Trouble Style: Doom



By: PriorPossible834 - Gift For Quinxcalibur Willow

Welcome to a world of Demons, humanity faces extinction and eternal torment, held back only by a single man… rip and tear until it is done.

You have 1000 CP to spend on purchases

Origin

Pick whatever you want for your age and gender, the forces of Hell do not discriminate in their predations.

Drop-In

You are something new, a being with no history in this world.

Perks

Sentinel Training (Free)

You're as strong and as skilled as the greatest of sentinels, able to fight most Demons on even footing when properly armed. In addition to this you improve rapidly when in combat, allowing you to potentially reach the Slayer's level within a few months of life-or-death battles.

Demon (Free)

You're a Demon, you know how to Harvest Argent Energy as well as how to use it to empower yourself, others, or power technology. As a potent Demon you are capable of defeating the previous option on your own through raw physical might, and you can quickly grow if you have the stomach to force the Mortals to pay the price.

Makyr (Free)

You're a new highly ranked Makyr, you have access to numerous cybernetic implants that allow you to fly and shoot beams of light, in addition you have full knowledge of Makyr science as befitting an Angel.

Built To Last (100)

Your Body is a flat 2x as durable as before and now requires only a mouthful of food and water as well as an hour of sleep each month in order to function.

Guts And Glory (100)

Every enemy you kill during a battle will cause you to get stronger, faster, and more durable. This effect lasts until you reach around 10x your normal capacity at which point it will 'overflow' allowing you to launch an attack with 20x your normal potency but causing ***Guts And Glory*** *to reset.*

Gun Nut (100)

You love Guns, and Guns love you. You are a utterly perfect marksman never missing any shot that is even remotely possible, and the very ***concept*** *of Guns seems to want to reward you for using them as the longer you use a firearm the better it will become in your hands, often supernaturally so.*

Divine Children (200)

All who witness a display of your power will be filled with awe and worship, coming to possess reverence proportional to how much weaker than you they are.

Self-Sufficient (200)

When you kill an enemy you receive at ***least*** *enough War Material to replenish what you used. If you kill someone in a sufficiently 'cool' way you'll instead receive a flat upgrade, your weapons becoming more powerful along with your ammunition.*

Mysteries Of Blood And Bone (200)

Through human sacrifice and Blood you're capable of creating 'Gore Nests' ; these Nests cause endless hordes of Demons to pour into that location as long as they are not destroyed. These Demons can be fully customized to have whatever appearance you want and are completely devoted to you.

Only You (300)

No matter how many come to challenge you as long as none of them would be able to fell you in a One v One they will fail to defeat you. You very well could be the one to empty hell.

Something More (300)

The more you kill the greater you become, you will become stronger, faster, more charismatic, even more magically inclined if you possess such abilities. And this will only continue to escalate- endless growth fed by overwhelming slaughter.

Eternal (300)

You're utterly Immortal and Inevitable, this manifests as unaging immortality plus ***profound*** *plot armor that allows you to never face a problem you cannot solve (essentially transforming your life into a well designed video game) in addition to all of this the longer you pursue a goal the more destiny itself will* ***twist*** *transforming your desires into the true* ***destined*** *outcome that cannot be denied.*

Items

Sentinel Arsenal (Free)
You have access to all the weaponry and equipment commonly used by the Sentinels.

Demon Arsenal (Free)
You have access to all the weaponry and equipment commonly used by Demons.

Makyr Arsenal (Free)
You have access to all the weaponry and equipment commonly used by The Makyr.

The Divinity Machine (300)
This Item can be used to upgrade anyone you choose to become a match for the Doom Slayer, though they may not possess his skill right away.

Companions

Daisy (Free)



Art By Cyberhurter on Deviant Art

Welp… the Doom Slayer's Bunny is back, upgraded, and looking for revenge on the dirty Demons who killed her the first time. This newly human bunny still features numerous rabbit traits, including the one I'm sure you degenerates are thinking of, and will consider you her second favorite person beside the Doom Slayer.

As the Doom Slayer is more like her parent, you're free to customize your relationship with Daisy however you like.

Doom Gal (Free)



Art by a Unknown Poster on Wall Haven

*Well… I suppose when you're as skilled as she is you don't need to wear **full** armor but I don't know what military in the world would authorize THAT getup. Whatever the explanation is it's doubtful you'll ever hear it, as your new companion will never say a word, merely marching through Hell destroying Demons at her leisure. You wouldn't know she'd even noticed you if she didn't stop to make sure you were keeping up ok whenever she gets too far ahead.*

Something about how small, cute, and obviously weak you are reminds her of the bunny those damn Demons killed and she'll do everything she can to keep you safe.

Old Friends (Free)

*You may import any companion you wish for free, they gain **600 CP** to spend on options of their choice.*

New Friends (Free)

Anyone or anything that agrees to travel with you may be brought along as a companion for free.

Drawbacks

The Rip And Tear Tax (+100)
Each time you take this Drawback you'll be forced to kill an additional hundred Demons before you'll be allowed to leave this world.

Stay Here

Go Home

Move On

Notes

This jump was made as a gift, the first one was made as an April Fools Joke… you people have a way of sucking me back into the game don't you?

I'm also concerned about how fun this was to make…

Alright I guess I should probably put something productive here, if you have ANY rule questions whatsoever assume the correct answer is the one that makes you the most overpowered, it feels in the spirit of things.