

Generic Weapon 1.0 By Burkess

Welcome to a world of weapons. You'll need these.

1000 Weapon Points.

Locations:

1. A world where people use weapons.
2. Any setting of your choice. But with more weapons.

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 Weapon 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.

Status Symbol: Any equipment you use catches people's attention and draws more focus. Even if someone didn't know what your legendary artifact of power is, they'd know it's an incredibly valuable and powerful weapon.

Learning Never Ends: No matter how skilled you become, you'll always find something new to discover and explore. And the same goes for any abilities you possess, such as perks. Any of them can be trained and expanded beyond what they started as when you got them.

Bling It Up: The ability to cosmetically alter items to change their looks. It functions like giving an item a paint job, letting you change the colors and details.

Adrenaline Rush: Can freely control the production of dopamine, adrenaline, and access 100% of your body's capacity for strength, even if doing so would harm you. Can also blunt your sensation of pain.

Compartmentalizing: You can shunt emotional reactions to the future to experience them at a later date. You could emotionlessly stare into the eyes of danger, and then hours later process what you experienced when it's safe for you to do so.

As Good As Three Men: You have the strength, speed, durability, and fighting skill of three adult male experienced warriors, combined.

The Legion: You can summon 100 humanoid soldiers. You're able to share their senses and pilot their bodies, as well as give them mental commands. They can function autonomously as well. Time will teach you how to summon more soldiers and how to resummon fallen ones.

Item Spirits: You can awaken and summon the spirit of any item; a manifestation of its personality and will. This spirit appears wielding its own copy of the item it is based on and will fight at your side.

Perfect Parry: By deflecting an attack with good timing, you can knock blows aside and stun the attacker. You gain a temporary damage bonus that increases the better your timing was when you parried.

Running And Gunning: No accuracy is lost when attacking while moving. You'll always have the same accuracy as if you lined up your shot while siting still.

Combat Dash: You can accelerate yourself to 4 times your usual sprinting speed by dashing in a straight line. You become briefly intangible at the start of this maneuver and can phase through objects if timed correctly.

Weapon's Savant And Prodigy: You're a savant and prodigy in anything related to weapons. Your understanding of warfare lets you predict the future of how battles will be fought, and create innovative technologies.

Phalanx: Standing side by side, you can cover the defensive gaps of any fighters within feet of you, and they'll do the same for you. This can spread across any number of people as long as they're close together.

Warrior Bonds: When you fight alongside someone frequently, you form a bond that lets you know them better than they know themselves, and they for you. This connection only makes you more effective at fighting, as your partner(s) know what you're thinking and planning.

How Do I Kill It?: When faced with something capable of dying, you'll get a constant stream of data on the best ways to kill it. They might not be ideas you're capable of applying, but they'd work if you could.

Invisible Distance: You can extend your attacks by up to 6 feet, greatly improving the range at which you can hurt someone.

Phantom Blades: You can create phantom copies of weapons you've studied. These temporary copies are as good as the real thing. You have telekinetic powers that allow you to control those weapons.

Speedy Fighter: At the start of a fight, you're twice as fast for the first 30 seconds.

Soul Blacksmith: You can forge the soul and/or essence of a defeated or unresistant target into a magical artifact of power. This artifact will take a shape of your choice and have abilities based on the power and potency of who or what it's made of. Similar artifacts can be merged together to combine them.

Patient Zero: You're infected with a zombie virus and can infect those you kill. The zombies will then rise up and seek to create more zombies, but you can also command them. You're functionally a zombie now, and only die if both your heart and brain are completely destroyed. You regenerate by consuming non-infected flesh.

Cutting Down A Tree: Every time you land a strike in the same general area of your target, the damage of your next hit increases by 20%.

Ultra Dual Wielding: You hit 10% faster and harder for each separate weapon you're wielding using one of your body parts.

A Deterrent: Whenever anyone sees you have a weapon, if they planned on messing with you, they'll have a vision of all the potential consequences of engaging in conflict with you. This could cause many people to reconsider things.

Endless Sharpening: You can sharpen a weapon over and over again to raise its power. It improves every aspect of a weapon, and the upper limits are based on the initial power of the weapon and your skill at sharpening. A result for a novice is at least a 25% improvement in every category.

Spell Blade: Choose three elements, such as fire, water, or air. You've gained proficiency in three types of magic using these elements and know magic spells you can use to combine weapon use with magic attacks.

Dancing Weapons: You can imbue weapons with intelligence and have the weapons levitate themselves via telekinesis to attack your foes. The weapons will follow commands and are only defeated when the effect is dispelled or the weapons get broken.

Ghost Army: You can communicate with ghosts and pull them from the afterlife, giving them ghostly bodies that can interact with the world. Ghosts can summon ghostly copies of weapons they used in life. You must negotiate with these spirits before they'll do anything for you.

Alternate Use: Any weapon or item with special requirements that you don't meet will provide you with an alternate challenge you can take on to earn the item's loyalty.

Why Wait?: You can make damage over time effects activate instantly.

Repair Service: Can service and repair objects with an expenditure of energy. Destroyed items will have a higher cost. Having the materials to repair something removes the energy cost and instead uses the supplies.

Sanitization Bubbles: Grants the ability to conjure streams of pressurized water and sanitizing soapy bubbles. They disinfect and clean anything they touch. Can be set to be used automatically, in which case anything within 50 feet of you will be cleaned.

Sticky Fingers: Adhesion control ability to let you stick things you touch to other things. Meaning, you could sheath a sword on your back without a scabbard. Among other things.

Items:

Dueling Dummy: Training dummy who rates your skills and attacks back, improving itself to match your skill level. It memorizes attacks used against it and responds in kind. Has sentience and will fight at your side and help you with tasks.

Laser Pistol: It has a continuous fire mode to launch an endless barrage of attacks. It can quadruple its rate of fire at a cost of temporarily overheating itself. It can also fire an enormous energy attack at the cost of becoming inoperable for a short time.

Grande Arme: An enormous two-handed weapon. Gazing into the blade reveals the inner self of the observer. It draws out the inner potential of the wielder and brings to mind a stream of insights on how to improve your fighting style and shore up weaknesses. The blade adjusts itself during swings to ensure the most effective hits, and will automatically move to parry attacks.

Bioweapon Sample: This is a vial of tiny nanobots designed to self replicate by consuming the DNA of living beings. If left unchecked, they could cause unimaginable devastation.

Mountain Chopper: Can become as large as a rainbow when the wielder wills it. Has extreme power and can cut through any material. Is capable of blasting the top off three hills with one swing.

Stone Weapon Cache: A collection of stone weaponry, representing human progress. It updates itself to whatever the highest tech level of settings you've been to and provides an endless supply of weapons commonly available there.

Shining Sword: It emits light when the wielder wills it, and can blind opponents. The wielder is immune to this effect and other vision altering abilities.

Air Mace: A curious mace made of air. It's weightless while at the same time inflicting damage as if it weighed 30 pounds. It also deals wind damage.

Rock Bursting Hammer: A magical hammer that can shatter anything made of stone. Has great offensive capabilities.

Extending Spear: This very sharp spear that can be anywhere between 3 and 30 feet long. The weapon grows or shrinks as you will it.

Bone Club: A club made of bones that eats bones. When fed a piece of bone, it deals double damage to the species whose bone it consumed.

Flaming Sling: A sling that sets ablaze anything you launch with it. The heat of its projectiles can boil water.

Lightning Crossbow: This crossbow causes lightning to strike where its bolts land.

Aquatic Axe: An sharp and powerful axe made of water. It grants the wielder the ability to merge with bodies of water and quickly travel through them.

Friendly Fire Flail: A deadly double balled flail. It increases in speed and damage whenever you strike an ally with it for the rest of the battle.

Magic Mace: An enormous mace made of raw magic. It ignores physical defenses and instead uses your victim's magical defense, if any, to decide how much it hurts.

Tossing Pitchfork: Throwing this pitchfork clones it, creating a new copy in your hand. When you will it, you can cause all the existing copies of the pitchfork to fly towards each other and impale anything in their way. Except for you. They'll then merge into a single pitchfork.

Reaper's Scythe: This scythe heals you for as much damage as you inflict on your enemies using it.

Blood Kukri: A red stained kukri that improves itself in every aspect by 20% the first time you use it in each fight to draw blood. This bonus resets if you draw the kukri and do not use it to spill blood.

Guns Of Humanity: This is a respawning collection of one of every gun that's been created since the beginning of human history until the year 2000. Comes with associated ammo, too.

Gladiator's Net and Trident: The net creates more of itself whenever you throw it, and the trident returns to you when you desire it to.

Sneaky Dagger: The ultimate holdout weapon. When you want the dagger to be here, it'll be here. It will return to you if taken, lost, or stolen, and

Floating Shield: An enchanted, unbreakable shield that floats near you and moves to intercept attacks. It can be set to orbit your body and damage enemies by spinning into them really fast.

Backpack Of Holding: This backpack expands to fit more things as stuff is placed in it. Anything you wish to pull from it will be the first thing you touch when reaching into it.

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 Weapon tokens, same as you got.

Robot In Disguise: This battle robot can transform between weapon form, a vehicle form, and a giant robot form. They're from another world where two factions of giant robots fought for supremacy in an endless war. Very experienced with technology and warfare.

Demonic Weapon: This is a person has the ability to turn into a weapon form. When being wielded by someone, they form a partnership that makes both combatants greater. They can master their weapon form with enough experience and gain a new form, and then repeat this cycle.

The General: The general is a genius at combat maneuvers, strategy, and a master of weapons. Their skills and stats scale with yours.

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

Leave When The Story Finishes: Free! You can leave whenever you feel like it. Unless another drawback conflicts with this. In which case, you have to settle the drawback first.

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.

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

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

Weapon Trials: Every weapon you acquire will require you go on a quest to obtain it first, even if it's a mundane item.

Weapon Wars: A large portion of the population has formed into cliques based on what their favorite kind of weapon is. They engage in semi-frequent battles against other groups who love a different sort of weapon and disagree with them.

Weapon Bans: The carrying and ownership of many deadly weapons is banned in the setting, and having these without a permit carries a heavy fine.

Ending Options:

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