

Generic Barbarian 1.0 By Burkess

Welcome to Generic Barbarians. A world of Barbarians. You'll need these.

1000 Barbarian Points.

Locations:

1. A fantasy world.
2. A setting of your choice, but with barbarians.
3. Barbarian Portal World: This is a world that's filled with portals to various other universes that have barbarians in them. You can find your way back here after entering one of the portals.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Barbarian Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Barbarian Rage: Free! You have an endless well of rage within you that you can call upon to gain supernatural bonuses. This includes enhancing your speed, strength, skill, and durability. Your rage can be trained and further mastered like any other skill, and you can teach others the art of rage as well.

Weapon Skills: First Purchase Free! Choose a weapon. You have 10 years of experience wielding that weapon every day.

Fantasy Career: Pick a job you could do in a fantasy world, such as being a monster hunter or a bandit. You gain 10 years of experience with that job.

Rage Epiphany: While enraged, your mind will focus on the best ways to destroy what you're angry at. You'll rapidly come up with ideas you can immediately apply. When you leave a rage, you'll have moments of tranquility in your time not spent fighting, where ideas on how to improve yourself trickle in. When the ideas dry up, you'll need to rage again to restart the cycle.

Viable Bikini Armor: Any equipment you're wearing acts as a magnet for attacks that would have hit a less armored part of your body. If you go into battle naked while wearing a pauldron and gauntlets, every attack will hit your armor until your armor breaks.

Thick Hide: You gain several extra layers of fat, muscle, and skin that can turn aside blades and requires great effort to penetrate. You can optionally be covered in another layer of fur, scales, bones, and the like for extra defense. This could also make you a few feet taller, if you'd like.

Animal Shaman: By meditating on the shape of an animal, you can start to take on traits, both physical and spiritual, of that animal. This process will eventually enable you to shape-shift and achieve hybrid forms that mix traits between different animals, as well as werewolf style transformations.

Fantasy Good Looks: You can decide how you want to present yourself and be perceived by others, and your looks will shift to match. You can also choose to make your body look ideal for a specific person. This can alter you into anything possible for your species.

Inclusivity: Your group becomes a haven for those who are discriminated against elsewhere. They'll flock to you and join under your banner, as long as you also don't discriminate against them.

Chain Physiology: You've become a mass of sentient chains that can shape-shift into other forms. You have perfect control over your chains and can create more of them and alter the shape of chains, adding hooks, barbs, and so on. Your only important vital organs are your

chains, and you only die when every one of the chains that makes up your body have been destroyed.

Intimidation: You can project your feelings of ill will onto the world around you, making others flee in terror. The more dangerous you are the further you're willing to go to achieve your goals, the more oppressive and frightful this effect.

Bravado: Your courage and confidence scales with the seriousness of the situation. The greater the personal risk to you, and those you care for, the more courageous you become. This also includes situations where your feelings could be hurt.

A Protector And A Provider: You passively attract and are attracted to people looking for someone to protect and care for them. This will enable you to collect a vast number of minions, pets, and allies, as they'll be able to recognize what you can do for them. They'll stay with you as long as you hold up your end of the bargain.

Expert Looter: You no longer damage things when roughly handling them unless you want to. You can sniff out secret hiding spots and can immediately tell when there's nothing left in the area that interests you. You're far faster when looting and can steal things in a third of the amount of time it would usually take.

Sorcerer: A vast number of magic spells are at your disposal, with a variety of effects and different levels of power. But you can only "hold" but so many at once. Letting go of a spell allows you to grab onto another one. The power of the magic you can wield, the amount you can hold at once, and the variety of effects scales with you.

Rage Cleric: You practice a form of religion that grants miracles of protection, healing, and improving yourself and allies through battle. Making war and engaging in fights generates an energy that you siphon to perform your miracles. You'll achieve insights into new miracles you can perform after defeating strong opponents, letting you further advance your craft.

Lightning Tactics: When a battle first starts, you and your allies receive a potent speed boost that gradually reduces itself the longer a fight goes on.

Resistance Tactics: When a fight starts, gradually you and those fighting with you will gain improvements in your durability and defensive techniques.

Leadership Material: You'll be placed in the position to learn leadership and practice these skills frequently, and will see your skills skyrocket as you apply the lessons you learn. You instinctively can sense moments where you can get other people to let you take charge, and know how best to capitalize on them.

Community Judge: People who respect you will choose to come to you to act as the mediator of their grievances with one another. They'll tell both sides of their stories and defer to your fair judgment to handle the issue.

See Through Diplomacy: When someone isn't giving you the full story or isn't being fully truthful, you'll immediately know. That also goes for if they're withholding information or arguing in bad faith. Speaking to them longer will cause you to gradually learn exactly what they're hiding from you and their motivations for doing so.

Honor Bonds: When you swear a vow that all parties agreed upon while understanding the terms involved, it becomes self enforcing. The people involved will be compelled to honor their word to the best of their ability.

Beast Bonds: You can form a mind-body connection to animals that enables you both to act in sync. This allows you to share each other's senses and share information, speaking without the need for words.

This Here Is What You Call Domination: You dominate the will of lesser beasts and convert them to your side. It works by you imposing your desire for them to submit onto them. The most willful ones will resist, and if you can't dominate them, you'll need to best them in combat or competition to get them to obey. It works on sentient and more intelligent targets, but it doesn't give you their loyalty. Their obedience may be temporary.

Fantasy Races: Would you like being an orc, a giant, an elf, or something of the sort? You become what you choose with a purchase. Further purchases can turn you into a hybrid, with the abilities of your combined species.

Heavy Weapon User: If you're capable of lifting something, you can swing and move it as if it was a dagger. While holding something, you can reduce its weight by 90% and increase it again at will.

Grand Cleave: Defeating a foe refreshes you and lets you instantly launch another attack on anyone within your range. Those on your side who witness you defeat an enemy have their morale restored and will fight on with renewed vigor.

Enlightened Rage: Grants total control over your anger, and your strong emotions only bring clarity. You can calm others down by projecting this same state to them, letting hot heads think clearly even when completely blinded by rage. This counts as a form of enlightenment and improves any abilities or powers relying on anger and negative emotions.

Taunt: Enemies will always choose to go for the strongest and most well defended targets first before going after anyone else. If, for example, someone raided a village you were protecting, you'd be their first target instead of the villagers.

Pack Up And Go!: Enables you to pack up an entire community and leave on a moment's notice, and always have several preprepared plans to get everyone ready for this.

Nomadic Existence: You'll always have enough to scavenge and hunt for the things your group needs. Regardless of how many people you need to feed, clothe, and provide for, opportunities will come up to enable you to do that.

Treasure Chest: Grants a treasure chest minion capable of holding any number of items within their body and attracts objects into their lid via a suction ability. They're a skilled combatant, but where they truly shine is in collecting treasure.

Treasure Chest has a radar for items you, and they would find valuable and will give you information on where to find things to acquire. They have a secret form hidden inside the box that they only reveal in dire situations.

Making Demands: You know the exact types of threats other people will respond to and what best to threaten them with to get what you want. For example, you could make them pay you every year to avoid getting raided.

Naval Combat: You're an expert at naval combat and fighting on boats and in precarious situations. Your balance is good enough to sprint across a rope while throwing axes at people, and you never get sea sickness.

The Captain: Boats gain an animal's intelligence when you wish them to and will steer themselves. You're also an excellent captain, swimmer, first mate, and navigator.

Drink For Power: Drinking alcohol swells your muscles and directly increases your physical strength. Your body is protected against the effects of alcohol poisoning, and you'd be able to drink pure ethanol with no ill effects.

Ambushing Travelers: You can identify routes people use when traveling and find the best spots to lay an ambush. You know the best ways to hide your presence and can create illusions to camouflage yourself and others to match the surroundings.

Lucky Steps: If you'd be harmed by traveling somewhere, you'll be warned and feel a sense of foreboding. This'll let you detect ambushes and also traps.

Items:

Mundane Weapons And Armor: Free! You get a free weapon of your choice and some armor to use.

The Blood Axe: An axe made of crystallized blood that sucks the blood and life force out of its victims to repair itself and also, gifts it to you. This allows you to heal any wound, yours or someone else's, as long as the axe has stolen life within it.

The axe increases in strength with each new victim. Weak targets provide miniscule gains. Strong ones, in relationship to the axe's power level, provide fantastic improvements.

King Of Spears: This spear consumes other pole arms and absorbs their powers. It can manifest a number of different shapes based on what it's absorbed, and it grants its wielder the memories of the deeds done with the weapons it has eaten.

Barbed Javelins: It's a bag of enchanted javelins. These release barbs once they stick into a target, filling them up with spines. You can retrieve a javelin with a mental command that'll send it ripping out of its target and back to its container.

Floating Francesca: These throwing axes hover in midair once thrown, and then will home in on targets. They can also be set to revolve around your body in a whirlwind of death.

Atlantean Sword: A bastard sword of exceptional strength. It makes anyone who holds it feel manly and urges the user to be great.

Noble Steed: A horse that's as smart as you are, and talks. It subdivides when you bring a new rider to it, creating another copy of itself, who can also clone itself. Unriden horses are reabsorbed into the main horse.

Phantom Recurved Bow: The arrows fired from this bow split into multiples while traveling. You can choose to turn one arrow into up to ten. The extra arrows fade away from striking something. Comes with a quiver with refilling arrows.

Barbarian Scraps: This is a set of barbarian armor of your design. What makes it special is that adding scraps of metal to it causes your entire body to gain the armor's physical properties. So if you put a steel skirt on your armor, your skin would gain the same hardness.

Bone Armor: This armor is an undead skeletal monster that allows you to wear it. The two of you will act as one in battle, and it can separate from you to pursue targets. The armor can take the bones of its victims to add to its collection and improve itself.

Monster Tribe: This is a group of monsters. Orcs, kobolds, goblins, slimes, hobgoblins, and a few treants who have sworn loyalty to you and look to you as their leader.

Bag Of Holding: This bag holds an infinite amount of stuff, which will explode everywhere if the bag is damaged. It can be used as a bomb if you put really dangerous stuff in there.

War Boat Chariot: This is a chariot that transforms into a boat when you need it to be. It comes with two very aggressive horses who enjoy trampling people and a mysterious Captain with a past shrouded in mystery. There's also a parrot, who is the most dangerous member of the crew. The bird specializes in deadly poisons.

War Elephants: This is a group of 40 elephants who never forget to kill. They're peerless manhunters extensively trained in the art of hunting and slaying humanoid targets.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Barbarian tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a pun or a dad joke comes up, you can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Barbarian points as you spent. They don't like you and want to defeat you.

Barbarian Invasion: A variety of barbarians from the Barbarian Portal World will come pouring in to engage in an enormous battle for survival. Wars will take place across a multitude of planets.

Danegeld: You'll occasionally be threatened by local groups of raiders, who want you to give them money and goods in exchange for them not raiding you.

The Prophesied Hero: There's an evil necromancer who has arisen that you've been foretold to be instrumental in defeating. The problem is, the necromancer knows about that too and is sending undead minions out to attack you. The quest to defeat the necromancer will take you across the setting as you gain allies, grow stronger, and finally have a climactic showdown.

Ending Options:

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