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Darksiders CYOA

Deceived by the forces of Evil, War, the First Rider of the Apocalypse began Armageddon ahead of the chosen time. Now, creation is out of balance and forces from Heaven and Hell clash in an epic confrontation...

You gain 1,000 CP.

In the beginning, the Creator forged three Kingdoms, the first was given to the Lords of Heaven, the second was given to the Dregs of Hell, the final Kingdom was given to Mankind so they might grow powerful and bring stability and balance between the Kingdoms, before that balance could be achieved however, Armageddon came to Earth, and War followed. Sent ahead of his time before the Seven Seals of Armageddon were broken, War arrived to find a world in ruin and the blame on him. You may pay 100 CP to choose a starting location, otherwise roll a D8 and start in the corresponding location below.

1. **The Crossroads: Once a magnificent human metropolis, it now lies a smoldering ruin, infested with Demons.**
2. **Eden: The original Home of Humanity, a paradise that has recently been infested with a Dark Corruption.**
3. **Well of Souls: The place where all Souls must pass to be reincarnated. It is guarded by the Archangel Azrael.**
4. **Eternal Throne: Pulled by two Leviathans in the Land of the Dead, it is a massive throne for the Lord of the Bones.**
5. **Forge Lands: Separate from the Three Kingdoms, the Land is the Ancestral Home of the Makers and their Creations.**
6. **Lostlight: An Angelic Outpost far beyond the Realm of Heaven, It's Ruler, Archon has vowed to fight the Corruption.**
7. **The Abyss: Known as the Graveyard of Worlds, it is a Primordial Realm of Chaos where Monstrous Beings dwell.**
8. **Free Pick!**

Background

You may pay 50 CP to change your Gender and/or Age. Otherwise keep your current Gender. Your Age is irrelevant as many beings are over Aeons old or even older, and time doesn't always pass the same between the Realms of Creation.

Drop-In: Free: You arrive with the clothes on your back and a few days worth of food and water. You may have no contacts or allies, but you are also beholden to nobody and have no real enemies or enemy factions... Yet.

Angel: -100 CP: You are one of the Divine sons or daughters of Heaven. Heaven is a very strict and orderly society where every Angel has their place and dissent is not allowed. Angels also discriminate against any and all not of Heavenly Origin, whether they are Demons, Men or Other.

Demon: -100 CP: You are one of the Spawn of Hell and embody Chaos and Evil. Hell is a place of warring Demons are ruled with an iron fist by the Dark Prince Lucifer. Demons are winning the Battle of Armageddon though many Demons have plans to be the Ruler of Hell before final victory is theirs.

Nephilim: -200 CP: Lilith once seduced a Maker who shared the secrets of creating life. With this knowledge she made the first Nephilim from the ashes of both Angels and Demons. Once corrupt beyond measure, Four Nephilim swore their loyalty to the Charred Council and killed the other Nephilim becoming the Four Horsemen in the process. They are now Dread Enforcers of the Council's mysterious will.

Abilities:

-100 CP: Remnants: (Free Drop-In): The Makers of this world left behind many fantastic creations and you find it easier to use them. This translates to intuitively using any artifacts and an easier time finding them on other worlds.

-100 CP: Divine Flight: (Free Angel): If you are an Angel, you gain a pair of Divine Wings that allow you to fly. In any other form, your wings become Ethereal and allow you to glide.

-100 CP: Demonic Strength: (Free Demon): Your Demon Form is tall and muscular, perfectly suited to prolonged combat. If your Form is not Demonic, you simply become stronger.

-100 CP: Blessing of Fury: (Free Nephilim): Rage and anger now gives you a boost in strength. In addition you now become more proficient in using chains and whips as tools and weapons.

-200 CP: Guardian's Ally: (Discount Drop-in) The Makers had forged many constructs and sentinels that guard places of power. Wherever you go, neutral guardians and entities will generally be helpful, but don't expect them to just give you their treasure, they may be open to a fair trade though.

-200 CP: Angelic Training: (Discount Angel) You become very good at aerial combat and can train others to share your expertise. You can also tame flying beasts, like Griffons, easier.

-200 CP: Hellfire: (Discount Demon) Power over Fire is yours! You can breath or cast Fire and gain significant resistance to it.

-200 CP: Blessing of Strife: (Discount Nephilim) You gain a speed boost the more enemies you fight and the more they hate you. You also gain a short range dash that while fast and can be used often, does not move you very far, only about 20 ft.

-400 CP: Vulgrim's Customer: (Discount Drop-in) Vulgrim, a Merchant Demon, has decided to let you trade with him for Supernatural Weapons, Tools and Enchantments. The only currency he accepts however, is Souls. Souls can be found in any living creature or anything crafted by living creatures, though the living will give more Soul-power than creations and to obtain a Soul the object or creature must be irrevocably destroyed. How you collect the Souls and bring them to Vulgrim is up to you to figure out. You will also be able to summon Vulgrim at your Warehouse during later Jumps. However he cannot leave the Warehouse, will offer no assistance besides trading for Souls and does not count as a companion.

-400 CP: Celestial Technology: (Discount Angel) Though they are not makers, the Angels are a force of Creation. This perk grants you their knowledge in Supernatural Technology they use. Holy Armor, Lances that shoot beams of Light and all manner of Technology that repels Darkness and creatures of Evil. You also become more skilled in the use of Holy Weapons.

-400 CP: Pit Fiend: (Discount Demon) The Demons of Hell are diverse, but all are Monstrous, this Perk let's you customize your Demonic Form, increasing its maximum size to up to 30 ft. Your Demon Form can also include any number of Dark and Corrupted parts of Earth Animals, Classic Demons or Figures of Mythology. While granting no Supernatural Powers, the form is very strong and durable and may also include a physical ability that relates to your Demonic Form, like creating webs, or flight.

-400 CP: Blessing of War: (Discount Nephilim): War has given you his Blessing. The more battle and violence you are surrounded by or participate in, the faster you regenerate both health and stamina. You also gain an aptitude for learning anything related to war. Swing a sword a few times at an enemy will teach you the basics of swordplay and watching a battle for the first time will grant a basic understand of tactics.

-600 CP: Maker's Prodigy: (Discount Drop-In) The Makers decide to teach you the ways of Creation and you may choose to become their pupil, they will teach you how to create Magical Artifacts, imbue places and objects with power and even how to create Magical Constructs with Sentience. Regardless if you spend the time learning from them or not, you will find you learn future skills related to Creation, Enchantment, and Forging will come to you as if they were second nature, waiting to be remembered.

-600 CP: Hellguard: (Discount Angel) The Hellguard the Heavenly Host dedicated to defeating the forces of Hell, should you choose, you may now join their ranks as a Commander. As a potential Commander of the Hellguard, you gain great charisma in leading soldiers, their loyalty complete and their morale high whenever you are near. You may also summon six Darksider-verse Angels once a day, equipped with Heavenly Arms, Armor and Wings, they are absolutely loyal.

-600 CP: Black Legion: (Discount Demon) Though all Demons owe their fealty to the Dark Prince, each Demon Lord has an Army that is only answerable to him or her. This ability gives you a dark charisma perfect for both intimidation and manipulation. Under your rule, Demons might not respect you, but they will fear you and do as you wish. You may also summon six Darksider-verse Demons once a day. Their appearance and abilities can change to mirror your altered Demonic Form, albeit in a lesser manner, should you have purchased the Ability "Pit Fiend."

-600 CP: Blessing of Death: (Discount Nephilim) You receive Death's Blessing and with it, the ability to perceive the mortal weaknesses of your foes. With every enemy you slay, you better understand how to strike the weak points of similar enemies. This manifests as both luck and accuracy of your strikes when slaying enemies, your near misses become hits and your hits become critical blows. Also, with training and self-reflection, you may learn how to minimize your own weaknesses.

-1,200 CP: Archangel*: (Discount Angel) (Only one * May be chosen) You become the Embodiment of the Divine, your Angelic Form perfect and awe inspiring, your physical and magical abilities, purified and increased many times over, and an aura of Divinity envelops you. Those allied with Light will see you as a true Paragon while beings of Darkness will see you as Anathema.
-Divine Spark- If you ascend and receive a Planeswalkers Spark, you will find that your mind will warp existence around you to what you desire. Should you wish for peace and happiness, Chaos will fade around you, only to be replaced by tranquility and life. Should your heart be full of anger, your Angelic Form may change to that of a monster, and Chaos rain from the skies.

-1,200 CP: Archdemon*: (Discount Demon) (Only one * May be chosen) You become the Embodiment of Corruption, your Demonic Form terrifying and unstoppable, your physical and magical abilities, Corrupted and increased many times over and an Aura of Evil envelops you, those who serve Darkness will see you as a Fearsome Lord to be obeyed or opposed while being of Light will fear you and may eventually fall to your Corrupting Aura.
-Demonic Spark- If you ascend and receive a Planeswalkers Spark, you may consume the Souls of Creations for a permanent boost in power. Souls of Weapons and Warriors will increase your skill and power at combat while Souls of Tomes and Scholars might teach Ancient and Forbidden Knowledge.

-1,200 CP: Maker*: (Discount Drop-In) (Only one * May be chosen) You gain an alternate form of a Maker, broad, immensely strong and around 12 ft tall. You also gain Supernatural powers of Creation, able to make impossible things from practically nothing. Though it may take many years of practice, you will be able to master the art of crafting life from clay, forge magic spells from the ideas of the mind, and matter from nothing.
-Creator's Spark- If you ascend and receive a Planeswalkers Spark, you will find your knowledge of crafting extends unto the impossible and the Laws of Reality. You may eventually create new worlds from the Void and forge new forces such as a unique form of magic or entropy as you create the new plane.

1,200 CP: Rider*: (Discount Nephilim) (Only one * May be chosen) (“The Powers” Drawback must be taken for no additional points) You are empowered by the Charred Council to act as an Enforcer on their behalf. You become the manifestation of a Non-Infinite Force or Idea. Should you choose Strife, Fury, War, or Death, you replace said Rider in the story gaining their skills and abilities. As a Rider, your ability to grow in power, knowledge and skill of your chosen manifestation is endless, and you may shift into a Form that Embodies your Force such as War's “War Form.”
-Manifest Spark- If you ascend and receive a Planeswalkers Spark, wherever you go, you are considered the God of your Chosen Force or Idea, and have Divine Power to govern it.

Items

-100 CP: Soul Cage: (Free Nephilim) A Cage that can collect and store Souls, useful if you wish to trade with Vulgrim.

-200 CP: Spectral Steed: (Free Rider) You gain a loyal Spectral Steed that is a manifestation of your Psyche and Powers.

-200 CP: Angelic Armaments: (Free Celestial Technology/Discount Angel) Divine Forged Armor, and a Holy Light-Cannon.

-200 CP: Fracture Cannon: (Discount Demon) A Demonic Cannon that shoots explosive spikes, spikes automatically regenerate.

-400 CP: Chaoseater: (Free War/Discount Nephilim) War's sword, supremely lethal, and can be enhanced with powerful Souls.

-400 CP: Mercy and Redemption: (Free Strife/Discount Nephilim) Strife's guns, incredibly powerful, accurate and infinite ammo.

-400 CP: Fury's Whip: (Free Fury/Discount Nephilim) Fury's Whip, supernaturally proficient at grabbing enemies, is also on Fire.

-600 CP: Death's Scythe: (Free Death/Discount Nephilim) Death's Scythe, vorpal edged and can slay mortal and immortal beings.

-600 CP: Armageddon Blade: (Must take the drawback “Framed”) The blade to unleash the Apocalypse, it can destroy almost anything and is supremely lethal against the Supernatural.

-50-300 CP: Companion Import: You may import any Companion for 50 CP or up to Eight for 300 CP. They gain 500 CP to spend and gain the Background of your choice, cannot take drawbacks.

-600 CP: Cannon Companion: (Discount Same Faction) You may take a willing member of this world with you to future Jumps.

Complications(Up to +1,000 CP May be chosen)

+0 CP: Endgame Gambit: This Complication gives you the chance of making this your final Jump. There will be an opportunity to achieve great power and your Planeswalker Spark. This chance will include, being hunted by Heaven and Hell, defeating the Four Horseman, and ultimately, destroying the Charred Council.

+100 CP: In Character: Your personality will be changed depending on your Background, if you are a Drop-In you will be easily scared, Angels will be arrogant and obedient, Demons will be paranoid and cruel while Nephilim will be extra edgy.

+100 CP: Heroic Labor: To go anywhere in the world, you are going to need some world specific gear and abilities to get past all of the obstacles. Unfortunately, everyone with the abilities or items you need is set on setting some sort task for you such as collecting Souls or finding a rare piece of a broken artifact.

+200 CP: Wicked K: A certain posh and British wicked (zombified human) believe you are the reason for Humanity's demise and will challenge you to inescapable duels. Should you defeat him, he will return, stronger than before to challenge you again.

+200 CP: The Powers: You are beholden to the Leader of your Faction and must follow their orders or be slain instantly by them. Drop-In and Nephilim obey the Charred Council while Angels obey the Creator and Demons obey the Dark Prince.

+200 CP: Watcher: (Must have taken “The Powers”) The Leader that you follow has seen it fit to bind a Watcher to you to keep you in line. The Watcher is cruel and vindictive and can snuff out your life with just a thought. They are ultimately loyal to the Leader however and can be slain by someone besides you and your Companions. Enjoy being watched and ridiculed constantly.

+200 CP: Hunted: (May be taken three times) Heaven, Hell or the Charred Council believes you to be a major threat to their plans and will use all their soldiers and power to kill you.

+300 CP: Amnesia: You remember nothing about this world except what your Background knows. Drop-Ins have zero memories.

+300 CP: Powerless: All your Powers and Items are sealed away for the duration of the Jump. Companions are still allowed.

+600 CP: The Chosen: Long ago, the Dark Prince of Hell saw the Demon Lord Samael as a threat and imprisoned him, giving a portion of his power to Four Chosen, for some reason, Samael believes you are the Fifth Chosen that guarded his lost powers. During your Jump here, Samael will convince a Horseman to slay the other Four Chosen, restoring him to his full power and releasing him from his prison. He will then attempt and somehow succeed in ripping your heart from your chest and in doing so gain half of your Jumper Powers from before this Jump. Barely alive, you must recover, and by any means, defeat the God-Tier Samael and steal back your Powers before your ten years are up. Should you fail, Samael will take your place as a Jumper.

+600 CP: Framed: You have been framed for starting Armageddon ahead of time instead of the Rider War. For your crime, the Charred Council will imprison you in unending agony for nine and a half years giving you only half a year to use whatever means possible to reforge the Armageddon Blade and break the Final Seal. Should your Jump end before your desperate quest for redemption does, it will count as if you had died.

Now, Will You...

Go Home? **Stay Here?** **Move On?**