



Generic Commander 1.0 By Burkess

Welcome to Generic Commander.

In this world, there are beings called Commanders.

Genetically engineered lifeforms that create their own soldiers, the Awakened Lifeforms.

The ultimate biological fighting machines.

They were created in an attempt to defend what's left of humanity from a horrific mechanical menace.

You'll need these.

1000 Commander Points.

Locations:

1. Commander World. The place is filled with Commanders who fight alongside Awakened Lifeforms to protect humanity from a powerful threat.
2. Any setting of your choice, but with Commanders.
3. Any setting of your choice, but no Commanders.
4. Commander Portal World. It's a planet filled with portals leading to various universes that have Commanders in them. You'll always have a way to make it back here.

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 Commander 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. If something is free, you can purchase it again for 100 points.

Gene Edited: Free! Commanders don't catch or die from disease and live indefinitely until killed, remaining in their physical prime their entire life. You're also gifted with a healing factor that'll allow you to perfectly heal from any injury that didn't kill you.

Awakening: Free! The signature technique of the Commander species. Grants a soul to an inanimate object, prompting a transformation. You're able to guide this process, customizing the form the Lifeform takes as it's born.

The new being will be humanoid and have the abilities of whatever they previously were. They're called Awakened Lifeforms. They have supernatural strength and durability, on top of what they're given from what their origin object was.

This process also grants them information you choose to grant them, such as languages you know, military training you've received, and knowledge of who you and your organization are. You retain a mental connection to the Awakened Lifeforms you create.

The new Lifeform gain the memories of the inanimate object they used to be and what it was used to do. The best results for combat purposes comes from using this on powerful items, such as military vessels and vehicles. It's also possible to bind an object to a living being to give said person the traits of the item used, consuming it in the process. This is an alternate way of creating Awakened Lifeforms out of humans, animals, or whatever else you choose to use it on.

Tactical Talents: Free! Commanders are born with an intuitive understanding of tactics and the best way to apply leverage to get their needs met. Your mind will always be able to supply you with at least three worthwhile plans in any situation you get into, without any regard for morality or ethics. Having clear rules of engagement will filter your ideas to fit that mold.

Seeing Patterns: Free! Pattern recognition allows you to spot trends and see through tactics. This enhanced understanding of patterns also enables you to quickly learn to perform any repetitive task. If it's something with clear steps that requires being repeated frequently to gain mastery, you can pick it up in a fraction of the time.

Commander Mentality: Free! You're programmed to think in hard numbers and with a risk vs reward mentality. Even your own death is simply a statistic. You're emotionally distanced from the prospect of you and your subordinate's demise, and while it's regrettable, it won't affect you unless you want it to. You're always able to make the tough decisions.

Rampage Type: When you fight to protect others, it sets your soul ablaze and fills you with power. At first, you can double your strength. In times of great need, you can become up to ten times as powerful as you were before. This ability scales with the strength of your soul.

Dreadful Warning: You experience a feeling of dread that intensifies with how much potential danger you're in. Are you about to say something that might blow a deal? Dread. Contemplating going out for lunch? If that restaurant was going to get attacked, you'd feel horrible thinking about going there. It works as well in combat to help you dodge and land attacks, telling you the best times to move.

Obscuring Fog: You can release a fog from your body that reaches a 1-mile radius. Obscures the vision of people not on your side, but your team is unaffected. Anyone allied with you moves faster and quieter while inside your fog. It's highly helpful for an ambush or a retreat.

Training And Improvement: You're able to analyze your subordinates and develop better training and practice routines that will expand their skills and make their powers more flexible. All that someone is, you can take and improve upon. There will always be room for growth and expansion, more chances for progress and improvement.

Element Type: Soul manipulation enables you to use two elemental kinesis abilities. Pick an element, and then pick an element that's the thematic or actual opposite. Earth and Wind, Light and Darkness, Fire and Water (or ice.) It grants you both elements, and they scale in power and versatility with the strength of your soul.

At the most basic level, if you picked water, you could walk on the surface of it and perform short dives like a submarine. You'd be able to conjure tendrils of water and pull water from the environment. Your fire would be on the same level.

Instant Competence: The ability to drive vehicles and use weapons upon first touching them. Holding them for longer and using them will gradually make you more and more skilled, letting you become a master after mere weeks.

For The Homies: Keep standing back up as long as your allies are still able to fight. The fact that your people need you causes your body to cling to life. You will not die, nor fall unconscious, as long as someone you care and who cares for you is nearby. Your wounds and injuries will fix themselves so that you're just barely alive and still able to fight. Should all of your allies fall, then the full weight of your wounds will crash down on you.

You Get Results: People excuse you cutting through bureaucracy and disobeying orders as long as it turned out well. You'll get at most a slap on the wrist unless your command really dislikes you. You won't get kicked out of most groups unless you're a known traitor.

Your Best Sides: The best elements of your personality are exposed to other people. If there's an element about you that someone would like, you'll find a way to display it to them subconsciously.

Enhancement Type: The strength of your soul directly empowers your physical body. By calling upon the energy within your soul, you can enter a powered up state. This would let you defeat a tank in single combat or take down a battleship with the right weapons. You're able to outrun horses and wield guns from tanks. This ability scales with the strength of your soul. The length of time you can remain in that state and the cost of doing so gradually expands with use.

Staying Competitive: Attaching yourself to a group enables you to always "keep up" with them. If you were in charge of a bunch of people who turn themselves into tanks and fight other tank people, you'd get an upgrade, train to become stronger, or obtain something that would let you fight at their level after participating in a few of their skirmishes.

Standing Together: People around you will find a way to keep up with you. Anyone who survives the kind of challenges you deal with and the foes you face will find a means to take on those same enemies and stand at your side as a valuable ally. They will make useful contributions that improve the outcomes.

Flipping Sides: Grants the ability to redeem people by using what you know about them. If they resonate with what you're trying to say or want to be redeemed, you'll find a way to do it. Luck is on your side to help you say the correct words or guess at what someone needs to hear. If they genuinely want to be redeemed or change sides on some level, you can do that.

You Find A Way: You quickly find contacts and luck into opportunities to scrounge up the materials the people you care for need. The more important something is to someone, the more motivated you'll be to get it for them. This leads to more chances to find it, or at the very least, discover where it is.

Personnel Management: Enables you to sense the emotions of anyone working with you, and know what you'd need to do to satisfy them or fulfill their expectations. Any hidden feelings or grievances will become clear to you, letting you navigate the complex social web of your

organization for the best good of everyone. This also enables you to easily uncover spies and traitors.

Loved By The World: Fate and luck are on your side. It wants to see you win, for your goals to succeed, and for your friends to survive. There will be moments of opportunity created for you in times of need. Should you capitalize on them, they can see you to safety or help you win. Regardless of how dire things get, there will always be a slight chance of survival for you to grab onto. If you're able to do that or not is a different question.

Impromptu Clown Show: You're blessed with impeccable comedic timing and have a minor probability manipulation ability that helps with creating slapstick humor. If you needed to make everyone laugh at a tense time, you could set up the ideal opportunity to embarrass yourself and make people cry with laughter. You don't always need to be the butt of the joke if you don't want to be.

Buddies In Battle: Enables you to build bonds between people. By pairing two or more people together, this forms a partnership that will cause them to gain bonuses when working side by side. The deeper their bond and the more they work together, the greater the advantage. It also has a side effect of making everyone grow closer.

Kizuna: You empower others and are empowered by your relationships and closeness to others. The more deep bonds you have and the greater the quantity and quality of your connections, the more power you gain. You're able to link your soul to others and share strength and abilities between one another. If an ally needed a boost, you could temporarily give them all of your strength, so they can land that final strike.

If you were the only one left able to fight, then everyone else could lend you their remaining strength so that you could fight with the power of your entire group. Linking your soul with another person's also enables supernatural coordination and teamwork, as well as the ability to share your senses with the other.

Soul Cultivation: Hardship and pain strengthens you. It becomes armor that reforges you into a stronger version of yourself. Enduring great suffering, misery, hardship, disappointment and losses actively develops the strength of your spirit and soul, making it stronger and stronger.

Surpass Yourself: A seed of infinite possibility was planted within your soul. You now become a fraction of a percent better at everything, every day. This will gradually remove any limitations on your growth as you become stronger and shatter any ceilings you might find.

Bent, But Not Broken: The light of your soul strengthens those around you and bolsters their weak points. Once exposed to your soul, a small remnant of it remains within a person. If someone would fall to despair, they'd feel your presence within their mind urging them to keep

going. Someone would be capable of enduring horrific pain and sadness without breaking, if they knew you have their back.

Soul Gazer: Allows you to see people for who they are. Upon making contact with someone (eye contact, physical contact, and so on) you're able to resonate your soul with theirs and see a clear picture of their true being. At the same time, they can also learn who you are. Training will enable you to look through their past and scan their memories.

Telepathic Type: Enables you to send back and forth telepathic messages and start conversations with allies once you've established a telepathic connection. You're capable of including many people in these connections, letting groups speak to each other mentally. This ability scales with the strength of your soul.

Psychic Node: You can create a repository of information and experiences and share it with others. If someone was telepathically connected to you, then they could access a node where you keep your training experiences, or memories about intel. Anything you choose to leave in this node will remain, as it has infinite storage space. Other people are also capable of contributing to your psychic nodes and making their own additions, if given permission.

Telekinetic Type: Soul manipulation enables you to perform telekinesis. At the base level, you can pick up and slam humans with great force, and also accurately control a dozen guns at once and fire them on a target. This ability scales with the strength of your soul.

Internal Limiter: Allows you to reprogram yourself to follow orders that you'll carry out. Even when overcome by emotion, your limiter will prevent you from going too far. If you set a limit upon yourself to behave with kindness, then even when you're very upset with someone, you'd still attempt to do that. Orders can be ranked in terms of importance to help deal with contradictions.

You're able to place these limits on other people if they consent to it, and you can clear away limits that you have placed. If you run across anyone who has artificial limits set on them, altering their abilities or behaviors, you can use this ability to shatter them.

Visualizer: Grants the ability to visualize. It involves putting yourself in someone else's place and creating a highly detailed mental simulation. Based on the information you have available, you can create an accurate model of how the conflict would go. Information you don't have won't be factored in, though. These simulations are acted out in the span of seconds outside your mind, but can last days from your perspective.

Delegation: You're instinctively aware of any tasks you and others that are within your command structure are currently performing or could perform that can be offloaded onto other people. This helps you to free up your own time and everyone else's, so they focus on the most important tasks.

Clear Orders: When you make a statement of any sort, the person who hears it interprets it in the way that you intended. When they spread your message, other people will understand it as you spoke it.

Organized Systems: When you examine an organization, you're able to come up with ideas to make it more efficient. You create systems and organize people to follow them, making things flow better.

Drone Controller: You get 30 bots. 10 are reconnaissance and attack drones with machine guns and lances that fire electrical attacks. 10 are healing bots that can repair damaged machines and fire beams that cause living beings to gradually regenerate. The last 10 are shield bots that project a force field. A single force field can nullify small arms fire, and stop a speeding car in its tracks.

Multiple shields synergize and enhance the defensive values. You and your allies can freely pass through these force fields and fire attacks through them, but your enemies and their attacks will be kept out.

You have a mental link to these drones and other drones you control that lets you see what they're doing and share their senses. This also gives you the multitasking ability to focus on many things at once. If a bot gets destroyed, you can respawn it with an expenditure of energy.

In Their Shoes: When thinking of someone, you understand their mindset and perspective. This, among other things, lets you frame your suggestions in the best possible light. If you were on the phone with your superior and immediately sensed that the budget isn't high enough to grant the request you called for, you could pivot to something else they could give you.

Quick Fix: Grants mechanic skills, both for fixing civilian vehicles and military vehicles. When you observe a machine, if it's in any way in ill repair, you can instantly diagnose the issue and make a guess as to how you and fix it with the tools you have available, if at all possible.

Items:

Your Uniform: Free! It's a uniform that represents you and whatever group you're working with. It functions as armor and will always be more durable than your body.

Outfit Collection: This is an expanding dressing room filled with clothing and costumes that can fit every occasion. They're all armored in that they're guaranteed to be more durable than the wearer. The outfits can fit anyone.

Mirror Of Confrontation: A curious mirror with a special ability. If someone looks into it, it'll pull them into it. They'll then be forced into a confrontation with a perfect clone of themselves, who will use every trick in the book to overcome them. Should they succeed at vanquishing their former self, they'll receive a growth in development and a new lease on life. Failure spits you back out in the same state you were in when you entered.

Goodie Stash: A reward box for your subordinates. When someone's done a good job, you can reach into the box and pull out a gift for them. Maybe it's snacks, or some flowers. In general, it could be things that someone wants or needs that you could buy for roughly under \$500 or the equivalent in the setting.

Ration Pack: A supply of food that updates itself to the dietary requirements of the people being fed. If you were hosting vampires, it would have blood bags inside. If you have someone around who lives off motor oil, it would provide that. For normal humans, it produces tasty MREs.

Cybernetic Workshop: This workshop enables you to break down machines and figure out how to implant them into organic bodies. It comes with a team of advanced scientists who handle the research and will perform the surgeries needed to augment subjects.

Autonomous Drones: These are recon drones with attached cameras and guns. You get 100 of them and a headset to control them with. They'll patrol areas you set them loose in and send data back to base.

Repair Hangar/Medbay: This structure both repairs vehicles brought here, and also heals people. There's a team of highly skilled doctors and medical bots that use advanced technology to fix up their patients. Anyone brought here alive will be saved.

Scrapyard: A scrapyard that collects destroyed and ruined vehicles. If a vehicle was destroyed and no one claimed or retrieved it, it'll appear here. This will provide a vast amount of resources for you depending on the places you visit.

Awakening Cube: This cube can enable someone to merge themselves with an object and become an Awakened Lifeform. Or turn an object into an Awakened Lifeform. You get another one a day after this one is used.

Military Hardware: This entitles you to a package of military vehicles and weapons every month. While functioning as a member of a military, the goods provided are up to the whim of your superiors and their budget. You will at the very least get a monthly shipment.

If you aren't attached to a military or are on your own, then you'll get a shipment of guns and vehicles, as well as the contact details of local suppliers who can give you more.

Commander's Hat: A very cool hat. It contains a link to a psychic node that has the donated memories and experiences of thousands of Commanders. Studying their ways will teach you a vast number of things about warfare.

When you wear the hat and wish it so, it spreads Commanders across the setting, along with Awakened Lifeforms.

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 Commander 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 feel like it. 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 Commander points as you spent. They don't like you and want to defeat you.

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

Interpersonal Drama: Awakened Lifeforms are more prone to dislike each other and will have semi-frequent spats that interrupt group cohesion. You'll need to manage your people to keep the drama from ruining your efforts.

Incompetent Bureaucracy: The military you're involved in is bloated and overly complicated, and the bureaucracy makes everything more difficult than it has to be. Expect things to be made more difficult in the pettiest and most illogical ways.

Killing Machines: One fourth of every Awakened Lifeform and half of the Commanders function like mostly emotionless killing machines who exist to serve orders and complete missions. They can be taught to feel, but will often see attempts at learning emotions as a waste of time.

Shortages: You'll face supply shortages in areas you visit and when you attempt to source materials. A crisis will emerge that creates severe shortages across the globe. The global situation will continue to deteriorate unless you take action to prevent that.

Obsession: Shortly into the jump, you'll become obsessed with half a dozen of your favorite subordinates. You'll unconsciously favor them above the others, even if you resist this effect.

The Commander Wars: Simultaneously, all Commanders across the multiverse go rogue. They each decide to form their own countries and fight for what they believe in, forming alliances and merging their states as it suits their needs. Any future Commanders will have the same thought process. If you started at the Commander portal world, it'll shatter and open portals across the multiverse, increasing the chaos.

Ending Options:

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