Generic Action RPG 1.0 By **Burkess**

Welcome to Generic Action RPG. A place of RPGS and action. You'll need these.

1000 Action Points.

Locations:

1. Action RPG Portal World: This world is filled with portals that list various universes. You can enter the world of any action RPG ever here. You'll also be able to get back to this place from those worlds.
2. Free choice. Pick any Action RPG world.

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 AR Tokens. These can be redeemed to get anything you want here for free.

Inhuman Heritage: Pick a creature, such as a demon, an angel, or what else. You gain traits of this heritage and can call upon your inhuman blood to gain special bonuses. Think Dante from DMC for what effects this'll have on you. Can be bought multiple times.

Trajectory: You have a precognitive ability to understand trajectory and read enemy attacks. This lets you know in advance where an attack will land, even if it's invisible or too fast for you to usually see or react to. You also can spot foes by their hostile or murderous intent. Even inhuman machines who are cloaked could be sensed with this.

Pattern Recognition: If an attack is used on you once, you learn how to counter it. You can predict future patterns that are similar to ones you have an understanding of. This lets you read your opponents like books and predict their next moves if they don't change up how they fight. Against a foe you've spent time analyzing, you can even recite what they'll say next before they say it.

Magic: You have the gift of magic. What's special about you is that you can learn any form of magic that exists, in any worlds you visit. If it's called "magic" or is magic, you can learn it. You start off with a basic collection of spells and elemental magic. Such as firing beams of light or waves of fire. The ability to coat a weapon in that element to raise its attack, and a healing spell. You can create your own spells by mixing ones you already have together to create something new.

Spirituality: You can make contracts with spirits, gods, demons, and other beings. And gain abilities based on what they're capable of doing. You can make telepathic contact with any such being. And will always know what sort of offerings or actions they'd need to let you form this contact.

Looting And Shooting: Defeating opponents causes them to drop gear. The equipment will be "leveled" based on how powerful they were. Especially strong and noteworthy opponents will drop unique and rare equipment.

Sandbox: When you want adventure, you'll find it. You'll be carried to the nearest event of importance or relevance to you. You can also choose to bring the excitement to your location instead. Causing nearby events to move to where you're at.

Radiant Quests: Anyone who wants something will have a visible quest marker. You can tell at a glance what they need and what their "quest" will involve, as well as what the rewards will be.

Fast Travel: You have an automatically updating map of any place you visit. By selecting a point on the map, you can quickly travel there. Spending half the amount of time you'd usually take to get there.

Eat To Heal: Your body converts any form of sustenance into instant health recovery. As well as stamina restoral and passive buffs, depending on what you eat. More nutritious foods provide more benefits for you.

Hack and Slash: Every successful attack gives you a speed boost. This stacks indefinitely. It gradually decays when you don't land any blows or haven't hit anything for a while.

Dialogue Wheel: When in conversation, you can choose to be given a set of options. These options will be the best possible ways for you to conduct yourself. To achieve your objectives. It's what you'd be able to come up with if you spent hours thinking about this decision. Time freezes while in conversation to give you time to consider your options.

Wait and Sleep: You can fast-forward through time by waiting. This creates a localized time bubble. That causes you to see everything around you accelerating until you reach the time you

waited to. You can't wait when enemies are nearby. Sleeping rapidly heals you and can fully restore your body from any injury in as little as 8 hours.

Variable Regeneration: You have a regeneration factor. It can perfectly heal you from any injury in seconds. But the more damage you take, the slower this regeneration is.

Return to Track: You have a great sense of balance. If you fall off an obstacle or into a pit, your body will flicker and then reappear back where you were before you fell. This happens before you'd take damage or get hurt. You can intentionally flicker your body to backtrack to anywhere you've been in the last 5 minutes.

Heroic Physique Package: You can both break and lift boulders with your fists. Outrun horses, and have the stamina to fight for 24 hours straight. You have a will that can resist any hardship and endure any pain. You gain added durability equal to your physical strength.

Gliding and Sliding: You can slide across any surface as if you were skating. While airborne, you can control your direction and trajectory. You can also choose to fall slower while gliding.

The Perfect Setup: People subconsciously create setups for you to drop awesome one-liners. This works for jokes as well. They'll be drawn to specific word choices that allow you to make your delivery of iconic lines. You'll also always get the right intonation that makes your quips land perfectly.

Unreadable: You have a perfect poker face. Your ability makes all sorts of enhanced senses and precognitive abilities go haywire. It tricks people into believing you're going to do nonsensical and impossible things. So they won't be able to trust it when you do make a move. You can create hyperrealistic illusions of yourself within 5 meters of your body. They can be set to constantly perform attacks and movements. To help you trick opponents and misdirect them. You can create illusions of things besides just yourself.

Power Parry: You can deflect any attack by hitting it with an equal or greater amount of force. This then causes it to home in on enemies or fly in a direction you choose. Even intangible or esoteric techniques can be parried if your timing is right.

Guard Buster: With a brief moment of charge up time, you can shatter any guard and pierce any defense. Also comes with the ability to "charge up" an attack: the more time spent charging, the more damage it deals.

Blink Dash: By focusing on a point within your line of sight, you can appear there. You can also attack while traveling, letting you slash your targets during a teleport. You have a slower variation that quickly glides you across the ground within a shadow. So you can appear behind,

aside, or infront of someone. It doesn't need line of sight, and instead targets anything nearby, even if you can't see it.

Tele-Yank: By focusing on a target you can see, you can pull them through space and time to your position. Can be used on objects if you're capable of moving them.

Indefinite Jump: You start off with the ability to double jump, but you'll gain more jumps as time goes on. There are no limits on the number of extra jumps you can learn to perform. Each jump can reset your momentum, should you choose to.

Spirit Vision: You can see into the spiritual world. And any gaps between dimensions. Allowing you to see souls, invisible creatures, ghosts, and through solid objects. It also lets you track people and objects. By examining places they've been and following the soul footsteps they've left. They leave a sort of residue on things that you can follow.

Weaponized Wings: You can manifest a pair of shapeshifting wings on your body. That can absorb objects, such as firearms, blades, and other items and take their shape. And they can be set to automatically protect you from attacks. They're also capable of allowing you to fly and glide. The wings also function as infinite storage space. They can fire energy bullets using your stamina or magic reserves. You gain alternate bullets if you have a different resource to spend.

Damage Storage: Being hit by attacks causes you to record the damage that was dealt to you. You can release stored damage in an attack that deals 3 times what you were harmed for to your enemies.

Good Defense: If you attempt to block an attack, regardless of if you're successful or not, you'll take half the damage. You can ignore effects like your foes sending you flying or knocking you back when you block them. If you block part of an attack, you have a force field that releases. Which will block the rest of the attacks that would hit you. So you could block an energy attack that would hit your entire body by crossing a sword across your chest.

Perfect Parry: You have a timing based ability that allows you to nullify damage by flexing as you'd take it. The damage reduction is based on timing. Doing this at the moment of impact completely erases any damage you would have taken. And gives you a speed and damage boost.

Called Attack: When you call something's name, it works better and more efficiently. This also works for people. Yelling out the names of your attacks now makes them more deadly and accurate. Screaming the name of a teammate will make them perform better. Crying out the name of your foe will disadvantage them. This works based on the raw emotion and passion you put into it. The more you feel, the greater the effect.

Party Pooper: You can interrupt whatever someone's attempting to do by hitting them. This includes charging up attacks and initiating a transformation. If someone tried to transform in front of you, then you could punch him in the face and force him back to his base state. Hitting someone forces them out of any power ups or transformations.

Colossus: You can transform yourself into a 60-foot state. And grow a variety of protective organs covering your body. These "nodes" must be destroyed before your body can be harmed. They'll fire attacks and attempt to defend themselves and you independently. You also create organic minions, some of which are capable of flight, which work to defend you as well. These creations are under your control but also fight autonomously.

I don't Transform: You can choose to gain the benefits of any number of transformations. Without initiating the transformation. You only pay the costs of maintaining these transformations. If any. But gain none of the other weaknesses.

Element Eater: Pick an element. You absorb, produce, and consume this element and gain powers based on it. You gain an immunity to your element and can't be harmed by it. Your powers are maintained by absorbing more of whatever element you picked. This provides you with enhanced physical stats and a regeneration factor.

Quipper: You induce feelings of annoyance and anger in your enemies. Every action you take magnifies any annoyance they'd feel from you. This effect is strong enough to make even emotionless beings fly into a rage. You can amplify this by using insults, jokes, and sarcastic quips as you fight.

Camera Controls: You have 360 degree vision. You can expand your point of view to see anything within a half mile. You can "lock on" to anything of interest, focusing your vision on that target and making the camera follow it. You can see both using this sense and with your other senses at the same time.

Silent but Deadly: You can convey your thoughts and feelings without speaking. Others will intuit what you want and desire this way. The longer you go without speaking, the more mysterious and charismatic you become.

Like the Sun: You have a chipper and kind demeanor that puts others in a similar frame of mind. You seem less like a threat, and people are more willing to open up to you. When you tell the truth, people will understand instinctively that you're not lying to them.

Damage Transference: If you touch a living target, you can tranfer your wounds to them. As well as any diseases or status ailments you might have, healing yourself.

Martyr: You can heal others by pulling their wounds and illnesses into your own body. You gain a moderate regenerative healing factor.

A Parallel World: You have access to an alternate dimension you can step in and out of. It follows you across your chain. You start off with limited control over its environment and rules, such as gravity. You'll gain more control with time. It can be set to spawn minions who are loyal to you. You can open portals to this place and drag others in and out with you. You're enhanced while in this place, and fighting you becomes a daunting task.

Danger Sense: You have a passive, automatic danger sense. It'll attempt to pilot your body to avoid attacks and clue you to the openings you can exploit. It will fight your battles for you with ruthless efficiency. You can turn the autopilot off and keep the warning system.

Reactive Reflexes: If you're able to perceive something, you become as fast as it is. Its speed gets added to yours. Can you see a speeding car? You can outrun it. Does your danger sense detect a laser coming for you? You'll be able to dodge it.

God Slayer: You bring death to the deathless. Anything that can't die CAN at your hands. You also deal "chip damage" to anything you strike. This damage is unavoidable by any means. Regardless of what sort of immortality or invincibility, your target might have.

Vicinity Break: Your attacks have AOE damage. This causes simple slashes to be capable of harming groups of foes. And for your deadly single target attacks to cause harm far outside their clear range.

Defeat = Transformation: Every opponent you defeat grants you access to a new transformation. Crushing a fire demon would allow you to turn into a form that gives you the traits and flames of one. You can merge forms together and add their powers to a singular form. What's more, each form has a separate "health bar." And being defeated while transformed returns you to your base state. In the same level of injury you were in when you transformed.

Explosive Growth: Defeating an opponent will give you fast physical and mental gains. And many epiphanies about fighting and your own skills that'll allow you to defeat foes on their level. Your only limits to your growth is your ability to find strong enough foes. That you can defeat who won't kill you in the process.

Reputation: You know at all times how other groups and people perceive you. You can bring up a menu that has a list of every group you've ever met and your dealings with them. Every action taken by them and your faction in relationship to them will be listed.

Scavenge: You have the skills of a scavenger and prospector. By smashing objects, and searching though containers, items will be placed there for you to find them. Areas you haven't been to for a while will "respawn" and their contents can be looted again.

Final Form: When wounded, you can enter your final form. This is an idealized version of your regular form that has its powers amplified by over 5 times. Entering your final form heals you. You'll enter this state if slain.

The Main Quest: You can choose to be at the center of any major or important events in the world. You can also usurp the role of the main character(s) and get and use things they were meant to use. Even if you don't meet the conditions for them.

Monster Talk: You can speak to any being and both understand them and be understood by them. Simplistic creatures that don't have much intelligence or any at all will be given some. By offering bribes and becoming friends with these beings, you can convince them to work for/with you.

Item Fusion: You can fuse any objects to create a new item. One that has the positives of everything involved while mitigating the weaknesses. You can defuse anything. Even things you didn't fuse.

Settlement Mode: You have the ability to open a settlement menu. This enables you to build things in seconds. All it requires is having the materials to make something. No tools needed. You can destroy objects within your settlement to turn them into raw materials. You start off with blueprints for everything that exists on Earth in the early 2000s. You can learn more from studying.

No Leveling Curve: You'll always get stronger as if you were a newbie and had so much more to learn. In RPG terms, you gain EXP as if you're level 1.

Enemies to Friends: You can often recruit your antagonists and opponents. If there's some part of them that's willing to negotiate and compromise with you. You'll be given the correct words to say if they'd allow themselves to be persuaded by you.

Lifting Them Up: Hanging around you gives gains. The more someone fights at your side, the faster they'll grow, without limit. This is especially effective if they spend large amounts of time around you. And are with you from the start of your journey. Anyone who survives fighting at your side will become strong enough to be a help to you.

Morality System: Your choices have an effect on your physical appearance. And alter how your powers develop. You'll gain new variations on your current powers. And also unlock new ones that better help with your outlook on life, based on your behavior.

Kinetic Recovery: You can leech kinetic energy from your environment and control it. This enables tricks like flipping your body in midair. And flinging yourself back at someone who threw you. Or letting you reduce the damage you take from an attack and then hit someone back with part of that force.

Clash: You can start a beam struggle at will. This allows you to test your power against someone or something else's. With the loser taking damage from both attacks and getting knocked back. By meeting force with force, you can counter any attack and turn it into a contest of strength. All you need to concern yourself with is being strong. The physics of how this works handles itself. So you could punch someone's electricity attack and overwhelm them, somehow. Or deflect their sword swings with your fists and then knock them away with an uppercut. You won't take any damage unless you lose a clash.

The one they count on: People trust you with dangerous and intense missions. Even without knowing your qualifications. You always get rewarded to the best of the ability of the people you helped when you do work for someone. They instinctively know what you want and will offer you this if it's fair. Rewards are proportionate to how much they appreciate what you've done. And how challenging it was.

Wariness: Your foes are much more wary around you, as they pay close attention to your reputation. They'll be more cautious and miss out on opportunities to interfere with you, because of this.

Summoner: You can place a mark on living or inanimate objects and mark them as your summon. The living beings have to agree to this. What this means is that they can spend your resources. Such as your energy and magical power. To perform supernatural attacks and grow stronger as they train and battle. You can also pull them from wherever they are to your location. This causes inanimate objects to develop a degree of sentience and animation. That lets them do this job, and the living beings will become far greater than they were before.

Mimicry: You can copy your opponent's movements and techniques. And recreate your own versions of them that suit you. Did your enemy throw flaming meteors? You've got a version of that which uses less energy and is a magical attack. Could your foe dash around with his sword many times? You can do that too, and you've got a cool finishing move to add onto it.

Refinement: You can reset your level of skill in something. Such as a technique, an ability, or any sort of skill, and then start again at the beginning. When relearning your skill, you'll grow faster than you did before. And you'll end up being much more powerful and proficient than you were before. You can take mundane skills to supernatural levels. By repeating this cycle, and make already powerful abilities legendary.

Attribute Gains: Winning fights awards you a certain number of attribute points. To spend based on how challenging the opponent was. These can be put into your “stats” such as strength, dexterity, luck, charisma, and so on to improve yourself.

Team Player: You can create supernatural combo attacks. These can involve only you or other people too. This involves taking an attack or technique. And merging it into something better than both of them combined. A synergy that's greater than the sum of its parts. Those you team up with gain an unnatural sense of timing and skill for combos.

Last Stand: You cannot die or knocked unconscious. As long as there’s still an ally nearby who is in the condition to keep on fighting. Your defiance inspires others to hang on longer, and lets them dig deeper to stand up again and again.

Friends = Power: You can merge with someone. And gain a new form that combines both your powers and empathizes their strengths within it. You can fuse with many people. But these fusions need harmony of mind and body. And for everyone within it to be in agreement of what the fusion does. Otherwise, it’ll end. The fusion has a separate “health bar.” And if it’s defeated or destroyed, everyone splits apart from it in the same condition they were in when they fused.

Storage Space: You can collect items by walking into them. They’ll disappear until you need them. When you want an item again, it’ll appear. You can collect anything this way that you’re able to lift.

Completionist: You’re an expert at solving puzzles and tracking down hidden secrets. In every world, you’ll now find alternate versions of famous pieces of gear and other artifacts. Duplicates, knock offs, or equipment made by the same creator. If you put in the time to track them down, you can collect an impressive arsenal by looking in places no one else does.

Artifact Finder: You have a nose for valuables. And will receive an alert whenever anything priceless. Expensive, or rare, comes within 5 miles (8.05 km) of your position. You have the skills of a thief, and your footsteps make no noise. You can fine tune the alert to make it search for specific things and improve its range.

Introducing the Challenger: When you meet someone. You can choose for a video to play for everyone. An unseen narrator explains key aspects of this person’s life. Personality, and motivations, set to a montage of defining moments of their existence. You can show others a similar video package about yourself.

Camera Crew: You have a camera crew that follows you around and records you. These people get spawned your power and act to promote you, hype you up, and make you more popular. They're good in a fight, too. They’re a team of 6 humanoids of your design, plus their battle robot who spawns camera drones.

Critical Crusher: Observing a target allows you to gather data. On their strengths and weaknesses. You can exploit these weaknesses in the form of landing “critical hits.” With each strike once you gather enough data. These attacks ignore defenses and inflict massive damage.

Luck Slayer: You can become an anti-luck void. That nullifies the effect of luck, fortune, and any sort of random chance in a wide range around you. Anyone who relies on such things will find themselves in a sticky situation.

Branching Storyline: Your actions can throw events out of whack. And create countless butterflies. You are in no way bound by fate or destiny, and can alter events as you choose. You can see the effects your actions will have on the world, in the same way you can watch a ripple spread across a pond. Deciding on a specific outcome will tell you how to bring it about, and then you need to act to walk that path.

Items:

Insurrection: This is a shapeshifting sword. One that absorbs weapons that touch it and allow the blade to transform into those weapons at will. Any weapons it’s absorbed gain new traits based on the inherent power inside the wielder. If you were a demon, your weapons would gain alternate, demonic forms. You gain as many extra forms for all the power sources and different types of heritage and species you’ve got.

Insurrection draws out the inner potential of the wielder, letting it grow stronger as you do. It can harness your powers to create specialized “styles.” This creates specialized combat routines. That excel in specific areas, encouraging you to switch between them as needed. Comes with a long coat and a leather strap to attach it to your back.

You can import another weapon of your choice to have it gain these abilities.

The Keyblade: You have a keyblade. It grants you the right to use magic and lets you teach yourself to do the sorts of things Sora can. Yours is suited to you. And you gain new keychains when you experience strong emotions or complete your visit to a new world. Letting someone hold your keyblade allows it to judge them. If it deems them worthy, they’ll manifest their own keyblade.

Upgrade Warehouse: Any upgrades you find in your travels will appear here. You can learn to tweak the upgrades to work in different contexts. You can also learn to make your own upgrades for gear here. Likewise, you start off with a scaling effect you can apply to weapons and armor. That makes them stronger than the person wielding/wearing it.

Action RPG Hero Planet: This planet is devoid of life. Besides plants and herbivore animals. It’s a large planet that has a base on it, filled with amenities to help you rest and

recuperate. It has several outposts dotted around the planet. And comes with a device to let you teleport to and from here, as well as bring people here and back.

Signature Insignia: This is a logo that encapsulates who you are and what you stand for. Anyone that's on your side can have this appear on their clothing, or summon a uniform with this logo on it. This marks them as one of your crew. And allows you to take them and anything else you place the logo on with you on your chain. You can choose to have this logo cover everything you own, to have no doubt who owns it.

Procedurally Generated Dungeons: You have a dungeon. This is a giant entrance to a series of dungeons. That rearrange bits of settings you've visited. And spawns in treasures and foes from across your chain. You can spawn in any number of these dungeons and tackle them in any order you choose. They'll always be something at the end of the trials that makes the journey within worth it.

Consumable Stockpile: This is a respawning collection of magical potions, herbs, and food. You'll find things here that heal people, restore mana, stamina, provide buffs, and so on. If you find any consumable items in your journeys, they'll appear here and become respawning.

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

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 AR tokens, same as you got.

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

RIP to those guys, but I'm built different: Your foes have endless courage and confidence. They'll continue to challenge you regardless of how many others you've defeated and how powerful you seem to be. They always believe that they're the ones who will find the chink in your armor and will emerge victorious.

Custom Built Rival: You have an opponent here. They'll have a build that uses the same amount of points that you spent in this jump. They know of all your choices, and they'll make a build to defeat you. Their only mission is your destruction, and they'll attempt this by any means.

Multi Phased Bosses: Everyone gets back up again after being defeated here. They'll regain some of their strength and have enough power to use a desperation move in one final act of defiance. They'll continue on fighting until they're knocked down again.

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

Item lockout: You can't bring in items from outside this jump to this one. Your warehouse is sealed off, too.

Power lockout: The only abilities you can bring in here is stuff you get here.

Unskippable Cutscenes: Get ready to snooze. Every conversation you'll have here will be at least 5 minutes long. More important ones will be at least 30 minutes. Time freezes while this is happening, and then events continue after the fact.

Opposite Jumper: You have an antagonist from a parallel universe. Who has the same abilities you bought here. Except twisted so that they're the opposite of you. Think of them as someone who started off like you. But their experiences shaped them into someone who has a completely different mentality. And approach to life than you do.

They'll have a group of friends who are like yours. Items that are like yours. Powers that are like yours, but suited to their fighting style and beliefs. And they don't like you. There can be only one.

The Apocalypse: It's happening. All the Action RPG worlds have merged together when the portal world exploded. Every one of them now exists in the same universe and same continuity. On a series of merged together planets.

Boss Rush: Anyone who would have a reason to fight you will be drawn to you. Stepping into a world will begin a boss rush as you take on everyone who wouldn't like you if they knew you. You can expect a massive skirmish to break out if groups who are enemies with other groups show up at the same time.

No More Heroes: Every villain in the universe is now five times as competent. They're less likely to be defeated using the canonical options. The good guys might need your help to settle things.

Ending Options:

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