

Generic Webnovel fanfic

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Ah, welcome to the weird world of Webnovel.com fanfics. Where universes that don't follow Xianxia logic do and many other oddities. If you're a girl, stay away from some of the protags because of the previously mentioned Xianxia logic.

+1000 CP

Times and Places

Any universe shown in the fic you're traveling to is fine. Anywhere within reason is fine hell, show up in someone's bathroom for all I care.

Age and Gender

For free you may choose age and gender within reason. Obviously, don't choose to be some trillion year old fart if the fic doesn't have lifespans that long.

Perks

One 50 CP free, Three 200 discounted, Two 400 CP discounted, One 600 CP discounted

The [INSERT ADJECTIVE HERE] system (1000/600/400/200/free CP): Congratulations, you get a system. Systems from Webnovel fics however follow a theme. It can be as broad as 'Anime' and 'Evolution' or specific as a series like 'Jojo'. By default this perk costs 1000 CP but you get a discount based on how specific the theme is and how many features you remove. The default perk gives you all the bells and whistles like Gamers mind and body, Inventory, Gacha, Stats, levels, etc. For 200 you'd have something that has two features like gacha and inventory if it's broad and maybe squeeze in another feature like stats if it's a specific theme. Free would net you something like the multiverse chat group or just a progress tracker. Quests will not be impacted by the feature removal if you don't want it to. (post-jump merges with any other system and anything gained from the Gacha or Skills functions will be fiat backed)

Anti-harem defence protocol (free): This will be particularly useful for female Jumpers who wind up in a trash tier fanfic via drawbacks. What this does is guarantee you don't end up in

someone's harem. You're THE Jumper, you make the harems not join them. Also doubles as protection from the logic bending of Mary Sues.

Teh biggest harem in teh Omniverse (50 CP): Speaking of harems this perk makes getting one a snap. This enforces trash tier harem fic logic onto your preferred gender. Even faithful wives would be affected. Meaning that if you wanted even Hera would fall for your charms even if you speak like you're constantly drunk or concussed. This by no means dumbs them down just makes getting a harem comically easy.

Protag grace period (50/200 CP): When entering a Jump or new universe you get a one week grace period. During this time you won't be noticed by the movers and shakers of the jump or any big threats. You could walk through a hoard of zombies if they were that world's biggest threat. For 200 this period is extended a month. Each tier of purchase is applicable to the discount.

Cultivation methods (600/200 CP): Ah, Cultivation the bread and butter of Xianxia. Purchasing this will net you one Cultivation method per purchase. For 600 you get a top tier Method from a Xianxia series you know. Nothing too OP just something that a protagonist might find during the early or mid part of their story before they find super duper secret bullshit. For 200 you get a mid tier Method nothing That would be considered special. Each tier of purchase is applicable to the discount. Hope you like doing meditation and shit for hundreds of years.

Xianxia luck (400 CP): You tend to run into things and people right before you need them. Let's take having a pipe burst as an example. If you had fifteen days before it burst you'd find and befriend a plumber before then.

Cultivation Physique (400/600 CP): Rules the same as Cultivation methods but with physique. 600 would be something like tyrant profound veins. 400 would be something lesser but still useful.

Tokens galore (600 CP Gacha function required): Each purchase gives 100 of each token type your gacha function uses. Discounted to 400 after first purchase Ex. 100 common, 100, special, 100 level up.

Cheat ability (600 CP): So the system wasn't enough? Fine, choose one cheat ability. Can be anything from any series as long as it isn't an item or a guaranteed "I win" button. Want a Longinus tier sacred gear? Go for it. Want All for one? That works too. It even works ~~underwater~~ with other power systems meaning you can steal Cultivation levels and Bending powers with All for one...somehow.

Three wishes (600 CP): Congratulations you get three wishes!! They can be anything except things relegated to Post-spark, Instant win buttons or a spark. The wishes refill once a thousand years Can be purchased up to two times.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes and such. You get three 100 free , two 200 discounted. You get a 600 CP stipend for the Items and Warehouse Addons sections.

Cheat item (600 CP): Yeah, so the God who brought you here gave you this. The item can be anything that's op. DxD Excalibur or anything similarly busted is fair game. Just no "I win" buttons.

Skill books (400 CP): Every jump you get six random skill books relevant to the setting. Using Naruto as an example you could get anything from Substitution to Edo Tensei. Even if you have a system that can't support skills or no system at all you can still learn from them the old fashioned way.

Pocket universe (600 CP): What it says on the tin you can customize it freely or use whatever relevant cyoa you prefer as a supplement. Can be merged with any other Pocket dimension that you have.

Definitely not a Spaceship (400 CP): Congratulations, you get a space worthy vessel. Its interior is measured in at yes. The interior can be as lavish as you desire Infinite fuel, self repairing, Normalcy, retains upgrades all that and more. It can be a spaceship or some magical equivalent if you really want.

Dungeon crawler (600 CP): You get a dungeon. It has endless floors and is filled with every monster type from previous jumps and will add new ones in the future. The deeper you go the stronger the monsters. Can merge with other dungeons retaining the benefits while discarding as many weaknesses as possible.

A pet (400/600 CP): This pet can be any non sentient creature that you know. The catch is if it's sufficiently op beyond the likes of FFXV Adamantoise it will take gaining your spark to unlock their full potential in which case it'll cost 600. If killed will respawn in a decade.

Cultivation items (400/600 CP): A box containing thousands of years worth of items to help cultivate. Anything from plants, pills and elixirs are in the box. They're pretty high tier items to boot. The catch is that they don't replenish. So don't come cryin' when you didn't think to plant some seeds to make more. For 600 this is no longer the case as this box is endless.

Companions

Canon character (100 CP): Take a canon character per purchase

Harem (Free): You got a gaggle of Gals/Dudes you can take them with you for free.

Drawbacks

Typo's galore (400 CP): Like certain trash tier fanfics everyone will speak like they're drunk and have no grasp of the english language.

Exp sect (400 CP): Everyone you come across will have everything they say and write be replaced by "Exp sect".

Harem jealousy (100 CP): Your growing harem will now face the one thing that all trash fics fear...logic. You'll have a hard time managing a harem and it'll be borderline impossible if you add murder hobos like Esdeath to the mix.

Review section (400): You got a bunch of disembodied voices criticizing your every move. If this was any other fanfic jump this might not be so bad but this is a **WEBNOVEL** fanfic jump. That means these voices will call you gay or a pussy if you act like a reasonable person. So if you want to keep them happy, prepare to act like the fusion of all the most vile criminals in history times a million to keep them relatively happy.

Xianxia logic (600 CP): Any world that didn't follow Xianxia logic now does. In simple terms the strong make the rules and everyone is an asshole.

Young master requests you (400 CP): You've gained the attention of the most cliché Xianxia tropes, the infamous young master. They'll try to recruit you as an underling and should you refuse they'll stop at nothing to kill you. Should you kill them their organisation/sect/family will continue to hunt you down out of loyalty and revenge.

The young master syndrome (600 CP): You are now a prime grade asshole. Gaining greed that makes even Larfleeze seem like a charitable guy and a libido that makes Shirou seem like a chaste priest.

System update (400 CP System restricted): By default any system you purchase wouldn't get these but for the duration of the jump they do. Until the jump is over your system will get these updates. They are guaranteed to slow down your progression considerably.

Choices

Go Home

Stay

Continue

System supplement (600 CP):

If you don't like **The [INSERT ADJECTIVE HERE] system** perk I'm adding this as an alternative. **You get one feature as a freebie.** Like with the **The [INSERT ADJECTIVE HERE] system** perk any Items, Skills, Gacha summons are fiat backed. By choosing this ignore the **The [INSERT ADJECTIVE HERE] system.**

Theme (free Optional): Choosing this will limit what you can gain through the options below. You can choose a broad or specific theme. A broad theme like evolution or anime will give you a discount on one feature. Specific themes like a series will give a discount on Three features.

Observe (100 CP): You can gain insight on the stats of objects and people. Details of sufficiently powerful beings will be concealed until you can fight evenly with them or surpass them. This can even be used to diagnose what is wrong with those you observe.

Quests (free): Occasionally, you'll get quests to fulfill related to the current situation or goals you have. Upon completion you get rewards relevant to the features you have. Gacha tokens, Items, Store credits, etc are all possible.

Gacha (400 CP): Feeling lucky? Well, now you can gamble for things like Items, Skills, Summons. You can't get things like Omnipotence until post jump Welcome to gacha hell. If you don't have **Quests** you can gain tokens by spending money.

Shop (600 CP): The literal one stop shop for anything you can think of. The more esoteric, Rare and general brokenness the more expensive it will be. You could buy literal omnipotence should you have enough coins. Though, you're sooner to gain a spark before you could afford it. Now what are ya buyin' stranger?

Levels (100 CP): The more quest you complete and more foes you slay you get Exp to level up. If you have **Stats** you'll be awarded stat points. Upon certain milestones you'll get gacha tokens if you have the **Gacha** feature.

Stats (100 CP): Without **Levels** this feature is just a progress tracker. The stats can be as complex or simple as you like. Raising stats is as simple as working on something related to them like running for Endurance and Dexterity for example.

Skills (400 CP Requires levels): Anything that can be considered a skill can now be quantified. Upon maxing out a skill it has a chance of evolving should it have a better version.

Inventory (100 CP): A pocket space to store your junk. This space is Infinite or at least big enough where filling it up isn't an issue. Inside perishable items are held in stasis unless it would benefit from it.

Gamer's mind/body (400/600 CP): Ah, the staple abilities that most of the system fics share with Jihan's system. Gamer's mind makes you immune to mental attacks and Gamer's body makes your body video game logic. You get both for 600 points.

Classes (200/400 CP Levels required): You now have classes. They can be anything from Redmage to something like Cook. Upon reaching a certain level you'll gain a skill relevant to the class. For 400 points the classes will give an increase to relevant stats related to the class.

Notes

On the system perk: The pricing only reflects the scope of the theme and features of the system. Let's go with the "Jojo system" from "Jojo system on Remnant" as an example. It's scope and features are pretty limited only having quests, inventory, skills and gacha but it's still pretty powerful. With the pricing rules it would cost you around 200 or 400. Though, the growth of the system is locked behind gacha hell. The system Buffs certain stands like King crimson and Za warudo and locks the full potential of some stands like Wonder of U until max level. Certain stands retain abilities of past evolutions like C-moon would retain whitesnake's abilities. Certain skills were even tied to stands like Tusk's level being dependent on the spin's level. It was even stated that the MC would've gotten Ultimate stands from George Joestar and requiem stands eventually. The gacha is unique in that each token gets 3 rolls on the part it's assigned to. You may have your system act similarly if it has a gacha system and if it's limited to a series.