

Generic Warlord 1.0 By Burkess

Welcome to Generic Warlord. In this world, a species calling themselves Warlords resides. The original Warlord came into being one day on a battlefield, and the species propagated from there.

They exist to do battle and wage war, and are specially adapted for this purpose. Every battle they participate in can make them stronger, and each of them seeks perfection, using violence as their crucible to forge themselves into the ultimate weapons.

You'll need these.

1000 War Points.

Locations:

1. A setting of your choice. Optionally, with or without other Warlords.
2. A world filled with Warlords. They're the main species.
3. Warlord Portal World. It's a planet filled with portals that lead to other settings where wars are waged.

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 War 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 additive bonus.

Mind Of A Warlord: Free! Your mind is perfect, has infinite memory, and analyzes and picks apart anything. It maintains multiple threads of thought that are devoted to categorizing and understanding new and old facts. You're a natural at military command and tactics, and your mind instantly recognizes patterns.

Warlord Gathering: Free! Warlords become more dangerous as more gather in one place. This passive synergistic effect makes each of them progressively stronger and more skilled as long as they work together.

Warlord Body: Free! You live indefinitely unless killed and have a healing factor that allows you to always recover from any injury that did not immediately kill you, eventually fully restoring your body. This natural healing negates the effects of exhaustion, and your species does not require sleep.

From the moment a warlord is born, they're able to fight, capable of killing a full-grown man in single combat. You'll only grow stronger from there. Violence itself acts as sustenance for you, and you could sustain yourself entirely through battle, never needing to eat or drink.

Warlord Production: Free! Warlords can interbreed with any species. Anyone born of a union with a Warlord is born a Warlord, and they will only produce Warlords. The beneficial traits of their other parent(s) are added on top.

Warlord Development: Free! Exposing yourself to battle and making war is how you grow stronger. When watching a battle, you learn and develop tactics that will improve your fighting style while also learning how to defeat the enemy you're observing. Whenever you heal from an injury, your body hardens itself against what hurt you and becomes more able to survive the rigors of battle.

This also affects you mentally, as it expands your battle and military intelligence to equal your skills in fighting. It works the same in reverse. If your intelligence is great, it also makes you better and stronger at fighting.

Warlord Looks: Free! What are you? You can design your own appearance, along with a handful of extra physical traits. For example, maybe you've got pitch black skin and eyes

shaped like stars that shine with the light of violence. Or perhaps you're a bestial lion creature with a man-like upper body and a centaur lower body. You could also be a mechanical life form, shaped like a human. Anything of the sort is permissible.

The Weakest Link: Spot weak points in things, especially political systems. It works on a micro level, letting you easily tell where people's vulnerabilities lie, both physical, and mental. Similar to a predatory animal, you smell weakness and can expertly read body language.

Paymaster: You have a mind for numbers and great skill in finance. This makes you great at haggling and getting good deals, especially when paying employees. You're able to negotiate people down to often accept half of what they're worth.

Rallying Cry: You radiate an aura that puts your allies at ease. You're able to shout to temporarily get your allies pumped up and spread fear among enemies. It lets your team temporarily exceed their natural limits at the cost of exhausting them shortly after.

Monster Tamer: Taming animals and monsters is easy for you, as you have an empathy based ability that lets you understand their feelings and project your own to them. You don't need any words to communicate with them, and can explain your desires in ways they understand. If you have something of value to offer, they're highly likely to accept your deal and work for you.

Sell Sword: Get work from anyone, if they think you've got the skills to get the job done. They'll ignore your previous allegiances as they understand you work for money. The more stuff you're willing to do, the more jobs you'll get, as people who would want your expertise will find a way to contact you.

Guessing Their Level: Enables you to sense levels of opponents. You can tell how someone's strength compares to yours if you see them in person, and can compare the power of anyone you've ever met before to anyone else you've seen. You can even use this trick from hearing about someone and making educated guesses about their supposed feats. This is less accurate than meeting them in person, but if you have enough information it can work the same.

Battle Buddies: Spending time around someone gradually brings you closer to them, as more and more opportunities will be afforded to the two of you to learn more about each other. You'll experience brief adventures that give you both more insight into whom the other person is and their core beliefs, and help to strengthen your bond.

Force Projection: Enables you to produce portable force fields. They can turn aside and deflect attacks based on your overall level of strength. At a base level, your strongest strike would require three hits to break one of your shields.

Seven Steps: You have a form of teleportation that turns one step into seven. This temporarily allows you to phase through objects when you initiate the dash, letting you use it to dodge attacks.

Shared Healing: When in physical contact with someone, you're able to share the effects of any healing factors you possess. This can also allow you to add your durability onto theirs, making it much harder to hurt them.

Do Harm To Heal: You're able to heal yourself and others with a regenerative energy, which you gather by harming and destroying things. You can release it in the form of a beam that rapidly regenerates any injuries someone has sustained from your collected reserve. If you're injured, and you have stored energy, it will be spent automatically to fix your wounds.

Infectious Magic: You're capable of powerful dark magic. Your attacks create wounds that fester, and you leave behind a tainted magic inside your victims that makes healing difficult and encourages infection. You're able to spread infection using your magic to other targets, such ruining food and water sources and creating beacons that attract pest animals like mice and locust.

Mind Slaving: On a defeated or unresistant opponent, you can superimpose an aspect of yourself which will suppress the person's consciousness and then pilot their body. This fragmented part of you will then possess their body and use it as their own. You maintain a mental connection with your fragments, and you can update each other in real time and share senses when needed.

Maximum Effectiveness: Your attacks will always inflict the maximum possible damage, regardless of your level of skill. If you used a sword, you'd intuit precisely how best to hit someone with it, even if your form was atrocious. In video game terms, any direct hit from you is a "critical hit" that will always target vital areas.

Fusion Magic: Grants access to a type of magic that lets you fuse objects together. It attempts to meld two things into a whole that's superior to both of them apart. Some fusions are notably better than others, but you could make something like sword nun chucks work using this.

Fighting Genius: Enables you to easily learn new fighting styles and memorize the katas in minutes. You learn fastest if you can watch someone fight in that style, even if they're using it against you. Using this, you'd be able to learn everything someone can teach you about fighting because your natural instincts will make the information immediately "click."

Advanced Danger Sense: Your body prepares itself to parry attacks at the moment someone commits to attack, and you have a precognitive danger sense that starts at being able to predict 5 seconds ahead of time when something is going to harm you.

Absolute Timing: Can estimate the exact amount of time any task would take. Looking at a foe, you'd be able to estimate that it would take you 30 seconds to dispatch them if you used your full power. Looking at a sandwich would tell you the precise amount of time it would take to eat it.

Trauma Induced Evolution: Alters your body permanently after an injury, physical, mental, or spiritual. Having an arm amputated could cause you to grow two arms in its place, or get highly cut resistant skin, or grow a hard carapace on your body. It's random just what your body will evolve, but it will always be something that'll help you against what hurt you before. You have a moderately fast healing factor that causes your injuries to visibly heal before your eyes.

Inherent Calm: You're in control of your emotions at all times, and can completely put aside your ego and entirely focus on objective facts. Regardless of what happens, you can choose to never lose your cool.

To Love Freely: The ability to freely love and give generosity and know who will reciprocate your feelings in advance. Anyone who would return your advances or appreciate your charity is highlighted in your vision.

Turncoat Turner: Can spot people with weak convictions and quickly learn the flaws in their ideology. This helps you to sway them to your cause by offering them things they want. You can use this to convert enemy soldiers to your side that you can cajole into speaking with you, if there's any cracks in their beliefs you can exploit. Not everyone can be bought or turned, especially if they truly believe in what they're fighting for, and you have nothing to offer them.

Stockpiled War: Acts of violence and war build up energy that make you more powerful the more of it you have. You can share this with others and grant other people the capacity to build up this energy. It will then continue to increase their strength, and you can tap into and siphon their war energy for your own purposes. War energy provides a gradual and constant upgrade to someone's physical, mental, and spiritual form, remaking them to reflect your influence over them.

Hero Of The Downtrodden: Causes you to attract impoverished, oppressed, desperate and motivated people to fight for you when you promise to solve problems in their lives. If there are unhappy people, you could form a fighting force in record time just by showing up and speaking a few words.

Items:

Warlord Raiment: Free! Warlords grow armor and clothing from their bodies that matches their personalities and fighting styles. This carapace like clothing can transform into previous shapes to fit your needs. It grows stronger as you do, and will always be at least twice as durable as your body itself.

Tools Of The Warlord: A set of 20 mundane weapons of your choice, including shields. You control them telekinetically, and their strength scales with yours. Said weapons can absorb other weapons that are similar, and gain their traits.

Personal Armory: Allows you to collect any weapon or armor and purchase mint condition versions of them by spending cash equal to their value. Repairing gear is cheaper than buying new equipment. It can hold any amount of gear you collect.

Catch And Release Cloak: This cloak can hold a limitless amount of objects, and while wearing it, you can manipulate it as if it was one of your limbs. With proper timing, you can use it to catch attacks that are launched at you and fire them back. Living beings can resist being pulled into the cloak and can attempt to escape if grabbed.

Drone Support: A set of 20 drones and medical bots. The drones will fly around and scout the area, and have light guns on them for attacking. It comes with a headset that lets you control the drones and see through the cameras on them.

The medical bots fire a beam of energy that gradually heals a target's wounds as long as it's in contact with them. It speeds up natural healing so that an injury that would take a week to heal takes a minute.

Rations And Provisions: An unassuming box of rations. It contains things like soap, chocolate, food, and other goods to keep an army of any size well-fed. Reaching into the box will always produce enough goods to take care of as many people as you need.

The Auto Map: An automatically updating map of the world around you. It contains enemy and ally positions, and also marks treasures. You can filter the results to look for specific kinds of treasure that you define.

Bag Of Explosives: A bag of respawning explosives. When you reach into the bag, you'll find an explosive weapon that fits the current situation. Need an escape? A long-lasting smoke bomb will slip into your hand. Want to breach a door? A small but powerful explosive will do the trick. It can even create colorful firework explosives for parties.

Technique Manuals: Writing down a fighting style, spell, ability, or technique would allow someone that's never met you before to master it using the instructions you left behind. These manuals have a magic inside of them that grants the bare minimum required traits to use the techniques contained within.

Stone Spear: The first ever created stone spear. It's a long wooden stick with a stone spearhead on it. Wielding this weapon teaches you how to wage war, letting you intuit humanity's history of violence for yourself, making these lessons second nature.

Holding it and wishing it so spawns Warlords within the setting and makes them a common sight. It also grants the potential for tactical brilliance towards those with a mind for warfare.

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 War 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.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

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 dad joke or a pun 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 War points as you spent. They don't like you and want to defeat you.

Warlord Antagonist: You'll encounter a Warlord who has a major issue with you soon after entering the jump.They'll repeatedly be a pain in your side until you either confront them or

escape them. They'll lose interest if you refuse to fight back, and nothing they do annoys you enough to battle them.

Only For Money: Many of the volunteers you'll find to work with you will be craven, cowardly people who just want cash. You've become a magnet for this sort of person, and they'll come from wherever they are when you're in the area. They'll break and run at the first sign of real trouble or if they think they can get a better deal. You'll need to spend more effort in recruiting good talent.

Traitor In Your Midst: During your stay here, at one point you'll be betrayed by someone who covets what you have and seeks to take over. Their previous greed will have appeared to be ambition before, but they'll reveal their true colors.

False Parameters: You'll have to deal with clients who lie about the job when you're hired for mercenary work. 20% of the time, you'll get people who leave out crucial facts or have secret agendas they're using you for.

Stepping Stone: Groups of enemies want to take you down to build up their reputation. If you're known for anything of importance, others will seek you out and try to defeat you in the hopes of making themselves look better.

Jumper The Conqueror: You must conquer a country and hold it for at least a year in order to leave this setting. You'll remain here until you're able to manage that.

The Great War: The Warlord Portal world has exploded, and portals have appeared everywhere across the setting. Invaders from various worlds will pour in, attempting to take what they want and claim land. A massive war has started and shows no signs of stopping anytime soon.

Ending Options:

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