

Generic SuperCut Jump 1.0

(or Generic Cutting Ability)

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Template by Burkes

Welcome to a world where people have superpowers. You specifically will have access to cutting based abilities. For this purpose you'll receive these

+1000 Cut Points.

Locations:

1. World Where Every Person Has Powers
 2. World Where Some People Have Powers
 3. World Where Only A Select Group Of Individuals Have Powers
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Origins: There's no background's 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 Cutting Tokens**.

These can be redeemed to get anything you want here except 500cp perks for free. Certain purchases here can be **bought multiple times**. Doing so provides an additive bonus.

Cutting Experience: Choose a career related to cutting such as a cook, barber, gardener or swordsman. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future. Can be purchased multiple times for more careers or more experience in one career.

Jack Slash: You can increase the effective cutting range of any bladed weapon to theoretically infinite range as long as you can perceive where you cut. This doesn't increase the size of the weapon or affect it in any way but instead uses an imaginary blade extension of the weapon used by you in question. This effect can be activated and deactivated at will.

Fruit Ninja: Objects you cut in half will be cleanly split in as many pieces as you want them to provided you could have done so with more time using the capabilities you possessed when making the slash in the first place.

Cutting In: You possess quite an interesting talent. While others have important conversations or confrontations you stumble upon those types of situations and can fluidly

insert yourself into them as if you were meant to be a part of them. This works especially well if it was actually planned for you to join them or were mentioned as a talking point.

They Slash Them: An ability suited for traitors. When attacking entities whose guards are down and don't expect betrayal from you, you can launch one attack you can perform that deals slashing damage. This attack will always hit and deal devastating and debilitating damage to the targets but not outright kill or permanently wound them.

Element Infused Slash: Any attack that is considered a slash made by you can be infused by an elemental aspect of another ability you already possess. For example, if you possessed the ability to throw a ball of fire you could coat an attack made with a sword by you in fire to deal additional damage. This always effectively doubles the damage made by you not counting the specific resistances the target of the attack possesses.

Cuttification: You can turn any other attack you possess into an attack that deals slashing damage. For example, if you possessed the ability to throw a ball of fire you could launch a flying slash or bladed weapon made out of fire. This always effectively doubles the damage made by you not counting the specific resistances the target of the attack possesses.

Cut & Paste: By destroying an object or stopping an ability you gain knowledge about the thing in question with more knowledge gained the more it was completely taken apart. Enough to recreate it if you thoroughly did so and possess the required resources, energies, bloodline or other esoteric requirements.

Blade Transformation: Your body is a weapon. You can turn any part of your body into a blade made out of metal. Whether it is just some fingers, an entire arm or your entire body it can turn any part into a bladed weapon. You could mix and match until your entire body is a beast made entirely of metal blades, an ordinary human with swords for arms or simply just one sword that can be as animate as it wants to be. The metal for any blade you turn into is made of iron but its durability and hardness scales with you to be always as good as iron would be in comparison to that of an ordinary human's durability and hardness.

Zero-Sword Style: Your body is a weapon. You can use your entire body to effectively cut and slash. Being able to perform any and all bladed weapon exclusive moves with your body. This also provides a kind of thorns effect as punching you bare-handed would feel like punching a blade head on. This perk makes your body considered a bladed weapon and every attack you as dealing slashing damage if it would be advantageous for you. Can be toggled off.

The Blade Is Me: You are so good at wielding bladed weapons that you can use them as if they are a part of your body, always know where they are, and use your own senses through them just as instinctively as breathing and eating.

Dismantle: With a mere thought you can dismantle any object not considered alive and sentient in your near vicinity of one meter radius. The object is disassembled and cut into its

individual parts to your specifications and laid out before you. This can be used to take complicated machines apart to their basic components, harvest the raw material of an animal's corpse such as meat, bones and hide or make a wooden chair fall apart into saw dust.

Cleave: Any slashing attack made with harmful intent by you will deal more pain, will make wounds bleed more and generally be more harmful to the target than it otherwise should. This effect even ignores resistances and immunities of the targeted individual somewhat.

Shrine (200cp): The power of a certain King of Curses. This power manifests with three distinct abilities. The first simply called dismantle manifests as a fast and invisible projectile that cuts its targets. The second cleave is contact based and adjusts its power dependent on the target's durability to always cleanly cut through. The third is called furnace which manifests as a fire arrow drawn by the user's two hands and causes a devastating fiery explosion wherever it hits but is generally slower than Dismantle. Furnace can only be used when a couple of dismantles and cleaves have been successfully used in quick succession. Unlike the original this version uses stamina as a fuel source and can be trained just as much as a muscle can, however if you have access to an alternative energy source you can use that instead of stamina to fuel this power.

Malevolent Kitchen (200cp): By utilizing your mental landscape and manifesting it into the real world you can spawn a structure of your own design that allows any slashing attack you can yourself accomplish without external items to automatically attack anything and everything in a 200 meter radius which can increase with training at 120% of their power. This is a heavily draining and exhausting ability which you can only use once per day in the beginning if you were considered an ordinary human which also leaves you unable to perform the specific attack you used in conjunction with your structure and in the future you may learn how to only target certain targets with this ability. The structure dissipates once the ability turns off or if it's destroyed by an attack it will automatically cancel this ability as if you yourself stopped it.

World Cutting Slash (200cp): You have accomplished something extraordinary. Instead of cutting the opponent you instead cut the space the opponent is standing in. Essentially switching your target from the opponent to the world itself! This allows you to use any slashing attack to instead target the 3-dimension someone or something stands in. This effectively makes your attack bypass any conventional durability allowing for even indestructible material to be cut. This is not where this perk ends however. You can also find more clever ways to change the targets of your slashing attacks to other more esoteric things. For example, you could attack someone's soul directly if you would be capable of perceiving souls in the first place.

X-Strike (200cp): If you have another individual who has access to a slashing attack through a power or bladed weapon you can both simultaneously and flawlessly perform the X-Cross Slash were both of you attack simultaneously creating an x shaped slashing formation which deals more damage than both individuals slashing attacks combined.

Severer (200cp): Unlike normal attacks your slashing attacks cannot be healed from unless you want them to and they also temporarily disrupt any biological or energy based powers if you hit a superpowered individual with them.

Sword Qi (200cp): Inside of you now exists a pool of life energy known as sword qi. It possesses the properties of a sword making it useful for temporarily enhancing the sharpness of your body or weapons that you use. Even a stick or leaf can be useful and match the sharpest of blades with enough skill and energy invested. On its own it can still be launched from your extremities or weapons as flying slashes and the pool's maximum capacity increases with usage. If it's used together with compatible abilities the power of the resulting attacks will reach a stage higher than they should.

Brave Dao Sword Heart (500cp): You were born with this rare one in a trillion physique of another world. It allows its user to be unmatched in terms of talent with blades and cutting. It additionally counts as an uncapper and x10 times training booster for all blades and cutting related activities which acts as a base for any other training boosters to work off of. Furthermore, slashing attacks deal five times more damage and are more efficient in terms of energy expenditure and attack speed. As a final boon you have a strong charisma towards and are naturally liked by all sentient and even remotely living swords or other bladed objects. So much so in fact that even the most cursed and parasitic blades would willingly give themselves up to you for your own use without their inherent downsides as a normal user would have to face. This doesn't work for things like special abilities of the weapon that have heavy costs associated with them like the sacrifice of blood for empowering the user.

Items: (Each of the important sections is size 20 and bolded to make them pop over the perks and items. It's an ease of use trick I really like. Also, if you want to create some blanket rules that apply to all of your items, this is where you can do it. For example, maybe you want all of them to scale with the user? This saves you the trouble of writing that into each of the item descriptions)

Cutting Edge Technology: A bladed weapon made with some seriously advanced technology that amplifies the blades frequency using vibrations to make it able to cut through physical matter like butter.

Grinding Stone: This stone has been magically enchanted to be indestructible and always provide the best sharpening service for all manner of bladed weapons. Weapons this stone is used on will have all their rust removed, be sharpened to their physical maximum possible and will not have to suffer from any reduced durability sharpening normally does.

Black Paint: A special bucket filled with a never ending supply of black paint. This paint possesses a special magical property which only affects blades. Any blade that is painted with this liquid is permanently coloured black (with the exception of the blade's hilt and handle). This boosts all beneficial properties the blade possesses towards itself and its wielder as well as making the item count as "awakened". This "Awakening" may manifest as

development of new thematic abilities or strengthening of existing capabilities dependent on the blade in question.

Blade Forge: Left behind by a mysterious blacksmith, this forge possesses all the tools, equipment and knowledge required to forge blades specifically, which it can automatically accomplish on its own. Furthermore all manner of blades produced here will work better than if they were forged elsewhere with the same skill and materials. Additionally blades can be reforged here to receive the above benefit In addition to its original capabilities.

Flying Sword: What looks to be an ornamental sword of eastern design is actually an artifact forged with hidden formations made of Qi that allow this item to be controlled with the mind of its owner and fly through the air. One can bind itself to this sword as its master through dripping a drop of blood onto it with intent. After one becomes the master of this blade it can only change once the current owner passes away or erases their existing binding to the sword with another drop of blood with an intent to destroy the connection. After the connection to this sword is built it can freely shrink or grow in size up to five its original proportions as well as carry multiple normal human weighing individuals while flying at high speeds equivalent to a helicopter.

Sword Spirit (200cp): This is an old sword so well crafted and ancient it has awakened its sword spirit. Objects that awaken their spirituality possess their own intellect and sapience equivalent to that of a human as well create projection of their anthropomorphised self. This projection acts like an illusion unable to interact with the physical world and may manifest in a multitude of forms dependent on the personality and sense of self of the object in question. This provides them the ability to learn and train like humans do for magical or energy based disciplines to become more powerful. The spirit of this sword however will look like an old man with white hair in traditional eastern robes and will have a matching personality and wisdom towards life and speak in idioms more times than not. An additional power this sword possesses however is the ability to grant a spirit like itself to other objects however they do not receive the powers to make other objects spiritually awakened.

Demon Of Death (200cp): A demonic katana passed down from a family originating from a demon who rebelled against hell and married a human, this blade possesses one third of the demon's power and has the concept of "severing" tied to it. This allows it to conceptually cut anything in existence. From the space in between two places or dimensions to create portals or the spiritual connections between psychic individuals all of it can be severed with this blade.

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 Template 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.

Cursed Blade: You have somehow found a cursed blade that has forcefully attached itself to you. It is completely stuck to the hand of your dominant arm and if you or anyone else tries to remove it it will magically just reattach itself somehow again in escalating ways the more you remove your very limbs from your body with it eventually even attaching to your very existence once you try to erase your body, mind and soul if you can even manage to survive that. This may not be world ending but it really is a great pain in the butt for everyday activities.

Buggy D. Clown: For some reason there is this blue haired clown-pirate who can freely detach any part of his body and let these pieces of himself fly (with the exception of his feet) without disturbing any of his biology required to stay alive thus rendering him immune to slashing damage as he just can freely reattach anything that is cut apart. Hailed as the goat by the masses his only goal in this world is to kill you which will be harder for you since he is also a great politician.

Isolation: Power. You were always so strong. No one could match up to you, you were different, so you were seen as a monster. Having grown up this way has made you quite isolated from the world which will continue in the future where you will constantly feel alone, unable to form meaningful relationships with people weaker than you.

Power Lockout: You can't use powers from outside of this jump in this jump.

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

Warehouse Lockout: You can't access your warehouse.

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.

Scaling Rival: You have an enemy who has as many cut points and tokens to construct their build as you spent. They don't like you and seek to defeat you.

Be The Main Badguy: You're the bad guy and have to deal with that.

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.

Be The Main Character: You are the main character. Now you inhabit their body but have none of their powers. But you also inherit their enemies. You must reach a conclusion to the story in order to leave this jump. Any conclusion.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that.

Ending Options:

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

Notes:

For those unaware, most of the Perks, Items and Drawbacks here are heavily inspired by pre-existing fictional abilities/characters.

Cutting Experience: stayed mostly the same as the normal life experience perks however I added the restriction to only work with thematically fitting things to add more flavor to the perk.

Jack Slash: was inspired by the superpower of the villain Jack Black from Worm who also calls himself Jack Slash.

Fruit Ninja: was meant allow you to cut fruit like in fruit ninja but with all of the other perks and items available in this jump I realised too late that this may have been one of the more overpowered perks this Jump has to offer as it can allow the user to instakill anyone as long as they manage to sever a limb from a target.

Cutting In: was just a pun I thought off so I decided to seriously add it to this Jump.

They Slash Them: is based off of the Deltarube meme by the same name where Kris attacks their friends with slash because they secretly are somewhat betraying their friends as they work with their direct enemy even before the game takes place. Also they are nonbinary which means their pronouns are they/them which sound like They Slash Them when spoken out loud.

Cut & Paste: was added because I thought adding something named after the cut and paste feature would be fitting. Having it act as it does just allowed it to combo with some other perks and items though and to somewhat act as a replacement for Sukuna's talent to copy other abilities once he sees them which I decided to not add to this Jump.

Element Infused Slash: was just a plain way to directly buff any slashing attack made by the Jumper while also letting them add elemental coverage to their arsenal of attacks.

Cuttification: was then similarly made in response to the previous perk as an opposite which can stack with the original to accomplish a four times attack increase but also work on its own. I also just really wanted to add a perk to turn other abilities into cutting abilities and the name worked well as it looks close enough to Cutification on first glance.

Blade Transformation: was actually a quite beefy composite perk since I directly combined the power of the Supa Supa no mi from One Piece, the power of Demon Weapons in Soul Eater minus the ability to eat souls and soul resonance and the the powers of Brad Meadows/Hookwolf who is another character from Worm.

Zero-Sword Style: was named after the sword style used by Zoro in One Piece after he lost his sword and thus used his body instead to perform sword techniques which is what inspired me to make this perk turn your body and other attacks you perform be counted as dealing slashing damage which would also let the perks of this Jump that buff slashing attacks benefit more Jumpers more than just those focused on swords. The thorns-like effect this perk offers was mainly inspired by Cursed Energy Traits from Jujutsu Kaisen.

The Blade Is Me: was named after a specific line from Bleach but the effects were more originally come up by me.

Dismantle: was at first a bit of a troll/joke perk along with Cleave because I wanted to add the Cursed Technique Shrine from Jujutsu Kaisen but the more I thought about it I kinda preferred having two extra perks called like that worked better for me as cutting abilities were not just focused on primarily cutting to kill but also to simplify and take something apart like seen with monster corpses in the typical Isekai.

Cleave: had such a brutal ring to it that I thought it worked best to be an overall buff towards slashing attacks.

Shrine: is literally just an adaption of the Cursed Technique from Jujutsu Kaisen except it's not limited to Cursed Energy for its fuel.

Malevolent Kitchen: was like the perk above a more direct adaptation of Sukuna's Domain Expansion from Jujutsu Kaisen with a bit more freedom in stylisation yet still with some nerfs in comparison to the original but still only limited to slashing abilities.

World Cutting Slash: was another Jujutsu Kaisen inspired perk where I used the time where Sukuna learned to attack unconventionally to overcome an opponent as the base to allow for the feat to be copied by the Jumper without a copy perk but also accomplish other similar feats with other ethereal forces like how Yuji from Jujutsu Kaisen can target souls with his Shrine Cursed Technique because he could sense the soul. Other interesting ideas I had for this perk was for targeting fate, luck or even the powers of another person which could fetch unique results.

X-Strike: was based on the attack of the same name from the Chrono Trigger game accomplished by Crono and Frog working together.

Severer: is based on the unique skill from one of the other worlders in That Time I got Reincarnated as a Slime. This provides all the benefits the original possessed to all slashing attacks without the additional special swords the original could summon.

Sword Qi: was based more around the idea of sword intent in xianxia instead of a specific piece of media. I mainly just needed something in-Jump to provide an energy to fuel other abilities like the Shrine perk.

Brave Dao Sword Heart: like the above perk was based on the concept of special constitutions in xianxia media with the Brave Dao Sword Heart appearing more often than not even if it isn't always properly explained. The 500cp perk of The Giving Tree Jump by EYouchen/MadaMada was also an inspiration since it convince myself to add one vastly stronger perk to the perk section for 500cp inspired heavily by other not really related media which also let me get more inspired for the other options in this Jump.

Cutting Edge Technology: was based around the Murasama from Metal Gear Rising Revengeance used by a boss and then the main character in the final boss battle.

Grinding Stone: was not particularly inspired by anything but I got the idea from a manwha where I saw a special grinding stone be used.

Black Paint: is literally just comes from the memes of Mihawk from One Piece being a Fraud who paints his swords black to appear as if he has them awakened through permanent halo coating.

Blade Forge: was again not particularly inspired by anything but I just thought this Jump needed something for sword production.

Flying Sword: is based again around typical xianxia tropes on how sword daoists fly on swords instead of flying themselves. It also added a mobility/flight option which is more unique compared to the rest of the combat purchases available.

Sword Spirit: is yet another xianxia related idea brought to life in this Jump. This I thought would allow for a more unique way of empowering in comparison to the other purchases while also allowing the Jumpers own weapons to train themselves in the power system of fictional settings.

Demon Of Death: was a bit on the nose but yes, it is just Yamato, the weapon of Vergil of the Devil May Cry franchise.

Cursed Blade: was originally much more severe like a real cursed blade ought to be but I thought the inconvenience was a drawback enough for 200cp.

Buggy D. Clown: is just Buggy from One Piece but as a drawback enemy. His devil fruits powers that make him immune to slashing attacks would be however quite suitable as an annoying opponent for those who take this Jump and his capabilities as the face of an influential group would also make him more of a unique opponent for the average Jumper. The name is also based off of the Buggy is secretly a member of the D clan memes.

Isolation: is yet again something inspired by Jujutsu Kaisen. Specifically the way the strongest characters of the setting are themed around being lonely and their Curses Techniques reflecting that loneliness by physically manifesting the concepts of division.