

Perfect World International Jump

By Ursus_Primal

In the beginning of time, the first God of the universe, Pan Gu, lived an immortal life. But with no subjects to lord over, Pan Gu grew tired of his solitary existence and decided to decompose his body into five elements—fire, metal, wood, earth, and water. With his divine power, Pan Gu forged these elements into air, land, mountains, rivers, seas, and plant life and laid the foundation for a new world. It was then that Pan Gu made his first attempt to fill this new world with life. From his shadow he formed the first sentient beings. These unnamed creatures were uncivilized, and before long, they began turning on one another and corrupting the world around them. Pan Gu saw that what he had created had become an Imperfect World and moved quickly to rectify his mistake. He built a floating city known as Heaven's Tear and placed within the city the few creatures that had yet to be corrupted. Then, with the power of water and wind, Pan Gu created a massive flood, which swept through the land and destroyed all life in its path.

The world now cleansed, Pan Gu set about creating a new world, one filled with beings who were capable of Spiritual Cultivation. He created three races that possessed the traits he most treasured in himself. The Human race was born of Pan Gu's spirit, and demonstrated morality, honor, and an unlimited imagination. The race of the Untamed, born of Pan Gu's body, embodied freedom, and peace, and possessed a unique connection with the natural order of the world. And the third race, the Winged Elves, were born of Pan Gu's own blood, and exemplified beauty, grace, and purity. Between the three races, the Perfect World was created.

The chief quality that Pan Gu gave all three races was free will. He vowed never again to eradicate an entire species, so all conflicts between the races were to be resolved amongst themselves. One such conflict arose between the Humans and Winged Elves when the two races discovered the city of Heaven's Tear. A war erupted as they fought for control of the great city, bringing out the worst in both races. The Untamed remained neutral, as they were content with living in harmony with the natural world. As the war intensified, and neither side relented, a new threat emerged.

The race that was thought to have been eradicated in the great flood returned in full force. These creatures were not quite living, but not quite dead, and thus came to be known as wraiths. The wraiths appeared to possess a singular objective: to destroy the other races and corrupt the beautiful world around them. Rumors swirled that the wraiths were capable of possessing other living things. Not much is known about the true nature of this evil, but one thing is clear. The three races Human, Untamed, and Winged Elf must set aside their differences and unite to preserve their way of life, halt the spread of corruption, and above all, protect the Perfect World.

--Copied from PWpedia

Take these, Jumper. Despite the name, this is not a safe place.

+1000 CP

You may freely choose your gender. Your age is set to 16 + 1d8 or you may pay 50 CP to choose.

Your starting location is the Celestial Vale, a beginner's area for all newcomers. Talk to a few people and run a few errands for them, and they will show you the way to the Midlands, the main part of Perfect World.

Race

Human: Most of them live in the northern parts of Perfect World, but they can be found almost anywhere. No different from humans found in other worlds.

Winged Elf: Created to symbolize beauty, grace, and purity, this is the only race that can fly from birth.

Untamed: Evolved from animals when Pan Gu blessed them with sapience. Males are anthropomorphic lions, tigers, pandas, or wolves. Females look like humans with animal ears and/or tails.

Tideborn: A secretive, aquatic race with blue to purple skin tones and fin-like ears.

Earthguard: A race which is not born but revived when there is great danger. Most have a third eye in the form of a gemstone on their foreheads.

Nightshade: Descent from the reapers who are the descendants of Pan Gu's son. They have recently stepped into the light to aid the other races against the Wraiths.

Class

Blademaster: Human melee combat class. They have the most versatility in combat skills and weapon choice.

Technician: Human ranged combat class. Restricted to females. They attack enemies using cannons and can set traps for anyone who gets too close.

Wizard: Human ranged magic damage dealing class. Has access to fire, water, and earth elemental spells.

Barbarian: Untamed melee combat class. Restricted to males. Able to turn into a tiger or panda.

Venomancer: Untamed ranged magic class. Restricted to females. They can tame and summon pets to help them in combat. Able to turn into a fox.

Edgerunner: Winged elf melee combat class. Restricted to males. Their attacks can deal physical or elemental damage.

Archer: Winged elf ranged combat class. Has physical and elemental damage options, the highest damage output of any class in Perfect World, and has access to stealth skills.

Cleric: Winged elf magic class. The most powerful healers and support casters in Perfect World.

Assassin: Tideborn melee combat class. Highest attack speed in Perfect World. They excel in 1 on 1 combat.

Psychic: Tideborn ranged magic damage dealing class. Specializes in area of effect spells.

Seeker: Earthguard physical combat class. Has both melee and ranged options.

Mystic: Earthguard magic class. A jack of all trades with support skills, healing spells, wood elemental spells and pet summoning skills.

Duskblade: Nightshade melee combat class. Highly mobile and specializes in crowd control.

Stormbringer: Nightshade ranged magic damage dealing class. Fast casting speed and able to use certain spells while moving.

General Perks

Pet Bag (free to all): You can summon and recall a single mount or non-combat pet. You start with a single slot and in-jump quests will allow you to expand that number to five. Any pets you collect become followers at the end of the jump.

Breaking the Barriers (100 CP): Several classes in Perfect World are gender locked, but not to you. An exception was made for you, and you can freely take any class regardless of gender. Be the fierce she-wolf barbarian you always wanted to be. In future jumps, you can ignore gender restrictions on any class or job you desire.

Air Jump (100 CP): You can jump three times your height from a standing start. While you are in the air, you can jump one more time, increasing your jump height up to six times your own height if you time it just right.

HUD (200 CP): You gain a gamer-style HUD that will numerically quantify your abilities as attributes, levels, HP, and MP. Every time you level up you will be able to add points to your attributes and you can access your skill tree at any time to level up skills, as long as you have the necessary spirit points.

Includes an inventory with 32 slots. Each slot can hold one piece of equipment or article of clothing, 50 crafting materials, or 200 of any one kind of ammunition.

In future jumps based on RPGs your HUD will change to match that game's system, and your attributes, skills, etc. will be converted to match up with it.

Gracefully Falling (200 CP): You take no damage from falling from great heights. This protection only works if you deliberately jump down from that height, and only if gravity at the point of impact is 1G or less.

Spiritual Sense (200 CP): With a quick look, you can gain some knowledge about the person or monster you're looking at. You'll learn their power level relative to your own in general terms (very weak, weak, equal, stronger, much stronger). You will also learn their elemental affinity, if any, which you can use to select methods of attack that are more effective against them. Venomancers who take this perk will also learn if a specific target can be tamed with their magic.

Cultivation (100+ CP): As it is based on Chinese mythology, it should come as no surprise that Perfect World has a few elements of cultivation jumps. Adventurers need to increase their cultivation level to advance their skills past a certain point. Higher levels grant the adventurer the ability to build up chi and condense it into sparks, both of which are needed for more powerful attacks.

The available levels are, in order: Spiritual Adept, Aware of Principle, Aware of Harmony, Aware of Discord, Aware of Coalescence, Transcendent, Enlightened One, Aware of Vacuity, and Sage/Demon. The first purchase will grant you the rank of Spiritual Adept. Each additional purchase will increase your rank. Aware of Vacuity is the maximum rank that can be purchased with this perk.

Rebirth (400 CP): You can, any time after reaching level 100 undergo the rebirth process where you will drop back down to level one, while keeping all of your skills and attributes as they currently are. After the first rebirth, you will gain experience four times faster. On your second rebirth, your experience gains are reduced to twice the normal level.

You can only undergo the rebirth process twice. In future jumps, this can only be done in settings with leveling systems, and you will only need to reach the level cap for that system to qualify for the process.

Racial Perks

Human Perks

Telepathy (100 CP, free Human): You can communicate telepathically with anyone you know. Your range is planetary.

Crafting Skill (200 CP, discount Human): You gain your choice of one of the game's four crafting skills. Apothecary allows you to craft various medicines and enhancing concoctions. Blacksmithing allows you to craft weapons, create sockets in your weapons and insert gems into them for various effects. Armorsmithing grants you the ability to craft armor and enhance them in the same ways that Blacksmithing does for weapons. Craftsman allows for the creation of rings, necklaces, and other accessories.

Teleport Master (400 CP, discount Human): You can teleport yourself or another to any settlement that you've been to. If something happens to be occupying the arrival location, you (or your client) will be harmlessly shunted to the nearest safe location.

Winged Elf Perks

Effortless Flight (100 CP, free Winged Elf): Young Winged Elves who try flying for the first time will find their mana depleting while in the air until they obtain their next set of wings. This is no longer the case for you. In future jumps, you can cast any kind of flying spell without spending mana, MP, or spell slots.

Archery Mastery (200 CP, discount Winged Elf): Attacks with bows (but not other ranged weapons) deal 50% more damage. This also applies to spells that normally conjure a bow or require you to aim and fire using an archer's stance. (Plume Shot for Clerics in Perfect World, Flare Arrow from Slayers, or Mars Flame Sniper from Sailor Moon.)

Airborne Combat (400 CP, discount Winged Elf): Attacking land bound monsters from the air isn't a viable combat tactic in Perfect World. Such attacks only deal half damage, and if the monster can't reach the attacker, it will simply start regenerating at a rapid rate. But for you, such tactics are fully effective against land bound targets and don't trigger the regeneration effect. In future jumps, you'll find that attacks launched from the air are much more effective against land bound targets.

Untamed Perks

Tigers are Stronger than Humans (free and restricted to Barbarian): When you change into your tiger form, your defense goes up as usual, but your strength goes up by as much as it was supposed to be reduced. You can also carry two riders on your back instead of one.

Expanded Pet Bag (100 CP, free Venomancer): Your pet bag has been expanded to 10 slots and can contain combat capable pets. As with the pet bag, any pets you collect become followers at the end of the jump.

Oversized Weapon Proficiency (200 CP, discount Barbarian): Some of the weapons in Perfect World can be ridiculously oversized, although not as much as they are in Monster Hunter. You can pick up an oversized weapon and wield just as easily and effectively as if it were a normal sized weapon. You still must be able to hold the weapon and the weapon must be able to function as such, so swords the size of skyscrapers are out of the question.

Pet Taming (200 CP, discount Venomancer): When a Venomancer successfully tames a pet, it's turned into a pet egg. This is then taken to a pet specialist who hatches the egg for a fee. You can now do this for yourself and return the pet to its egg state if you want to replace it with a different one or give it to someone else.

Advanced Shapeshifting (400 CP, restricted to Tideborn, Nightshade, and Untamed, discount Untamed): A rare few Untamed can change into more powerful forms (pandas for Barbarians, nine-tailed foxes for Venomancers, maybe a more imposing looking reaper for a Nightshade, or a shark-based aquatic form for the Tideborn). Anyone with this level of mastery over their secondary form is also immune to involuntary shapeshifting such as Baleful Polymorph from D&D 3e.

Tideborn Perks

Water Breathing (100 CP, free to Tideborn): You can breathe underwater indefinitely. Just make sure it's actually water before you try breathing it.

Advanced Tideborn Combat (200 CP, restricted to Tideborn): A Tideborn in their underwater form can't use their normal combat skills and can only use a slow, empty-handed attack. You have learned to overcome this limitation and can use your normal combat skills in your mer-form.

Swimming Mastery (400 CP, discount Tideborn): Swimming for most non-fish is a painfully slow form of travel. But you can easily match the speeds of the fastest fish in the world.

Earthguard Perks

Danger Sense (100 CP, free Earthguard): You gain a sense that tells you when an area you're in will become endangered by some outside force, whether it's a natural cause, or directed by an intelligent being.

One with Nature (200 CP): Ordinary animals, even highly aggressive ones, will not attack you unless provoked. Those more prone to fleeing than attacking will not see you as a threat and allow you to walk among them without issue. Naturally occurring poisonous plants will also have no effect on you.

Earthguard Revival (400 CP, discount Earthguard): If you are killed, your body will crumble into dirt, and you will be revived either at your starting location or in your warehouse. This 1-up will only work once per jump, or once every ten years, whichever comes first.

Nightshade Perks

Cast on the Run (100 CP, free Nightshade): In many instances, a spellcaster must remain stationary to cast a spell, which makes them easy targets for their enemies. But for you, dodging or running doesn't cause you to lose focus on your spell.

Airship Engineer (200 CP): The Nightshade are the only race in Perfect World who have created airships. You have the skills to design, build, repair, and operate your own airship.

Advanced Reaper Transformation (400 CP, restricted to Venomancer, Tideborn, and Nightshade, discount Nightshade): A Nightshade in their reaper form is semi-transparent and semi-intangible. In this form, they gain an increase in speed and damage reduction. Yours is greater, doubling your speed and cutting all incoming damage in half. Other shapeshifting races gain the same benefits in their beast or aquatic forms.

Items

Take an extra +400 CP for purchases in this section only.

Starter Gear (free for all): Your choice of weapon usable by your class and a suit of arcane, light, or heavy armor.

Coin (100 CP): 10,000 coin to spend on whatever you want. Can be purchased multiple times.

Aerogear (200 CP): A basic item or creature, specific to your race, that allows you to fly. Regardless of form, aerogear counts as an item.

Cash Shop – Fireworks (50 CP): Get 10 of any one kind of firework. Restocks every week. May be purchased more than once.

Cash Shop – Fashion (100 CP): Pick one fashion item from the boutique; you now have a copy of that article of clothing in a color of your choice. Reforms in your warehouse after a day if it's lost, stolen, or destroyed. May be purchased more than once.

Cash Shop – Mount (200 CP): You have a loyal mount from the Boutique. Mounts cannot aid you in combat during this jump, but most can be trained to do so in future jumps.

2-Star Item (200 CP): A weapon or a piece of armor with improved stats.

Cash Shop – Legendary Pet (400 CP, venomancer only): Pick a legendary pet from the Boutique. It starts off as loyal to you; how you treat it will adjust its loyalty and effectiveness in combat, but it will never run away from you.

3-Star Item (400 CP): A weapon or piece of armor with greatly improved stats.

Vitality Charm (100/200/400 CP): This paper charm comes in three tiers: emerald, gold, and platinum. Whenever you are reduced to half health, it will activate and restore you to full health. This will not protect you from massive damage or instant death effects. Instead of how they operate in the game, these will activate 10 (emerald), 20 (gold), or 40 (platinum) times before being depleted. Restocks at the beginning of each jump. May be purchased more than once.

Spirit Charm (100/200/400 CP): This is another paper charm which comes in three tiers, and which will restore magical energy when it is below half. Instead of how they operate in the game, these will activate 10 (emerald), 20 (gold), or 40 (platinum) times before being depleted. Restocks at the beginning of each jump. May be purchased more than once.

Resurrection Scroll (600 CP): If you die while this scroll is in your possession, it will consume itself and resurrect you on the spot. You will get a new one at the beginning of your next jump or after ten years has passed, whichever comes first. You can stockpile up to ten of these and you can give them to companions, followers, or allies.

Companions

Import or Create (50 CP/300 CP): Import or create a single companion for 50 CP, or eight for 300 cp. Each one may choose a race and class and gets 600 CP to spend.

Drawbacks

Weird Physics (0 CP): When monsters drop loot, it stays where they died, even if they were in the air or underwater.

Crossover Mode (0): Choose a second jump and fill out the jump doc, keeping the CP pools separate. The two jumps will then fuse into a single setting.

Trash Drops (+100 CP): Most monsters will only drop their common drops when slain, which are generally worth very little. Bosses will drop their usual loot, but only half as often.

Wraith Persistence (+200 CP): The rumors that the Wraith can possess living beings is true. Killing their hosts only inconveniences them for a short while. They will find a new host and return to battle, often within minutes.

PVP (+400 CP): Most adventurers leave each other alone, but not you. For some reason, they see nothing wrong with attacking you. Anyone who attacks you will have a level equal to or less than yours.

Breakout (+600 CP): The boss monsters who live in the various dungeons across Perfect World have all left their dungeons and are rampaging across Perfect World, accompanied by small armies of the monsters that used to live in their dungeons. Only the capital cities and a few well-defended outlying communities are still standing, but that could change.

End

Your ten years in this jump have ended and your drawbacks are hereby rescinded. It's now time to make a decision, Jumper. What will you do?

Go Home: Does anyone select this?

Stay Here: This looks like a nice place to settle down.

Move On: The adventure continues.

Notes

I used PWpedia and my own experience playing this game as my sources of information for this jump.

<https://pwi.fandom.com/wiki/PWpedia>

Change Log

V1.0: Created the jump

V1.1: Added new perks and drawbacks; repriced the racial perks

V1.2: Moved Spiritual Sense to general perks; added Rebirth perk; added Resurrection Scroll item; added an item stipend.

v1.3: Added Crossover Mode drawback.