongue...



Xelor: Xelors love using their tick-tock tactics to play with time. Fascinated with clockwork mechanisms of all kinds, they can't bear to see a single second slip through their fingers... or a single enemy! Here's a tip: if you see them fiddling with their clock hands, run for your life, or the bell will soon be tolling for you...



Ecaflip: Ecaflips are compulsive gamblers who jump headlong into risky situations just for the thrill of it! Oh, and contrary to what you might have heard, they don't always land on their feet... Not that they care, as long as the adrenaline keeps pumping! So, ready to up the ante?



Osamodas: They're fearless in the face of stampeding Minotorors, and the screech of Kwaks is music to their ears... Not even the howling of a hundred hungry Boowolves can make an Osamodas tremble! Their innate understanding of other creatures is so intense that a streak of animal magic runs through their veins too... which makes them exciting - if not outright dangerous - to be around!



Pandawa: Always willing to lend a hand and put in a little elbow grease, Pandawas are strong and nimble carriers... whether it's to bring over a fresh tray of drinks or to lift up an enemy and send them flying! One thing's for sure - spend some time with a Pandawa, and you'll soon be seeing stars...



Rogue: With heroics, intelligence and cunning in equal measures, it's no surprise that Rogues are criminal masterminds. They're handy with bombs and are quick to blow a fuse, which explains why they tend to leave a trail of smoking craters behind them! For Rogues, trickery is a family affair, so if you dare lay a finger on one of their gang, you can bet that sparks will fly...



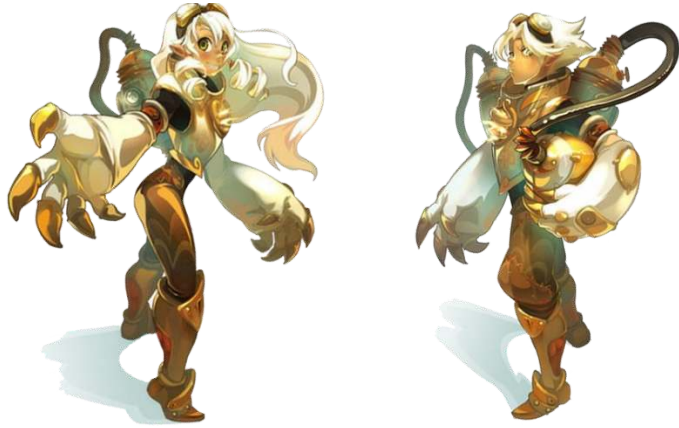
Sacrier: It's no use trying to beat a Sacrier into submission - they become more powerful with each attack they receive! Nobody takes the motto 'no pain, no gain' more seriously than these warriors. Happy to haunt the front lines, ready to draw first blood, they're the perfect allies for those long, relentless battles.



Masqueraiders: Masqueraiders draw their powers from their masks, and can switch from reckless fighters to fugitives or full-on lunatics in a matter of seconds. We know very little about these mysterious adventurers, except that they change their masks more often than most people change their underpants. Nobody knows for sure what their motives are, but it is said they're driven by a deep desire for revenge...



Foggernaut: Patient and prudent, a good Foggernaut will wait for just the right moment to strike... Over the centuries, they have come on in leaps and bounds, both intellectually and physically. Born of a clan of warlike atheists, they have evolved to become the ambassadors of a peace-loving people. Their mission is to track down Stasili mines in order to prepare for the grand return of their kin...



Feca: Fecas are born protectors. When a friend has entrusted them with something, you'll never get it off them - not even over their dead body! They'll fight tirelessly to keep their allies safe. Oh, and you should think twice before picking off any stray Gobballs: Fecas may not be shepherds any more, but it's still in their nature to stand guard over any vulnerable creature targeted by a vicious attacker...



Ouginak: Ouginaks are warriors who track their prey mercilessly. Agile and resistant, they don't hesitate to jump on everything that moves. Player or monster: It's all the same to them!



Hubbermage: Masters of elemental runes, Huppermages combine the elements of Fire, Air, Water and Earth to create breathtakingly powerful spells. Driven by their thirst for knowledge and the importance of their mission, they tirelessly study ways to re-establish the Krosmic Balance, guarantor of stability in the World of Twelve.



Eliotrope: Having appeared via a freak accident, Eliotropes are but mirror images of their creator, the King-God. They move at the speed of lightning, disappear in the blink of an eye to reappear someplace else, away. Just like Eliotropes, they know the Wakfu's secrets.



Eliatrobe (200 WP): Followers of the Goddess Eliatrobe, these were the first human race in the universe. They are kin to Dragons and makers of the Zaap Portals. But there are few, if any left alive. If you choose to be an Eliatrobe, you'll find yourself discovering the power of pure Wakfu, the energy of growth and creation. Using this energy which flows through 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.



Outcast: What's this? You're not a disciple of one of the twelve? That's certainly unheard of. You're not likely to get much sympathy from the more strict or superstitious people. As a consolation perhaps you can get a discount on any one perk from each price tier. You'll probably need it, with a face like yours. Good luck, stranger.

Backgrounds



Ah yes, the important question of who are you. You can keep or change your gender for free. Roll 1d8+10 to determine your age. Then pick your background.

Bounty Hunter: You've been trekking across the myriad of islands of the world for years now, hunting down criminals and fugitives and turning them in for money.

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

Guardian: You have been chosen to keep watch over a Shu Shu weapon! The Shu shu 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 control.

Royalty: You're a member of a royal family.

Merchant: There is plenty of people that are willing to buy weapons, equipment and other things. You know this, which is why you chose to be a merchant. Now time to get out there and make some money.

Mysterious Youth (requires Eliatrope or Eliotrope): You are an anomaly. You don't have a normal background to this world. You were adopted and were found as a babe.

Perks



General

Class Skills (Free): In the world of the Twelve each Class has its own set of skills. This perk gives you access to those skills, all of them. Use them well for they are key to your survival.

French Language (50 WP): Well the show was originally in French so might as well be fluent in french

Quite the Looker(50 WP): This is a kids' show right? So why is everyone so hot? Well, the fact now extends to you. You are exceptionally good-looking or cute. Whichever you prefer. Just don't be shocked if you turn some heads

Survival Training (50 WP): You are adept at the basics of staying fed and healthy in the wilds.

Herbalism (50 WP): You know how to make potions from various plants of the World of the Twelve

Cooking(100 WP): You know how to prepare food from raw ingredients to be found in the World of Twelve, even the dangerous ones. These meals will always turn out with a sort of home-cooked deliciousness, even if you just throw something in the microwave or some such.

Smithing (100 WP): You know how to make weapons and armor from all sorts of raw materials. From Scarabug to Blibi Tusks and Gobball Hoove. You can turn just about anything you'd find in nature into genuine combat equipment! The more powerful the creature it came from, the stronger the equipment will be.

Sailing (100 WP): You have an innate knowledge of oceanic navigation, and can thus traverse the many islands of the World of Twelve

Air Metal (100 WP): Somehow you can play heavy metal without an instrument, either by miming the instrument or by headbanging hard enough. It will always be good quality and no one in the world of twelve will question your ability to do this.

Jack From All Trades (200 WP): You may not be the best at everything, but the skill you do have can often supplement the ones you don't. For example; bad with animals but good at music? Play a tune and they should at least stop attacking you. Your creativity and the skills you know are the only limit to this ability.

Hybrid (200 WP): You're an odd one. It would appear instead of one class's skills you now have two classes' skills. Use this perk to obtain skills and abilities to help balance out the disadvantages of your primary class. But please note this will only grant you the skills of the second class, not their physiology. So choose wisely.

Rubilax's Power(400 WP): Like the Shu Shu Rubilax, this Perk makes any physical damage inflicted on the user increase their physical size and strength. Alongside a special safeguard where the increase in said size/mass won't cause the ground or environment to collapse under your weight.

Makings of a god (400 WP): Strange thing about this world is that certain people can ascend past the mortal limitations and become a god. Now you are one of them. Your powers will normally stop growing at some point, with this perk that isn't the case. Now your power and abilities of your class can grow to god-like heights, but you have to put in the effort

Class Perks:

Fearless Mind (100 WP, Free for Iop): Iop are hard to scare. It would take a lot to frighten them or someone threatening their families; which would be a stupid idea because these guys are the greatest warriors out of the twelve classes. And now you have their Courageous mind

Made for Combat (400 WP, Discount for Iop): Iops are warriors, as such their bodies are more durable than other classes. They can withstand being slammed against a concrete 10 times and not fall unconscious. This durability is now yours, in addition, your strength will be scaled with your durability.

Natural Archer (100 WP, Free for Cra): Cra's are natural with a bow. Not just longbows. Short bows and even crossbows also come to them naturally. This fact is true of you as well.

Snipers eye (400 WP, Discount for Cra): For the other Classes this is insane. A Cra's eyesight are really good. They have the eyes like a hawk because they can hit a target that is miles away with pinpoint accuracy. This is also true of you as well.

Plant Expert (100 WP, Free for Soddia): The Soddias are a class that is all about using the power of nature to their advantage. As such they have great knowledge about plants. This is also true of you. You know all about the plant life in the World of Twelve.

Doll construct expertise (400 WP, Discount for Soddia): One of the stranger abilities that the Soddias have is the ability to conjure up Voodoo Doll constructs. In some cases, these dolls gain a mind of their own. Now with this perk, you are an expert at creating these dolls to fight for you or alongside you.

Geology Expert (100 WP, Free for Enutrof): Enutrof's preferred weapon is a shovel. This is because they have an innate knowledge of Geology. Makes sense seeing that some ores are precious and worth a lot of money. Now, this knowledge of Geology is yours. Find all sorts of metals and minerals, and make a fortune out of it.

Treasure Tracker (400 WP, Discount for Enutrof): Enutrof's are a greedy bunch. Some choose to become merchants. Others chose to search for riches. This means that they are excellent at finding treasure and now this fact is true for you. You have a sense for treasure. When you are near an area where the treasure is hidden you have an easy time finding it. How this manifest is up to you. Let it be through a specific, strange twitch or something else entirely, whatever it is it will sure to be useful in your efforts in finding treasure.

Being stealthy (100 WP, Free for Sram): Srams are supposed to be a race/class of Assassins. That won't matter if they aren't good at sneaking around doing things quietly. They are pros at this to the point that it feels like they were never there, to begin with. With this perk, this is also true for you.

Emotionless response (400 WP, Discount for Sram): Let's face it, What Srams do is nice. But its a way of life for them. But when its time to do the job they can't let their emotions get in the way of their mission. They have learned how to suppress their emotions. This is also true of you with this perk.

Healing Expert (100 WP, Free for Eniripsa): Eniripsa are a natural when it comes to helping others recover. They know about the many maladies that are in the World of Twelve and how to cure them. With this perk, that knowledge is now yours.

Minor flight ability (400 WP, Discount for Eniripsa): Eniripsa have tiny fairy/imp wings on their backs. Some Eniripsa can use these wings to fly a few inches off the ground. So can you with this perk.

Clock Smith (100 WP, Free for Xelor): Xelors are masters of time so it would make sense that they can be good Clock Smiths. This is true of you. You are good at making or repairing clocks and watches.

Time Flow (400 WP, Discount for Xelor): What makes Xelors good at manipulating time is that they can feel the flow of time itself. For instance, if they stop time for an object they will be aware of how the object would move when unfrozen. That is the flow of time. They use this to their advantage, this feeling of where things should be at a point in time. This power is now yours, use this to help you obtain mastery of time.

Cat-like Reflexes (100 WP, Free for Ecaflip): Ecaflips are catfolks so it wouldn't be too far out of the realm of possibility that they have the reflexes of a cat. Well, they do and so do you now with this perk.

Weaponized Gambling(400 WP, Discount for Ecaflip): Gambling is everything to the Ecaflip. It is a part of their everyday life, even combat. Now this perk name might be a bit misleading. This perk doesn't allow you to weaponize gambling in the same sense that the Ecaflip does with their class skills. No, what it means is that you weaponize things like cards, dice, and coins. Anything that is related to gambling or a game of chance you can turn into a weapon you can use with deadly proficiency. Turn 52 pick-up into 52 Cut-up. Just don't expect to kill any vampires with this perk alone.

Skills at taming (100 WP, Free for Osamodas): What's good is an Osamodas when they don't have the skills to tame the beast. Knowledge of their diet, actions that need to be done to calm the creature down, capturing skills, etc. It also includes breeding knowledge. This perk grants all of this to you

Animal Empathy (400 WP, Discount for Osamodas): As the animal tamer class Osamodas have a way with the beast of the World of Twelve. Like they can get inside the animal's mind. This empathetic connection is what makes Osamodas and now you, the ideal animal tamer.

Brewing Skills (100 WP, Free for Pandawa): All Pandawa knowing how to make a good brew of milk. Now this may seem nothing special but this milk has special properties to it and is somehow Alcoholic. Improper brewing will ruin the drink. You have these skills and the knowledge that comes with it. After this jump this will apply to all types of special brewing processes.

Drunken Fighter (400 WP, Discount for Pandawa): Their special bamboo milk isn't the only thing that Pandawa are known for. They are also known for being able to fight with expert martial art skills even while drunk. No matter how inebriated they are, they can still fight as if they are sober. And this special trait of theirs is now yours

An eye for valuables (100 WP, Free for Rogues): Rogues true to their name are good thieves. However, anyone can just snatch purses from the average Joe Schmoe. But what separates a normal thief from a Rogue is what they steal. A rogue can look at someone and instinctually see how valuable they are. In-person or possession. However, they don't know the full details. But that's enough to make them a possible target. Now you to have this eye for valuables.

Master Spy (400 WP, Discount for Rogue): There is more to being a rogue than just stealing stuff. Their infiltrators too. That requires awareness and vigilance. You are very mindful of your surrounding and can

keep your focus for long periods of time (Like a few hours). In addition, you are skilled at stealth and lockpicking.

Blood Free (100 WP, Free for Scarier): You know for a class that uses their own blood for their abilities. Scarier always seemed to keep their bodies clean. Now, this ability is yours. Whenever you use any ability that uses your own blood, your body will remain clean without a drop of your own blood on you. Well maybe except for the arm you know for the cool factor.

Bloodlust fun (400 WP, Discount for Scarier): Scarier love to fight because they also love to be beaten to submission. This can be considered a form of masochism, but it's not. This enjoyment of pain is not a form of pleasure to them but an encouragement. Pain does not even slow them down just makes them more excited. This Bloodlust-like ability is now yours.

Let me Entertain you (100 WP, Free for Masqueraiders): Acting! the Masqueraiders are a class that uses masks for their abilities. So it wouldn't be out of the realm of possibility to assume that they can act.

Functional Multiple Personality (400 WP, Discount for Masqueraiders): X There is more than one person inside your head. One for each mask. Now you can switch between them, will. This will make combat easier and Entertaining others more fun. Just be nice to your new buddies, also after this jump, you can grant these personalities their own bodies by importing them as companions

Mechanist (100 WP, Free for Foggernaught): Foggernaughts are known for gifted with skills and knowledge of machinery. You pointed to a broken machine, chances are that they know how to fix it and can fix it. Well now you have this knowledge and set of skills

Inventor of Robotics (400 WP, Discount for Foggernaught): In the world of the Twelve Foggernaughts were always the top in robotics, even to the point that some Foggernaughts have found a way to complete mechanize their entire bodies. This is now true of you. Use your new knowledge to advance society with robotics.

Shepard Tactics (100 WP, Free for Feca): Feca's were once shepherds protecting their Gobballs (Sheep). They took those skills and applied them to combat. From now on any skill of handling animals can now be used for combat purposes.

Living Shields (400 WP, Discount for Feca): Fecas are natural-born defenders. Some of them have developed the ability to conjure shields made of pure Wakfu similar to how an Eliatropes can. But what makes them as the true knights in shining armor is that they are hardier than they look and more importantly they can get in front of an ally and stand their ground. They are literally the living shields. And now so are you.

Hunter (100 WP, Free for Ouginak): Ouginak are known to relentlessly chase their prey. Once they have their prey's scent they will track, capture and well kill that prey. In short, they are natural hunters. And now you too are a natural at hunting.

Controlled Rage (400 WP, Discount for Ouginak): Scarrier are the berserkers, yes, but Ouginak can enter actually enter an enraged state, in which they transform into a feral wolf-like state. Despite this, they remain in control. This means they get the benefits of being enraged but still in control. This ability is yours, No matter how angry you get you are still in control of yourself.

Rune Knowledge (100 WP, Free for Hubbermage): Masters of elemental runes; Huppermages combine the elements of Fire, Air, Water and Earth to create breathtakingly powerful spells. But in order to cast those spells they need knowledge of the runes that is used to cast them. After all, they are what their magic is based on. You too have this knowledge of runes. These runes are what allow Hubbermage to cast All four elements instead of three.

Copy Cat Learning (400 WP, Discount for Hubbermage): Strangely Hubbermage can use skills that other classes use. Almost as if they can copy them one for one. This copycat mimicry is what allowed them to be able to use those skills. This can be best described as Copy Cat Learning. Now, this Copy Cat Learning is now yours to use. You can mimic the skills of others by observing them in action. But you can't copy everything. You still need to practice in order to master it.

Wakfu understanding (100 WP, Free for Eliatrope): Eliatrope understands the secrets to Wakfu, similar to how Eliatrope. They aren't exceptionally attuned to the Wakfu as the Eliatrope but they can learn how to use it to the same degree as

More than a copy (400 WP, Discount for Eliatrope): X Eliotropes are considered by many as just a copy of the Eliotropes. This causes people to constantly underestimate them. Despite the fact that nearly no one takes them seriously, they always find a way to prove their doubters wrong. Now people will underestimate you to your advantage. They won't be able to expect much of you unless you show off your skills in a grand way.

Krosmoz awareness (100 WP, Free for Eliatrope): With the power to teleport with portals you need to be aware of where you are. Eliotropes have this spacial awareness of their current location and the location of their portals. You have this spacial awareness This also includes an increased sense of balance, making it harder for you to fall or trip. (Unless you take some clumsiness drawback of course)

Blessings of Wakfu (400 WP, Discount for Eliatrope): Yugo the king of the Eliotropes didn't have much time to train his abilities nor had anyone from his kind to teach him about these abilities. He just stumbles upon them. This happens a lot to Yugo he just accidentally discovers his powers. This accidental discovery blessing is now yours.



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Bounty Hunter

Combat Training (100 WP, Free Bounty Hunter): You can hold your own in a fight. Basically, you can handle 50 people in a fight

Shrewd Person (200 WP, Discount Bounty Hunter): You know the true value of an item. it would be impossible for anyone to scam you or overcharge an item with your shrewd mind.

Eye for Details (400 WP, Discount Bounty Hunter): You've got an eye for what's worth it and what's not! Your keen senses can tell fool's gold from the genuine article and so much more.

Above the Law (600 WP, 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 as if it never happened, and you'll get away with a fine for a brick-and-mortar store. That's just the start, though; the more dangerous the criminal you seek to apprehend is, the more you can get away with breaking.



Gobbowl Star

Work the Crowd (100 WP, Free for Gobbowl Star): Gobbowl is more than just playing a sport. You need to have the stage persona. You got to have the audience eating out of the palm of your hands. And that is what this perk does. It grants you the ability to get the crowd hyped up whenever you are on the field.

Athleticism (200 WP, Discount for Gobbowl Star): You've got speed to match an Olympic Runner, the agility to wall run and triple flip, and the coordination to throw a ball between two large swinging axes, bounce it off three walls, then jump through the axes yourself and catch the ball mid-flight without a scratch.

Rough House (400 WP, Discount for Gobbowl Star): Considering how intense a game of Gobbowl can get people can forgive you for causing a bit of collateral damage here and there. As long as you are doing something sport-related. But be careful something like the destruction of an entire city block might be harder to excuse. You would have to use some serious charisma for something like that or doing some sort of spartan training.

Boufbowlobolo (600 WP, Discount for Gobbowl Star): While holding a Boufbal or any spherical item, you can project it forward as the center of a burst of energy that can stun and knockback opponents. That's only the beginning though – it gets stronger the better you are at the game, peaking at a blast capable of knocking over skyscrapers or downing giant airships!



Guardian

Will Power (100 WP, Free for Guardian): Your strength of will is such that you can withstand most temptations.

Strange Friendship (200 WP, Discount for Guardian): Shu Shus are demons, beings of destruction. And somehow guardians can form a friendship with them. From now on you can form a kinship with entities that normally would rather harm you or take advantage of you.

Dungeoneering Expert (400 WP, Discount for 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. This extends labyrinths of the mind as well, allowing you to near effortlessly break free of illusions.

Redeeming the Shu Shu (600 WP, Discount for Guardian): Shu Shus are normally evil. Would rather backstab one another, destroy everything they see and manipulate others. But as a wise kind-hearted being once asked: "Can a bad person change if they try?". Your answer to the question is yes. With enough time and effort, you can reform your Shu Shu partner. This will apply to all people that you may encounter. You can reform them into being a better person.



Royalty

Regal (100 WP, Free for Royalty): You know you are royalty but does everyone else know? Well, you have a way to convince them. You have this vibe to you. Maybe it's the way you walk or maybe it's the way you talk. Whatever it is, you give an aura of dignity and magnificence. People will know of the status you have.

People Person (200 WP, Discount for Royalty): You know how to converse with others regardless of the situation. You never break down into a nervous wreck when talking to people. You can keep your cool and say your peace without fear.

Unusual Connection (400 WP, Discount for Royalty): Somehow you are connected to the deity of your class. This connection will give you guidance in your decision. But don't be over-reliant on it. The gods tend to be fickle beings at times.

Best of Your Class (600 WP, Discount for Royalty): Okay you're an anomaly amongst your kind. You are about 5 times more powerful than the average member of your class. In addition, your Wakfu reserves are much larger allowing you to do use your spells more often. This is only fair, you are your class's ruler after all.



Merchant

Winning Smile (100 WP, Discount for Merchant): You have that charm and smile to get the customers' attention and bring them in to look at your wares. You can use this for other things of course such as seduction if you want.

Loud Voice (200 WP, Discount for Merchant): JUMPER! Sorry did I startle you? Well good. Sometimes when working with others you need to be sure that they heard you. And this perk will make sure of that because at will you can scream loud enough that your voice could be heard from anywhere in a store, any store that you are in, in fact

Haggle (400 WP, Discount for Merchant): You need to make a profit off of your wares. So your prices can be a bit high. But this will cause several customers to try and convince you to lower the price. You can't back down, so you try to convince them to pay for the item at full price. This perk will make it easier for you to convince people to see things your way.

Retired Adventurer (600 WP, Discount for Merchant): Your wares had to come from somewhere right? Well, it's a good thing that you are actually an adventurer. You have retired but you still have some skills left in ya. For example, you still know how to fight and how to find valuables. In addition, you know what loot will bring the most profit and what loot will just take up space. Sometimes you need to do more to make money than just sell items, sometimes you have to find the goods to sell.



Mysterious Youth

Compassionate Visage(100 WP, Free for Mysterious Youth): Maybe it's because you're a kid, maybe it's because you have been raised right. Whatever the reason you have this air of compassion about you.

Winds of Fate (200 WP, Discount for Mysterious Youth): When you have trouble on figuring out where to go next in your journey, something will help you get to where you need to go. This is not a teleportation ability. This perk has something happen to point you in the direction you need to go. Let it be the winds, meeting a stranger, or something else. You decide.

Instant Expert (400 WP, Discount for Mysterious Youth): Yugo the king of the Eliatropes didn't have much time to train in his abilities. It just comes to him naturally. As if it was instinct. This ability now applies to you. Whenever you obtain a new power or ability you are able to master it in quickly (Like 2 days tops). Use this wisely

Destiny Chosen (600 WP, Discount for Mysterious Youth): Aka the Protagonist perk. Now, this perk doesn't guarantee you a victory but what it does do is make things easier for you. Enemies will still be tough but you may find their weak points much easier. You can still get lost but you may run into a village to help you guide your way. This is plot armor and in addition a power booster to your class skills. Your class skills are now 3 times more powerful.



Items



General

Basics (Free): Clothes that would match your class, a map of the world, a mundane weapon that your class is known for using, and a Haven Bag. Everything that you need to get started in this world.

50000 Kama (50 WP): Good sum of money to get you going

Wakfu DVDs (50WP): A set of 2 DVDs. One with the actual show and the other with "Wakfu – the Jumper Edition".

Sea Vessel (50 WP): A sea-worthy boat that can carry you and your companions across the seas. Useful for getting to the islands in the World of Twelve

Bounty Hunter

Bounty Hunter Gear (100WP, Free for Bounty Hunter): An extra set of clothes, tracking tools, and a backup weapon. Everything that a bounty hunter needs to get the job done.

Masterwork Weapon(200 WP, Discount for Bounty Hunter): A well-made weapon. This implement of war is superior to what would be found in most armies. Were it not for the lack of magical properties, this would be a legendary item found at the end of a dungeon!

Vault (400 WP, Discount for Bounty Hunter): Well you need a place to put all your valuables. This vault is large and can hold a basement's worth of Kamma and other valuables.

Mansion (600 WP, Discount for Bounty Hunter): X Well the Vault needs to be attached somewhere. I mean other than your warehouse. This mansion may look ordinary but it has a security defense and a special code to deactivate. How this code is entered is up to you. By default, it's like a dance pad where you have to play the first few notes of the Wakfu theme song.



Gobbowl Star

Team Colors (100 WP, Free Gobbowl Star): Team uniforms

Gobbowl Equipment (200 WP, Discount Gobbowl Star): X They are three roles in Gobbowl: Passer, Blocker, and Sprinters. Each is given a piece of magic equipment to help his function: passers use a glove that boosts their strength, blockers use a shield with a repulsive charge and sprinters use boots that let them run faster or jump higher.

Locker room (400 WP, Discount Gobbowl Star): A room that you and your companions can access that will allow you to change your clothes in 3 seconds. Just by entering and having the clothes that you want to change into. There is one important caveat. they had to be sports-related or exercise clothing. This piece of property shall be attached to your warehouse or whatever housing you may own. (Your choice)

Gobbowl Stadium (600 WP, Discount Gobbowl Star): A large arena that can be used for sporting events. Whatever events that are being held there are sure to be spectacular because whenever you use this for sporting events you'll find it completely full on the day of the event. You can use this property to make some money.



Guardian

Class Cape (100 WP, Free for Guardian): Not really a cape but some sort of garment that reflects the class you are. This garment's design and coloring will fit the class. For Example, if you are a Sadia the garment will be nature-themed and green

Training arena (200 WP, Discount for Guardian): An arena that has been designed for you to train in. The effect of any training done here will be twofold.

Shu Shu Weapons (400 WP, Discount for Guardian): A weapon or accessory that has been possessed by a Shu Shu and imbued with its power. This object bears a single power that allows the Shu Shu to spread chaos and devastation. Currently, the Shu Shu craves carnage and mayhem, but maybe with time, it will be calmer.

Personal Dungeon (600 WP, Discount for Guardian): This dungeon is yours. Within it, monsters will spawn and the dungeon will change its shape, you enter it; whether alone or in a group. Perfect for putting your skill to the test. If you should be killed within the dungeon you will simply wake up outside the dungeon injured but alive. However, those who force their way in will not have this safety net. Any intruders that die within the dungeon will stay dead.



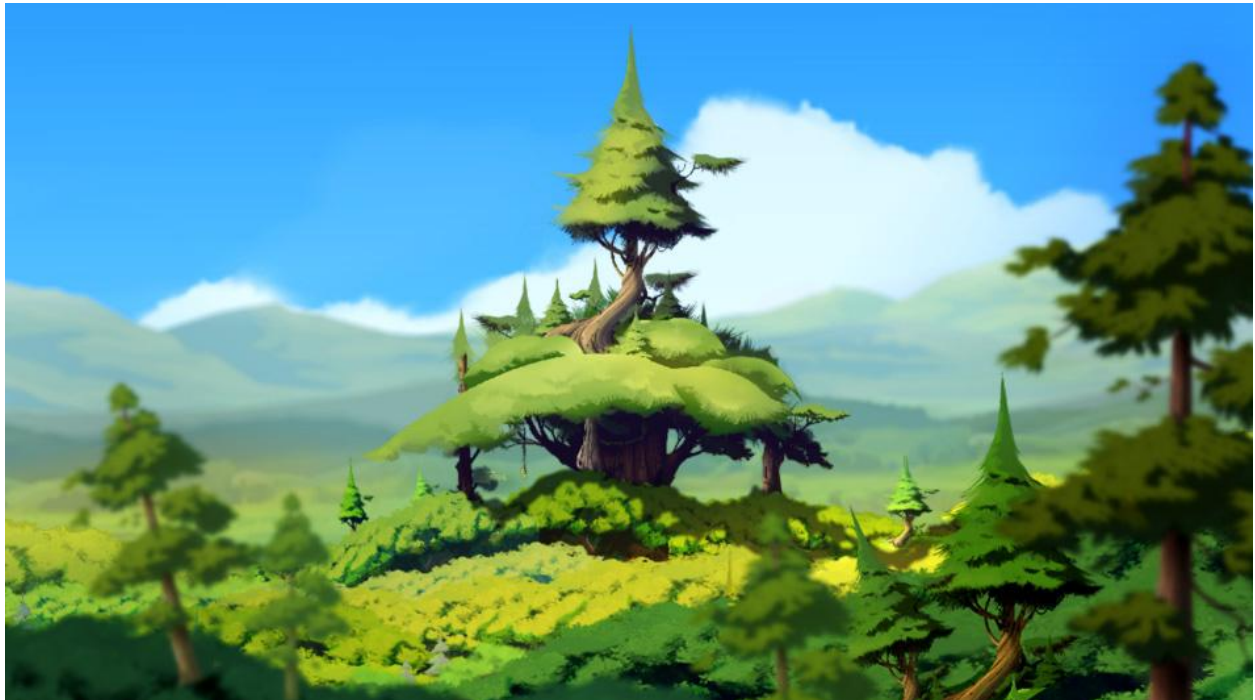
Royalty

Royal Garments (100 WP, Free for Royalty): A nice set of clothing

Symbol of Status (200 WP, Discount for Royalty): Let it be a tiara, a crown, or some kind of ring. This accessory serves two purposes. The first is that it proves that you are someone of importance. The second is that it increases your chances of convincing people to listen to you.

Enchanted Item (400 WP, Discount for Royalty): An Item that has been enchanted to aid you in your journey. Let it be a weapon, an accessory, clothing, or something else. This item will improve your class skills to greater heights.

Palace (600 WP, Discount for Royalty): Let it be a traditional castle or a large structure made of trees. This piece of property is the ultimate symbol of your status as royalty. Big enough to hold several families and the staff to keep it tidy; also comes with said staff to keep neat and tidy. This can be used as a forward base if you so wish.



Merchant

Tools of the Trade (100 WP, Free Merchant): Well you can be a merchant if you don't have the necessities. Specifically, a book to keep track of your wares and their prices, a proper set of clothes to look presentable for selling stuff, and more importantly some basic items you can sell.

Food Stalls (200 WP, Discount Merchant): A simple stand that has food that you can sell to others, though this stall makes it so others are more compelled to notice you and your wares.

Black Crow equipment (400 WP, Discount Merchant): Armor, a spear, and a strange contraption. The armor hides your identity and comes with a wrist-mounted gun that shoots bullets and eggs that hatch into crows that you can control. The spear is razor sharp. But the big thing out of the three is the contraption. It looks like a mechanical skeleton of a bird. but when activated it becomes enwreathed in black smoke and flies. Allowing to ride the mechanical bird into the skies. Make them tremble!

Place of Business (600 WP, Discount Merchant): A shop of your own. This shack actually leads to your shop which is actually underground. Fully furnished, stocked, and ready to make a profit. It will restock by itself but if you really want to make some money you need to get out there and find rare items to sell in your shop.



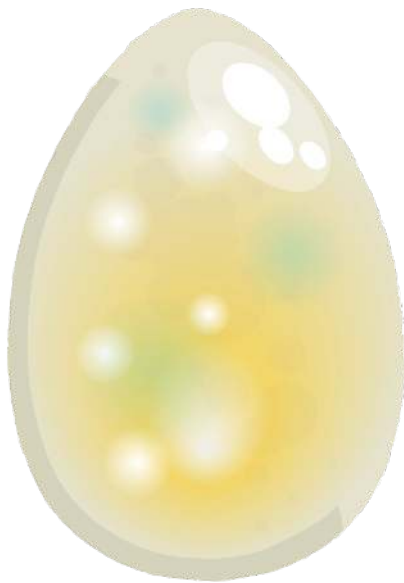
Mysterious Youth

Nice Hat and Unique Clothes(100 WP, Free for Mysterious Youth): This hat and outfit not only looks nice but can be used to hide features on your head. Such as a highlight, strange ears, or wings on the top of your head. After all, some things are best kept hidden.

Messenger Feather (200 WP, Free for Mysterious Youth): You have a message to deliver use this feather. This blue feather can be used to carry on messages. Once delivered the message shall be revealed.

Strange Cube (400 WP, Discount for Mysterious Youth): Now before you go crazy this is NOT the Eliacube, well not the same one as the one from the show this cube is basically a source of infinite energy. It may not seem like much but there is a secret to this cube if you can discover how to do so, it can open a completely different dimension that you can house a whole civilization

Dofus Egg (600 WP, Discount for Mysterious Youth): A dragon egg, that holds a great amount of Wakfu. While it is in your position all your abilities are increased greatly. Also if you are patient and collect the other Dofus eggs you can achieve godhood. In addition, a dragon can hatch from it. The dragon will be loyal to you and obviously will become a companion after it has hatched.



Companions



Import (50 WP – 400 WP): Yugo didn't make it through his journey alone and you shouldn't have to either. Pay 50 WP to import a companion they gain 800 WP yes that much. Or pay 400 WP to import all of your companions and gain the same amount of WP.

Canon(50 WP): Perhaps you want Yugo and his friends to come with you, maybe you want to give Qilby the excitement he wants by taking him with you. Whatever the reason you can purchase a canonical character to take with you...side not if you want Yugo and all of his friends it gonna cost you 200 CP to purchase them all at once.

Chance By Fate (varies): Each of the following Companions are people that you will encounter during your stay here. There are free for you to take if you can convince them to come with you. Their gender is up to you. But if you want a guaranteed recruitment then you need to pay the price listed. How they look and their gender is up to you with the exception of Asturb Knight, Virulent Treachrose, Pandora, and Chad O'marsy. Anyways they are:

Iop Guardian (100 WP): A Iop that is training to be a guardian They are strong and skilled. And Surprisingly intelligent. Which is rare for a Iop. They will be an excellent ally to have.

Cra Archer (100 WP): A Cra that has been honing their archery skills. Upon meeting you they saw a chance to improve their skills out on the field.

Sacrier Gobbowl Star Player (100 WP): A professional Gobbowl Player. This Sacrier decides to leave that life behind them in search of adventure. They took one look at you and said "Yeah this guy seems fun" and has decided to join you on your journey.

Sadia Druid (100 WP): A Sadia that has devoted themselves to the understanding and the process to become on with nature. Then they met you and thought that maybe you might need an expert so he decides to tag along.

Enutrof Merchant (100 WP): Money does make the world go around. This Enutrof knows this fact and has opened their own shop. But as time went on they felt the urge for thrills and heard the call for adventure. One look at you and he sees a payout and the perfect chance at adventure.

Sram Assassin (100 WP): Assassins are hard to come by. Or at least any friendly ones. This Sram is the exception. Outside of jobs they can be seen doing gardening, reading, and even doing some other recreational activities. When they see you they see you as a new friend and decide to come along. Soon enough you get into trouble but the Sram saves you with their skills of death.

Eniripsa Healer (100 WP): People get hurt. It's a fact of life. This Eniripsa knows this fact, they have fixed up dozens of people and has a reputation of being great healer but more Eniripsas have followed in their footsteps with no idea on what to do now, so they decided to go with you. You seem like a person who is going to get hurt a lot.

Xelor Researcher (100 WP): Time is such a strange and mysterious thing isn't it? This Xelor has dedicated months to studying it and fine-tuning their abilities in time manipulation. But they need results from other stimuli. You who go from place to place in their travels seem to be the excellent choice to gain more data on the extent of time manipulation so they request to go with you.

Ecaflip Gambler (100 WP): KAKEGURI MA....wait sorry wrong series. Anyways unlike the Enutrof Merchant, this Ecaflip loves to spend their money, or rather gamble it. Sometimes they win, sometimes they lose. But they always have fun with their gambles. And you seem like a good person who can get themselves into scrapes and the possibility of making money off of that.

Osamodas Tamer (100 WP): There are many animals in the World of the Twelve. To most, this would be a sign of many dangers that awaits you if you stray too far from the roads. But not for this Osamodas, they hear this fact and say: "Look at all those friends I can make. I must go meet them." Considering the fact that you go to many places they want to come with you to try and tame more animals to make their friends.

Pandawa Brewer (100 WP): Bamboo Bamboo. Pandawa loves their Be-I mean Bamboo Milk. This one happens to be a master at brewing the stuff. They then decided to extend their brewing skill beyond Bamboo Milk, they began to brew all sorts of drinks and even potions a few times. In addition, he is a good martial artist. He thinks you would make an amazing drinking buddy so he putting his lot in with you.

Rogue Stranger (100 WP): Rogues don't really have a true reputation. If you have seen one, chances are they don't interact with you much and if they do they don't say much. So this one for some reason wants to come with you. They don't reveal much about themselves, but they may open up to you as you get close.

Masqueraider Entertainer (100 WP): Life is a and all of the worlds is a stage. That's how this Masqueraider sees it. Though they are an accomplished entertainer, they are also very good at fighting and good at stunts. Opportunity came a knocking when you showed up. So he tells you that he's coming with you. Hey the more the merrier right?

Foggernaut Inventor (100 WP): The future is looking pretty bright, with the progress of technology. And this inventor wants to ensure that is true. Dedicating so much of their time to inventing all sort of

gadgets to make life more comfortable and easier for others. But they need help with their inventing. So they believe that you can help them get inspiration for new ideas.

Feca Protector (100 WP): This Feca has been entrusted with protecting others. Their skills have gotten to the point that they have been seen as the perfect example of a bodyguard. They have used their shielding skills to keep others safe. But as of now, they want to go on adventures and protect the innocent. Like a Knight Errant. You are just a wander in these lands for now. So he decides to come with you.

Ouginak Mercenary (100 WP): A Simple mercenary that is Ouginak...except they want to retire from the mercenary life and seek other avenues in life. You can help with that, and they believe that you can be their ticket out of the mercenary life.

Hubbermage Mystic (100 WP): Magic in the world of Wakfu is interesting and this Hubbermage has studied it and mastered their craft. They have found a means to copy several abilities of the other classes found in the world of the Twelve. But they want to learn more, and create more spells. You aren't from the world of the twelve, maybe you can help them out. They are a powerful mystic and are willing to share some of their skills with you.

Mysterious Eliatrope (100 WP): A strange individual, they don't have many memories nor do they have a place to call home. When they meet you they might see you as a possible friend in this world. She doesn't have any place to go so might as well go with a wandering traveler that is just going about his journey. Nor harm can come of it.

Lost Eliatrope (100 WP): This one is far from home ain't they? Somehow one of the Eliatrope has found their way into the World of the Twelve. But unlike the one from the show, this Eliatrope is the same age as you. With enough time, patience and guidance, they can become a power ally on the battlefield. Who knows maybe you can reunite them with the rest of their kind. Maybe even join with Yugo on his journey to find his family. And they believe that you are the key to finding their way. So they are joining you on your journey.

Astrub Knight (200 WP): He's a valiant knight who belongs to an order respected all over Astrub. Often dubbed 'dauntless and irreproachable', these fervent defenders of Astrub know that attack is the best defense.



Virulent Treachrose(200 WP): The story goes that a few of these shoots were brought back to the World of Twelve by some mortals visiting Sadida's divine dimension. If a shoot is treated with as much care and attention as the original Filacia was by Sadida, a faithful, devoted sidekick will bloom. Just don't expect her to be a docile servant, because Treacheroses live (and die) to be thorns in their enemies' sides.



Pandora (200 WP): The Explorancient, gifted as she is, devised an elaborate plan to erase her own memory to hide the Divine Power out the Gods' reach. She explored the Divine Dimensions to discover her origins and found herself confronted by Sram in person. Having saved you by a hair, she's decided you should join her on her quest.



Chad O'marsy (200 WP): Former leader of the Tethdrap gang, he infiltrated Pandora's group in order to monitor their movements on behalf of Dark Master Wilby. During their travels, he came to appreciate the company of the group, and when his master decided to eliminate them, he stepped in. Finally spared after the confrontation with Sram, he's decided to accompany you to make amends with honor.



Drawback



Clumsy (+100 WP): DON'T GO *ANYWHERE NEAR* CHINA SHOPS, FOR THE LOVE OF TWELVE!!!... (Ahem) You're now somehow one of the clumsiest people in the world. When you dance, you've got two left feet. Handles on any weapon are apparently more slippery, but only when you hold them. The less said about elevated footwear, the better. Do you see where I'm going with this? Expect to get pity or sympathies from most parties you join.

Unlucky (+100 WP): Hope you weren't planning on gambling because you are unlucky. Not fatal but you are going to be met with misfortune during your stay here. Such as dropping some money or a wardrobe malfunction. They won't get you killed but they will be VERY annoying.

lop Brain (+200 WP): X You are simple - minded. lops aren't known for being smart in fact you could say they the dumbest races in the World of the Twelve this isn't to say they idiotic but they do have a tendency to be foolish and not think things through at time. And now all of this is true of you. Good Luck!

Immature (+200 WP): You are childish. You seemed to be unable to keep focus, and be very naive towards certain issues this will make it hard for others to take you seriously at times.

Unwanted arranged marriage (+300 WP, requires Royalty): Um... Congrats, I guess? Because now you have been set to marry someone. However despite how rich this person is or their position of power; you do not want anything to do with this engagement. However, your spouse-to-be doesn't seem to get it. so expect to be pestered by this person for the duration of your stay

Hunted (+300 WP): Okay roll for your location again. Now that location hates you and is sending warrior to take you down. Once a year a merc from said location will find you and challenge you. If they win they'll take you back to that town throw you imprison. You can escape but expect another merc to be after you until you beat him. If you win you won't have to worry about being ambushed for the rest of the year. You better work on your combat skills

No cheating (+400WP): No outside perks, no outside items. Just what you have purchased here will be allowed

THAT DUCK!!! (+400 WP): Kiss your adult fun goodbye, because this squeaky menace is gonna ruin it all. Every time you're supposed to get an eyeful of anything naughty, a derpy-as-heck rubber duck will appear to constantly block your view. Yes, even if it shouldn't be reasonably there. Enjoy being ****-blocked in the desert, by a bath toy for ten years. You've been cursed with a PG13 life, you nincompoop. I hope it was worth it. To add insult to injury, you won't remember taking this drawback for the remainder of your stay.

Nox's Intrigue (+600 WP): Oh no... Somehow, the mad watchmaker Noximillien Coxen has taken notice of you. Aside from being a time wizard, capable of anything short of rewinding time, he's also relentless in his obsession with feeding the wakfu of anything he gets his hands on to an ancient artifact left by the Eliatropes. Why do you need to know this? Because he's going to find you eventually. He's now convinced that you possess just enough wakfu to fulfill his ambitions, to rewind time and give him back the family he lost and mourns. This will just rewind time by five minutes, but do you think he'll believe you? The only chance that he'll let you live, is if he plans on experimenting on you... I frankly can't tell which would be worse. The clock is ticking, and the watchmaker has his eyes on you. Be thankful for the time you have left.

Qilby's ire (600 WP, Requires Lost Child): Qilby, one of the rulers of the Eliatropes. He will stop at nothing to see his goals come to fruition. However, he sees you as a threat to his plans. Because of this, he will consider you an enemy. Expect to see some unfortunate things to happen to you. This will continue to happen until his defeat at the end of Season 2. Speaking of when you get to season 2 Shu Shu will start targeting as well. Be careful Jumper.

Shu Shu's Shackles (+600WP, incompatible with Guardian's Burden): Are you secretly a demon, or did you just get on the wrong person's bad side? Regardless, you now share the fate of most shusu outside of their home realm: you are sealed in some kind of item, along with all your powers. The only way they can be used is if somebody wields you (where it'll mostly work for their benefit), releases you, or you possess some random sucker who thinks they can handle you. Otherwise, you're just a decoration who can critique back. Upside: you get to choose your prison, as long as it's something normal, like a sword, map, pistol, ring, and so on. If you can't convince anyone to let you loose, you're going to fail your chain and be forever trapped as the world's deadliest feather duster, or something. If you can, congrats, you get your trinket as an alt-form. Good luck getting any sensible person to trust you, though. Remember, all your perks are sealed.

Guardian's Burden (+600WP, incompatible with Shu Shu's Shackles): You sure?... Ok then, all your perks, abilities, anything superhuman you didn't take time to learn is now tied to some simple item. The downside? They're also tied to the demon trapped inside, and the only way to use any of your powers is through this Shushu. Here's the thing though, Shushu's are often cunning and stubborn, so your's will probably do anything to convince you to let it take the wheel or let it out. If you do, it'll either take control of you, or just wreak havoc on its own, depending on who you decide to pick up. If they're not in their item or seeing things eye-to-eye with you, you fail your chain. If you can manage to keep the little monster under wraps, or even earn its respect, then you can bring them with you as a companion, complete with their own respective power (nothing too broken, ok?) and their initial item if you feel like it. You can either choose to be saddled up with one of the Shu Shu's from canon, stumble onto some

other demon, or import one of your companions into the role(don't expect them to cut you any slack, for that last part), which will grant them a demon alt-form for their troubles.

That's Just Unfortunate... (+600, requires Shu Shu's Shackles or Guardian's Burden): Oh, come on! Really?! Either through abysmal luck, or the gods having it out for you, your job just got a lot harder. If you're a Shu Shu, your guardian is either too paranoid or too dumb for you to make much progress. Yes, dumber than tristepin. You'll have to pull out the big guns or be just stupidly lucky, if you want to be free.

If you take up the Guardian's Burden, then your charge is significantly more cunning and knows how to push your buttons. Don't let your guard down, or you'll be taking their place faster than you realize.

I highly recommend against this, if you're anything but a seasoned veteran of your chain. Otherwise, your quest is going to be significantly less pleasant.

Ending

Go Home: You want to hang it up and go home? Well don't let us keep you

Stay Here: You like it here in the World of Twelve, you are welcome to stay.

Adventure awaits: Your time in the World of Twelve has taught a few things now is the time to get back out there and continue your jumpchain

Notes

Thanks to u/Tri-Sevon, u/onyx0117, u/LuckEClover, and Groovy Brick for their help and support.

For the abilities of each class please check out this link:

<https://www.wakfu.com/en/mmorpg/encyclopedia/classes>

The Eliatrope are a special case seeing that they only appear in the animated series and Eliotrope are considered to be playable versions of them. So for Eliatropes ability go to this link:

[https://wakfu.fandom.com/wiki/Eliatrope_\(race\)#Powers](https://wakfu.fandom.com/wiki/Eliatrope_(race)#Powers)

This jump is based off of the Wakfu Animated series but features all the classes from the game and some of the sidekicks from the games as well.