Out Of Context DxD Devil

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This document can be used as a supplement in any Jump that would not otherwise have DxD Devils within its continuity.

By taking this Supplement you have chosen to be a Devil and you will enter into that continuity as a Drop-In appearing from a summoning circle in front of an apparently talented at summoning but otherwise rather stupid contractor.

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

You have 1000 Points

Origin:

Reincarnated Devil 0 CP
Born as a race other than a devil (mostly humans) you were reincarnated through the use of an evil piece. May or may not have added gifts from your actual lineage.

72 Pillars -200 CP
A member of one of the remaining family lines that rule hell in the species native setting each comes with their own unique power.

- Bael: Destruction
- Agares: Control over Time
- Sitri: Control over Water
- Buné: Dragon Taming+Form
- Forneus: Anglerfish Face
- Phenex: Control over Fire and Wind and have Regeneration
- Furcas: Horse Control
- Balam: Super Strength
- Vapula: Lion Control
- Belial: Worthlessness can nullify supernatural powers that you can understand

Founders -400 CP

One of the few survivors of the four families that originally ruled hell and the devil's as a species, outcasts in their native hell but viewed as something akin to royalty among demonic creatures.

- Lucifer: Massive increase to all Physical abilities and Magic Power and can use Evil Light
- Beelzebub: Turn into a Fly Chimera monster and control bugs
- Asmodeus: ?Starsend Moment? Effects unknown
- Leviathan: Become a Sea Serpent/Dragon and control over water

Perks:

Summoning Circle - Free (Cannot be taken with "Not Drop In")
This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Hellspawn - Free
Devils are the native inhabitants of hell and as such are adapted to the place. This adaptation takes the form of enhanced strength and durability, the ability to see in the dark as easily as a human does in broad daylight, retractable wings capable of flight, and an innate albeit minor resistance to most types of elemental attacks. It does however come with its own downsides of course, chief among them being a vulnerability to any form of light or holy magic, and a strong sensation of pain whenever in a Christian church or hearing someone talk about God or Jesus (or even hearing the names). These weaknesses do of course lessen as your personal power increases.

Magic - Free
All devils are capable of utilizing Magic through the method of imagining an effect and throwing raw power at it until it works, now you can do the same. It's an effective system albeit horribly inefficient for anything you don't have an existing bloodline for.

Omnilingual - Free
Devils are capable of understanding and being understood by any sentient beings when speaking.

Teleportation -100 CP
A complex spell that most devils learn anyway at some point, you can now teleport yourself (or others, or objects) freely through the use of prepared summoning circles drawn onto paper or magically scribed into the air. Requires either knowledge of where you're teleporting to or the presence of a prepared circle to work.

Contract Bonus -200 CP

All devils grow slowly and passively more powerful over time, most have absolutely no patience or inclination for the effort of actually training so they instead found a way to gain permanent albeit extremely small boosts in power from completing contracts. Normally you could skip out on any contracts you made and the other person involved could do so just as easily with the only detriment being the lack of rewards. But now while you can still back out of any contracts without issues, if you complete your end of the deal the other party becomes literally incapable of refusing to finish theirs.

Super Devil -600 CP
Born with enough raw power to level a nation in a single attack, your strength is considered comparable to some of the strongest deities of several pantheons. Of course if you try to pick a fight with said deities with this alone you will still die horribly.

Reincarnated Perk Tree:

Recruitment Piece -100 CP (Free for Reincarnated Devil)
Reincarnated devils are created via the use of an evil piece, now you get to choose what piece you are. Pawns grant slightly enhanced growth and the ability to temporarily promote into any of the other pieces on enemy territory, Rooks have enhanced strength and durability, Knights get increased speed, Bishops have boosted Magic Power and Reserves, and finally the Queen piece gives a lesser copy of everything from the other pieces.

Heritage -200 CP (First Purchase Discounted for Reincarnated Devil)
While most of those reincarnated were formerly humans there are always a number that weren't. Choose any mythological race that isn't holy or divine in nature, you gain a small number of powers from that race.

Dragon Flesh -400 CP (Discounted for Reincarnated Devil)
Body has been partially or fully replaced by the flesh of a powerful dragon, this grants greater physical strength, incredible affinity for elemental attacks, and a high degree of magic resistance. This also causes your power to increase dramatically as you get angrier.

Longinus -600 CP (First Purchase Discounted for Reincarnated Devil)
Sacred Gear of choice, can include one of the longinus if desired but isn't actually limited to being one. The effects of this are more variable than I care to write out, but can range from reflecting any attack back at double power, to making swords, to stopping time, or of course constantly doubling your own power every few seconds until your body can't keep up anymore.

72 Pillars Perk Tree:

Charisma -100 CP (Free for 72 Pillars)
More charismatic than most humans, you would always be the center of attention and favorite person of any group that doesn't include”main characters” and a solid contender even in groups that do.

Luck of the Devil -200 CP (Discounted for 72 Pillars)
Bullshit luck, especially effective for the purpose of recruiting people to any given group you are part of or leading. Could toss a hundred coins into the air and expect every single one of them to come up heads if you called it.

Bloodline -400 CP (First Purchase Discounted for 72 Pillars)
Family bloodline power for the chosen family, the effects and strength vary wildly. Some are extremely powerful such as the Phenex immortality, the Agares ability to control time, and the Bael power of destruction… Others are effectively useless like the Forneus bloodline, which makes your face look like an anglerfish and does nothing else.

True Form -600 CP (Discounted for 72 Pillars)
You are now capable of taking your “true form”, this is typically tied to your family bloodline and increases your power by several orders of magnitude. Depending on the specifics of your bloodline (or other source of your “true form”) this could have other effects such as the effective Invulnerability that comes from having a body made from hellfire or the concepts of destruction or power nullification.

<u>Founders Perk Tree:</u>

Massive Power -100 CP (Free for Founders)
A simple boon found in all members of the four founding bloodlines of hell, even if they don't get the families actual bloodline powers. Your starting strength is dozens of times greater than it would have been otherwise but you gain no additional benefits.

Demon Submission -200 CP (Discounted for Founders)
You are supposed to be one of the rightful heirs of the underworld after all, so now you can prove it. Any and all beings that are demonic (or devilish) in nature will instinctively submit to your rule. This is more effective on those weaker than you are and can fail if the individual is more powerful than you are, the greater the difference in power the easier it is to ignore this.

Bloodline -400 CP (First Purchase Discounted for Founders)
There's four choices of bloodlines from these families… well really only three as one is completely absent from canon. So you can turn into a bug monster and control bugs, turn into a sea dragon and control the oceans, or you can have your physical and magical power multiplied several times over and get access to an attack that's anathema to and supremely effective against basically everything in existence.

Sacred Gear Canceller -600 CP (Discounted for Founders)
You can not just “Nope” anyone else's powers out of existence. Sacred Gears? “Nope”, Bloodlines? “Nope”. Basically if it isn't something literally anyone can do or a basic capability available to everyone of the species, or using that energy type (magic for example) you can just remove their ability to use it no questions asked. As you're paying so much for this your power

to “nope” peoples stuff will last until you choose to release it, being permanent unless you decide otherwise.

Evil Pieces

Get 1 Set of Evil Pieces

Evil Pieces can be used to reincarnate others making a member of your Peerage, this grants them the free general Perks from this document and the Recruitment Piece Perk as appropriate for their piece. Reincarnation can be used on the recently deceased and will resurrect the dead, Evil Pieces cannot reincarnate beings with an innate divine or holy nature (a priest is fine but an angel is not). Each Evil Piece can only be used Once.

As a general rule consider each pawn to have the ability to reincarnate a person with roughly 20% of your current power barring outside circumstances, and each piece stacks linearly. Each member of your Peerage will get a number of points in each Future Jump equal to 50* their value in Pawns (so a single pawn gets only 50 points but a queen gets 450) and can be freely imported into any Jump.

You Have:

- 1 Queen: worth 9 Pawns
- 2 Rooks: worth 5 Pawns each
- 2 Bishops: worth 3 Pawns each
- 2 Knights: worth 3 Pawns each
- 8 Pawns: worth 1 Pawn each (duh)

Reincarnated Devils (or those who take the recruitment piece perk) Can optionally choose a "King", a Pureblood Devil to have reincarnated them when/if you go to a DxD Jump.
Mutation Pieces can reincarnate double the power of normal pieces, and get double the points in future Jumps. You can only Mutate each individual Piece Once.

Mutation Pieces

- Pawns 50
- Knight 150
- Bishop 150
- Rook 250
- Queen 450

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality. You are instead Local who somehow "has this power". You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP
Normally you would be the only one "with the power type" within this continuity, however with this drawback "one person for each origin" will appear, one of each type "but without perks" who are each going to "Do bad stuff".

"Fake Devil" +300 CP (Exclusive to Reincarnated)
"You are somehow something that can only use the Reincarnated Perk Tree". Because of this you are no longer able to take perks from the 72 Pillars Perk tree or the Founders Perk Tree.

Extra Demon +300 CP (Exclusive to 72 Pillars)
"You are somehow something that can only use the 72 Pillars Perk Tree". Because of this you are no longer able to take perks from the Reincarnated Perk tree or the Founders Perk Tree.

The Oldest Blood +300 CP (Exclusive to Founders)
"You are somehow something that can only use the Founder Perk Tree". Because of this you are no longer able to take perks from the Reincarnated Perk tree or the 72 Pillars Perk Tree.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other "People who can use your power type" within this continuity, however with each purchase of this drawback, a new "way that you entered" will appear at some point during your Jump, somewhere on your Planet.
For +200 CP only "Vali Lucifer" will appear.
For +400 CP both "Vali Lucifer" and "Euclid Lucifuge" will appear.
For +600 CP the "Vali Lucifer", "Euclid Lucifuge" and "Rizevim Lucifer" will appear.
For +1000 CP the "Vali Lucifer", "Euclid Lucifuge", "Rizevim Lucifer" and "Trihexa" will appear.

1. "Vali" will have access to all the perks on the Reincarnated Perk Tree.
2. "Euclid" will have access to all the perks on the 72 Pillars Perk Tree.
3. "Rizevim" will have access to all the perks on the Founders Perk Tree.
4. "Trihexa" will have access to all the perks on this Jump Document.

<u>Generic Drawbacks:</u>

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems… cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years. You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP

All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

End Choice

Go Home

Stay Here

Move On

Notes:

Should the Drawbacks' Villains have all the perks they get? Probably Not. Do I care? Nope.

This thing might be a complete mess, but I've averaged about 2-3 Hours of sleep a Night for the last 4-5 Months, and it's gotten to the point where I am seeing and hearing shit that I sincerely hope isn't real. I'll worry about cleaning it up when I've gotten more sleep in a month than you're supposed to get in a week.