

Generic Lonely Blade 1.0 By Burkess

Welcome to the world of Lonely Blade. It's a place of blades and loneliness. Lonely Blade is on a quest to avenge his fallen brother. You'll encounter many things in this wonderful world of monsters and swordsmanship.

Take 1000 Lonely Points.

Location: Pick a place in feudal Japan.

Sex and Age: Set these to whatever you want.

Perks: All these cost 100 points unless otherwise stated.

Gem: Are you a gem? They're a race of people with special powers about what their gem is. For 100 points, you're a non-diamond gem. For 500 points, you're a diamond gem. You can choose to be a gem/human hybrid at no extra cost after paying to be a gem.

Qi Cultivation (free): You can control Qi, the vital life force that exists within all things. You can perform superhuman feats of the sort that you'd find in a Wire-Fu movie. You can teach this skill to others so that they too can do what you do. Training your Qi increases your power.

Dubbing and Subtitles (free): Everybody gets both subtitles and dubbing. This allows anyone to understand everyone.

Special Techniques: You can develop special moves. Like the Boomerang Blade. A technique where you throw two katanas like a boomerang. You can make any sort of combat art deadly and strong this way. No matter how impractical it would seem to an outside observer. This goes for combat styles, too. It alters the physics of such moves to let them work.

The Deceiver: When you don't draw special attention to yourself, people ignore you. You could be a janitor who stands in the background of every battle the hero has. He won't suspect you're the final boss until you reveal it to him.

The Power of Loneliness: You become one percent better every day. This enhances every aspect of your being. Stops when you receive outside help and restarts when you fight alone again.

Popular Blade: When you fight together with others, your teamwork becomes perfect. This also happens when you spend time with them. Your skills fit together and can merge to become something stronger. You bring out the best in each other and help unleash the best versions of yourselves.

Curses: You can place a curse on a victim by destroying something or someone close to them. This will then curse them based on what you destroyed. Killing someone's brother who was his combat partner could curse this man to forever fight alone. You can release someone from a curse, or they can get broken out by your defeat. As a master of curses, this also comes with an aptitude for allowing you to break other curses you might find. Letting you figure out solutions or overpower them with raw strength.

Monster: Your true form is that of a monstrous, roughly humanoid creature. While in this form, you're more powerful. You gain strength based on the number of active curses you've inflicted upon others. You can disguise yourself as other people using shape-shifting.

You're not my real brother: You can tell when people are lying to you and can unravel any plots you're involved in. This sense also tells you when you're about to get ambushed, or when people have ill intentions towards you.

Bane of Plotters: You know when someone is trying to use you. Following this sense will tell you how to ruin their plots. If you desire it, you can also force a confrontation with your would be exploiter.

Duelist: You're a skilled combatant in 1 on 1 situations. You have considerable training in a weapon of your choice. You can enforce a logic onto the world that has your opponents decide to confront you 1 on 1, even if they're in a group. A battle against 30 men wouldn't be a 30 on 1 fight, it would be a series of back to back 1 on 1 fights.

Cinematic Scenery: Whenever you fight, the weather will be perfect for your battle. You also don't trip over hazards or other things in the environment. You can choose for a custom soundtrack to play for this scenario. And for everyone to be able to hear each other. By striking the ground, you can warp the environment into a sort of "boss arena" that favors you. And inconveniences your opponents.

A Hero's Journey: Your life follows a predictable pattern of "acts." These repeating steps will create new adventures for you and new trials to test your mettle. As well as offering rewards equal to the challenges you overcome. You will find endless adventure, everywhere.

Love Interests: Fate pushes potential love interests to you. If there's someone who would like you, then you'll never fail to meet this person. And if you have an interest in them, then they'll know it and will respond in turn.

The Titular Hero: Success breeds success. The more you succeed, the more likely it is that you will continue to succeed. The more effortless your victories, the more it pays into a "success bank." Bad events get averted by subtracting from this stockpile. A bad event is anything you don't want to happen. You always know how much is in the stockpile.

Recurring Enemy: When you fail, you understand why you failed. You know how to improve for next time. The more emotional you are about losing, the faster you'll learn and grow. You have the ability to fake your death. This causes everyone to believe you died until they see you alive again.

Reflection: You can enter a deep meditation. While in this state, you can focus on your inner self and true desires. This also lets you battle past opponents, facing mental avatars of them. Winning can give you a breakthrough or an epiphany. It also enables you to train.

Unscrupulous: By doing bad, you enrich yourself. By deciding to be "evil" new possibilities get unlocked. You will find ways to become more powerful the more of your morality you compromise. For someone with no limits, who will stop at nothing, any world's secrets are easy to discover.

Under Boss: You have the traits of an excellent under boss. When you work for someone, you get molded into what they wish you were more like. This makes you better than almost any other candidate. Your bosses will always offer you first pick on any goodies they hand out. Such as new powers, equipment, or assignments. They won't kill you for no good reason, either.

Minion Call: You release Qi that hooks certain kinds of people and attracts them. You can fine tune this to target specific types of people you want. This can include those who are willing to serve you and will work for you. It can reach across the world if your Qi is strong enough. You can also narrow this down and select for specific traits you want.

Items:

Gimmick Weapon: (Free) This is a single or set of weapons that has some sort of gimmick. Swords you use as boomerangs, mops that have blades hidden within them. If you'd like an umbrella/cane sword or a great sword that's made up of a bunch of smaller swords, feel free to design that here.

Japanese Attire: You have a bunch of clothes from the Meiji era of Japan. When some get taken, more spawn to replace them.

Lonely Blade Chronicles: This is all the Lonely Blade movies.

Traveler Gear: Has medical supplies, food, and spare clothing for a lonely journey. As well as a holdout weapon, if you need it.

Janitor Uniform: It doubles as both a combat suit and is helpful when cleaning. It excels at both, and fighting in it will be like wearing nothing.

Monster's Robes: Clothing fit for a monster. This gear adds your body's defense to itself, making you much more protected.

Dueling Field: You can summon this place at will. It's an arena where you can have a fair fight. You get to decide what it looks like.

Abandoned Castle and temple: This is an abandoned Japanese castle that has a temple in it. It retains upgrades and has lots of amenities you can get up and running again.

Tavern: This is a tavern that provides clues on important "plot" events. People will speak in hushed tones that you can eavesdrop on, or someone will declare a clue you can check up on. You own the place, and it has good food and beds. And makes you some nice income.

Qi Laboratory: This is a training area, library and laboratory. Designed as a hideout for experimenting with Qi. It has what you need to further your research and increase your power. The books here restock in future worlds. They'll offer hints on ways to improve some of your abilities using local resources. And provide ways you can grow stronger. Your lab has the resources to test any of your abilities and items and learn more about how they work.

Monster's Refuge: These are a series of hideouts across the world. All them have supplies and gear you'd need to hide out. When you go to a new area, one of these will spawn for your use. You can share their locations with other people.

Supplement Mode: You can use this jump as a supplement to other jumps.

Companion options:

Anyone you recruit here is free.

Pay 100 points to import all your companions with 600 points each.

Drawbacks: These offer 200 points each, unless otherwise stated.

Steven Universe Crossover: Free: There's a portal here that goes to Steven's world. You can start right next to it if you want.

Lonely Curse: You've got cursed to fight alone forever. Or at least until this jump ends. Unless you defeat the monster that cursed you.

DVD Sequel: You will spend another 10 years here.

Lonely Heart: You will have many connections. But won't get to keep them, as circumstances will force you to part ways. If you refuse, there will be three attempts to end your connection. Each of varying degrees of intensity. If you fight them all off, then no more will come. This works per person.

Greed: Greed consumes you, and you crave more power and ways to push your Qi further.

Jealousy: You are a target for the jerks of this world. Jealous, small-minded people will now direct that towards you. This could lead to physical altercations.

Unscrupulous Target: Someone with the Unscrupulous perk is after you. They found a scroll that told them they could sacrifice you to gain more power. They'll stop at nothing and do anything to bring you down. Not only that, but they also have the Minion Call ability.

Monster Magnet: A strong monster wants to ruin your life and will try to curse you. They'll also orchestrate many attacks on you by using other people as proxies. If you don't confront them early, they'll reveal themselves to you for a final showdown.

Yellow Diamond Is Here: This planet will get invaded by Yellow Diamond soon. She brought a lot of strong gems with her. She wants to turn this planet into an empty shell to spawn more gems. Part of that requires her to wipe out all organic life.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?