High School DxD: The Red Dragon Emperor Jump

By FancyFireDrake



In ancient times the many figures of mythology waged war with one another. From Heavens Angels battling with the Infernal and Fallen, to the many Gods and Goddesses across the Pantheons. The world was in a constant state of bloodshed, humanity trapped in between the fantastical bouts. Though weaker compared to the many other players, they had been granted one gift by the God of the Bible to allow them to defend themselves. These gifts are the Sacred Gears, Items with powerful abilities that can only be awoken within a human. Their powers can vary vastly, with the Longinus allowing even a mortal to potentially slay a God. Though not all Sacred Gears are mere items. Some are vessels for something greater, powerful titans that ravaged the lands. Seals that imprisoned what was too dangerous to be left alone.

Two of the Longinus trap within themselves Dragons of such power they inspired fear among Angel, Fallen Angel and Devil alike. The Heavenly Dragons Ddraig and Albion. Rivals whose clashes earned them great infamy. Eventually they were destroyed, their souls now inhabited by Boosted Gear for Ddraig and Divine Dividing for Albion. Both Gears would be passed down over the years, always crowning with their appearance a new Red Dragon Emperor and White Dragon Emperor.

It is the modern day of Japan that you begin this Jump in, many years after the truce of the Biblical Factions that at last put a ceasefire to the war. One Issei Hyoudou will in one week's time awaken his Sacred Gear and take his new place as the Red Dragon Emperor. One who will change the world like no Master of Ddraig ever has before. But things are very different this time around. One factor unaccounted for. You.

You have taken Issei's place in this story. His rewards are yours to earn but his challenges yours to face as well. Will you become a Harem King like Issei himself dreamt of being? Or will you seek a different aspiration? In any case take these **1000 CP** to prepare yourself.

Origin

Red Dragon Emperor (Free): As stated before you will be taking up the role of DxD's infamous protagonist. You are Issei Hyoudou, future wielder of Ddraig and one of the strongest defenders the world of DxD will have. That being said, you are not quite wielding the kind of strength Issei would one day gain. You start with Boosted Gear within your Soul in its most basic state but not much else. Worry not further purchases in the below sections will allow you to match if not surpass Issei himself.

You start the Jump exactly one week before Issei would be asked out by Raynare. Normally being killed by her and resurrected by Rias would pave the road for your development but perhaps you'd like to change that.

Perks

You receive 2 Discounts each for 100, 200, 400 and 600 CP Perks. Discounted Perks are halved with 100 CP Perks becoming Free.

XxX (100): Well… this IS DxD at the end of the day. A horny man's dream when it isn't a death world harbouring apocalyptic threats. You find yourself now as the protagonist of this series and this Perk reflects that. Around you everything seems to be more sexually charged. Women lose their clothes more often, act more teasing and typical anime cliches opportunities to enjoy beauty like onsen visits just fall into your lap. In general everyone around you is at worst an 8 out of 10. Likewise your own perverted tendencies tend to be forgiven as long as you don't do anything genuinely harmful. You'd still get beat up for peeking but there are no consequences that lead you to being expelled unless you really push it. In fact, your own kinks seem to be just a bit more prominent as well, leading a connoisseur of big oppai to find themselves surrounded by endowed women. As a small side effect you are naturally endowed and 'equipped' to please potential lovers. You're everyone's favourite pervert and the world wants you to know that.

Dragon Aura (100): Dragons are embodiments of raw power. Naturally that means their mere presence can work like a magnetic pull. Past users of Boosted Gear were surrounded by the fairer sex and you can be the same. Women are naturally finding themselves pulled into your direction. It's not just women, people in general are drawn to your aura, making you a focal point of social relationships in time. As you grow stronger your aura likewise will increase, until you can use it for attacks and enhance your techniques.

Honesty (100): There is one virtue that Issei holds in spades. He is honest. A pervert he may be, he does not deceive anyone and is nothing but truthful with his feelings. Even his name reflects that fact. When you speak the truth, people listen with no one doubting the sincerity of your words. This kind of honesty furthermore puts people at ease, never doubting you or thinking you are a threat or traitor in the making.

Reincarnated Devil (100): It seems you already made your first steps into being a Demonic Dragon. Much like Issei, you have been reincarnated as a devil. Unlike Issei you are not bound to Rias or any other King. You have the benefits of being a reincarnated devil to work with and given time may advance in the hierarchy of the underworld.

Zero to Hero (200): Going from perverted neet to the man who saves the world. Issei has come a long way and all that is thanks to his own hard work on top of the lottery that is Sacred Gears. Any attempt to improve yourself is now slightly boosted. Training will give more dividends and the particularly brutal kind of training that a Dragon King would give you can grant even more so. Likewise the people around you seem to benefit, as if your mere presence aids them in developing themselves.

As a small side effect as you improve yourself, your own appearance will benefit as well. The more you work, the better you will look.

Red Knight (200): There are a lot of people needing a hero to save them. Many of them damsels in distress. Rias from her fiancé. Asia from the fallen. But it's not just physical threats, many have more psychological threats. That is why they will be glad to have someone like you in their corner. You have a natural affinity for meeting those in need of a saviour, having an instinct for how best to help them, even if it's as simple as beating up whoever is threatening them. This instinct also makes you a psychological anchor, your mere compassion, presence and aid helping others work through their issues and traumas. Those who are saved by you will quickly be filled with gratitude, perhaps culminating in something more if you are open to it.

Dress Break (200): An ability that is on brand for a pervert at least. You have the ability to shred clothing from those you touch. With practice this technique can be used at range, strip someone of armour, restraints and even the person themselves of unwanted effects of spells or techniques.

Pailingual (200): …You like breasts a LOT huh? Well they seem to like you as well. You have learned to speak with breasts themselves. It is quite the potent tool for gathering information as the breasts whisper to you the thoughts of their owner, while being immune to defenses to mind reading. It doesn't affect the mind after all. With practice this technique will increase, allowing you even greater insight and even to communicate over far across distances telepathically. If you like you can instead change this Perk to be focused on thighs, asses or even male testicles.

Pervert Power (400): Remember the previous two perks? How they are inherently perverted yet somehow also genuinely useful? Somehow Issei manages to make his desires help him in battle in a way that should be downright impossible. Maybe it's reality doing him a solid, the sin of lust or something else but this can be something you can profit from as well. The more you indulge in your lust and obsessions, the more your own growth in terms of combat will grow as well. The final step to reaching a new powerup could lie in going one more step with your lust. A spell or technique made purely for kinky purposes can evolve to have genuine uses in battle. Potency and versatility alike can be boosted, all by embracing your most perverted self. Your tastes don't need to match 1 to 1 with Issei either, instead tailored towards your own preferences.

Harem King (400): Ah so you too want to chase that dream. It shouldn't come as a surprise. For the future Harem King, this perk will be of great use. As you walk your path, you find it crossing with several exceptional individuals of your preferred gender. They will be unique and noticeable in both great power and exceptional beauty. Above all else they will be drawn to you. As you interact with them and get to know each other more, this budding affection will transform into a crush which in turn can transform into an undying love that never wanes or weakens. This is aided by an

uncanny sense of what to say at the right time and some additional luck, allowing even a bumbling fool to truly earn the heart of an heiress. Social standing, rank or other classification or qualities that would make a relationship impossible or unlikely are likewise not an issue. Multiple lovers are not a challenge either, as each and every one will learn to share and get along, perhaps even forming romances within your harem with those they are compatible with. They will love each other maybe even as much as they adore you and care about your happiness. In time you will find them perhaps adapting more traits that would make them more appealing to you, even something as simple as a superform that gives them bigger breasts or learning how to pole dance.

Anyone who tries to take away what is yours? They will find themselves trying to move mountains if they try to break your union. Even time and duty fail as no matter what may happen, you will always find enough time to tend to every one of your lovers, including your children should you have any. The way the world goes out of its way to enable situations where you can show your loved ones how much you love them borders on the obscene. Fall for an Angel and have them love you and Heaven might give you an invite to an Interdimensional Room where you can have sex without your angelic lover risking falling.

As a final benefit on the house, any pregnancies will be easy and smooth if desired, the fertility of yourself and your partners controllable.

It is worth noting that you can manually exclude certain individuals from growing affection towards you. Indeed, if you solely want something platonic, every effect mentioned can simply aid in forming deep friendships.

Hybrid (400): You are bound to wield so many different kinds of powers. Maybe you can find a way to actually harmonize all of them with this Perk. You are capable of fusing and combining any sort of technique and ability, including racial powers. This will obviously be challenging at first and you can only do minor combinations but with time and effort you could combine just about anything you are capable of performing and being. Dragonification of your own limb due to wielding a Dragon Type Sacred Gear is but the beginning of what you could do.

Don’t Wake a Sleeping Dragon (400): You are the Red Dragon Emperor. What about that name says it is a good idea to mess with you? Let alone that which you hold dear. A dragon protects his hoard and you will as well. Not only do your emotions from rage give you a power boost. Not only do you get stronger when your loved ones are in danger. You can be utterly terrifying in a fight, beating the fear of dragons into your enemies with your bare hands.

Eightfold Pawn (600): In Chess the Pawn is the weakest piece, but hides immense potential. Likewise when someone is reincarnated through the Evil Piece System, a Devil having to use all 8 Pawns is a sign of just how much power is innate in them. This is the one thing you have in spades, potential. There is no longer a hard limit

towards where you can improve your abilities. You can always improve all about yourself from your physical strength to your magical ability or simple raw power. Training may need to be harder but the improvements still happen

Protagonist Power (600): Issei has many advantages as the wielder of Boosted Gear. But there is one advantage that is a bit more esoteric. He is the protagonist of this story, the one who will rock the foundations of DxD to its core. By stepping into his shoes, your story will be the same. You have a degree of plot armour surrounding you at all times. Opportunities to improve yourself fall into your lap. Powerful rivals will challenge you but not kill you. Factions will see you as the one who can change everything and give you the fitting respect. Luck and fortune alike go your way in excess, allowing even miracles like summoning a Goddess of Breasts to be possible. Once per Jump you can outright return from death, not even that stopping you for good.

Dragon of Dragons (600): There are two dragons that stand above all others. And one of them has made you something akin to their child. You have been rebuilt using the flesh of Great Red himself. Beyond improving any present aura you have, being made from the Dragon of Dreams comes with a sizable enhancement to your abilities. At first this will be slow but in time you could learn to shapeshift, making every aspect of yourself a true dragon and standing over a hundred meters tall. One time during this Jump, in a moment of crisis, you may get a glimpse of what you can become and gain an incredible boost in power. This will be a one time thing and very much temporary, but repeatable one time again in the next Jump.

Infinity (600): There are two dragons that stand above all others. And one sought it fit to imbue you with some of her truly infinite power. Your soul has been infused by Ophis with some of her own blessing. This grants you the Infinity aspect and the immense power associated with it. Though… not quite. Your body at first will not be able to contain this power and using it does immense damage to your body. Even using it once is life threatening. Fortunately you can opt to instead utilize the ‘lesser’ form of Ophis blessing Issei received afterwards. This form doesn’t have the ‘infinity’ aspect but doesn’t do as much damage to you. Using this Perk in combination with Boosted Gear would allow you to enter Diabolos Dragon form and Infinity Blaster. As a side effect the power of infinity protects your soul from being damaged or even touched by unwanted individuals, as well as any reduction to your lifespan.

Items

For this Section you receive 1 Discount each for 100, 200, 400 and 600 CP Items. Discounted Items have their price reduced by half, with 100 CP Items becoming free.

Boosted Gear (Free/+100/200/400/600/800): Ddraig's Prison and the very Longinus that shall give you the chance to make a name for yourself across all Mythologies. Boosted Gear is now yours, crowning you as the Red Dragon Emperor of these times. At its core Boosted Gear allows the user to double their power every 10 seconds. That is far from the full extent of Boosted Gears potential however. With time you may unlock more forms and abilities though by paying with more CP you may start at a more potent stage already.

Alternatively you can receive **+100 CP** instead to limit your first experiences. Instead of Boosted Gear proper your version can only double your power briefly akin to Twice Critcal. While you can receive the true version it will take time, effort and the proper emotions to get past this stage.

For **200 CP** Boosted Gear has various additional abilities unlocked. Among them is Transfer, allowing you to give someone else a Boost to their power. Additionally you have unlocked the Balance Break Scale Mail, covering your body in red armor for additional protection. The armor's rocket thrusters also allow for greater speed and flight and the 10 second limit for boosting is removed at this stage.

For every additional **200 CP** spend you can gain one of the following benefits:

-Juggernaut Drive: In case you simply need more power, Juggernaut Drive will provide. This form unleashes the full power of the Welsh Dragon, allowing you to release the Seal on Ddraig partially. While the sheer increase in your capabilities is astounding, it does come with one drawback. Using it will make the wielder of the Sacred Gear lose their sanity. With practice you could master this form, or alternatively develop other forms comparable to the Juggernaut Drive.

-Penetrate: One of Ddraig's original abilities. It allows for the bypassing of defensive abilities. Anything that tries to block an attack will fail thanks to Penetrate be it magic, special abilities and other attacks. The only thing that can not be penetrated is the target's own durability but anything else will fail. Even Sacred Gear cancellers will fail in front of Penetrate.

-Blazing Inferno of Scorching Flames: Ddraig's original finishing move using his intense flames. When used these flames can incinerate almost anything until nothing remains. On top of being impossible to extinguish by anything that isn't your own will, even a Super Devil like Rizevim and beyond can be harmed.

Second Sacred Gear (100/200/400/600/1000/Undiscountable normally): Is wielding one of the Longinus seriously not enough for you? You may opt to buy an additional Sacred Gear through this option.

For **200 CP** this will be a weak but all in all still useful Sacred Gear, comparable to Twice Critical, Trick Vanish or Mirror Alice.

For **400 CP** this is a Sacred Gear with a more potent ability. Think of Forbidden Balor View in its most basic state.

For **600 CP** this Sacred Gear is very powerful, though still falls short off being a Longinus. The completed Vritra Gear would be a fitting point of comparison.

For **1000 CP** you can instead simply choose to gain another Longinus. The sole exception to this is Divine Dividing.

If you have taken the **No Boosted Gear** Drawback, this Item will be discounted to you. You may choose to purchase this Item multiple times, taking a new Sacred Gear each time. Discounts only apply to the first Sacred Gear bought.

You can choose to, instead of taking a canon Sacred Gear, design your own. This will cost a surcharge of **100 CP** (Discounted to **50 CP**).

Porn Collection (Free): Well… it would be more odd not to offer it. You have a large supply of erotic and pornographic merchandise, tailored specifically to your tastes. Magazines, games, videos, the works. The collection will expand automatically every month.

Entrance to the Supernatural (100): You might have immense potential but that isn't going to help you if there is no way inside the magical side of the world. This item takes the form of a convenient excuse and introduction into such special spheres. In this Jump this will be an open contract with Rias Gremory but in future Jumps takes the form of other, similar enablers.

Kuoh Academy Entrance Papers (100): Originally an all private girls school, Kuoh Academy has since than opened its gates to many aspiring young men. This includes you of course. This set of papers ensures you full permission to start your education there. In future Jumps these papers will also allow you entrance into one academic group of your choice.

Door Knob (100): A creation by the Archangel Michael himself for Irina and Issei and later adapted by the Grigori for Akeno and Ravel. This doorknob can be attached to any door and once done, the door will function as a gate to a fancy room decorated with an aesthetic of your choosing. It could have enough religious imagery to make a devil feel uncomfortable or a different equivalent. The real value of this room isn't the interdimensional room itself but the kind of protection it offers. Negative effects of sex on ones nature or powers will not apply when performed in this room. This allows even an Angel to do some truly filthy things without risking falling. There is also the fact that the original purpose of this room was babymaking, which is why any attempt to conceive a child will always succeed in here if all involved parties want it.

Slime (100/150): An unpopular familiar among women but one you may be interested in all the same. This tiny gelatinous lifeform is relatively weak but does have the power to dissolve clothing. It is perfectly loyal to you and can stretch its body in quite impressive ways. For an additional undiscounted **50 CP** you may get a Rainbow Slime with attributes and resistances to fire, ice, wind, earth, thunder, light and darkness.

Phenex Tears (100/200/400/600): The burning chicken is going to be an issue for you likely going forward but the products of Riser's family business are nothing to sneeze at. You have a single vial of Phenex Tears, capable of healing nearly all wounds in an instant. Especially in the devil scene where healing abilities are hard to come by, having a supply of these is very convenient. It refills weekly.

Should one Vial not be enough for you, for **200 CP** you can instead gain a whole crate of Phenex Tears. For **400 CP** you have instead several dozen crates. Finally for **600 CP** you have a Warehouse full of Phenex Tears.

Holy Water (100/200/400/600): Need to put a demonic Phenex's fire out? This bottle of Holy Water should be just the thing you need to do the job. It is very effective against devils and demonic beings of any kind and refills after a week.

If you need more Holy Water for some reason you can instead pay **200 CP** for a whole crate. For **400 CP** you have several dozen crates. Finally for **600 CP** you have a Warehouse full of prepared Holy Water.

Ascalon (200/250): A Holy Sword for what was, at the time, the weakest Sekiryuutei in history. Formerly wielded by Saint George, it is a dragon slaying sword, making it more effective against draconic opponents. Its unique properties are quite effective even against opponents of greater raw power. With practice you could incorporate its dragon slaying attributes into your other techniques. For an additional undiscounted **50 CP** you may instead receive Ascalon II, tailor made for dragons with an innate Holy Aura and created using techniques from the Three Factions. Its anti-dragon properties are even more potent compared to the first Ascalon as well.

Chess Pieces (200/300): It was only a matter of time till Issei would become too strong for Rias's peerage. Somehow you already gained the privilege that every reincarnated devil can strive for, your very own Set of Evil Pieces. Consisting of a Queen, 2 Rooks, 2 Knights, 2 Bishops and 8 Pawns, you can use it to reincarnate anyone into a devil. The evil pieces boost their own powers as well, with Queen giving an overall boost, Rooks increased defences and strength, Bishops greater magic, Knights greater speed and Pawns the ability to promote. It's worth noting that you cannot reincarnate that which is stronger than you. Also, while it will raise several eyebrows, you do not have to be a devil yourself to use them. For an additional undiscounted **100 CP** you may receive mutation Pieces which give an overall greater increase in power.

Oppai Dragon (200): A very popular TV show that was made with your story and reputation in mind. Beyond aiding in giving you a good reputation to its target audience, decidable by yourself, you will gain royalties from the producers.

Samael Bullets (400): Samael is one of the deadliest opponents a dragon can face. Issei was even killed from its poison and Ophis turned from being Infinite to 'Finite'. But why not use it against enemy dragons? You have a small supply of a dozen Bullets coated in Samael Poison. When it comes into contact with dragons and snakes, it destroys their body as well as their soul.

Amrita (400): A true miracle drug of the divine. When drinking it can grant the one who consumed it a one-time power boost. Previously straining abilities can have their limits extended to a great degree. It also gives the drinker faint traces of divine nature. When Issei drank it, his Oppai power allowed him to communicate with Chimune Chipaoti of the Etoulde and increased the limit of Diabolos Dragon from a few minutes to 88 minutes. What will it do to you? You get a new vial of Amrita every year which can be given to someone who hasn't drunk it yet. It will have no explosive effect otherwise on those who already drank Amrita.

Mjolnir Replica (400): In order to combat Loki and Fenrir, Issei was allowed a replica of one of the most iconic weapons in Norse mythology. Usually only wieldable by the gods, you will experience no issue wielding this version, even if it is only about half as powerful as the original Mjolnir. It has the ability to increase and decrease its own size according to the wielder's will, other lightning-based abilities and allows the wielder to channel their own power flawlessly through it.

Divine Dividing Jewel (600): Some of the most potent jewellery you could hope to find. This is a piece of Divine Dividing, taken in battle. What is special about a fraction of a Longinus? Well when Issei got his hands on it he managed to fuse the Jewel into Boosted Gear, granting him a lesser version of Divine Dividing that drained his lifespan for every use. He eventually managed to overcome that limitation and create tiny Wyvern Fairies capable of using Divide and Reflect which only drained his stamina. This should be, by all accounts, impossible given the two dragons conflicting natures. Still you can benefit. Use this Jewel and you will start with the same abilities and same cost, with the potential to eventually gain their superior version.

Ryuuteimaru (600): A legendary living ship created by the same tribe that forged Mjolnir. It would be given to Issei by Surtr Second but you may have it already. Initially the size of a small ship, it uses the aura and imagination of its master as a power source to affect its own evolution and development. It could be an extraordinary flying Harem Palace, or even become a new power up for you like the Apocalypse Answer Arms.

Companions

Import (Free/50/100/200/300/400): Issei was never alone in his journey and neither will you. You may freely Import 4 Companions into this Jump, with additional 4 companions requiring **50 CP**. A nice number for an aspiring Harem King. The Imported Companion does not gain access to any Perks or Items described in this Document but you can enhance them in various ways.

For **Free** they will simply be humans or whatever race they were prior to entering this Jump. They will not have any enhancements made to them

For an additional **100 CP** paid on this option you may make any number of Companions gain lower level enhancements. Maybe they are low level Magicians, have a weak Sacred Gear like Twice Critical, or weaker versions of Reincarnated Devils, Vampires or Yokai.

For **200 CP** any number of companions can be more powerful. Pure Blood Devils though none of any important Clan lineage and stronger examples of the previously named options, Reincarnated Heroes, more potent Sacred Gears or maybe even Holy Sword wielders.

For **300 CP** you can make any number of your companions greater powerhouses. Weaker Dragons, Pure Blooded Devils with their Clan Abilities, Sacred Gears like Sword Birth, decently powerful Angels, older Yokai and the like are all fitting options.

For **400 CP** you can make 2 of your companions (2 more for every additional **50 CP** you spend on companions) genuine powerhouses. Godhood is now available, Devils will be just below the four Satans. Angels just below the Archangels. Sacred Gear wielders receive a Longinus Class etc.

Export (Free/50): DxD is full with lovely individuals. If you can convince any of them to join you on travels beyond the dimensional gap they may be taken as companions. Alternatively you can pay **50 CP** to guarantee one individual will want to come with you.

Harem (Free): It would be a shame to leave behind any lovers you made, wouldn't it? With this every individual you are in a romantic relationship with can become a companion for free. They all join one group companion that can be inserted into future Jumps at no cost. Though they do not gain a stipend unless properly Imported.

A Normal Family (Free): A rather underappreciated aspect of Issei's life are his parents. They are frankly not much less perverted than he is and while they can be frustrated, they still love their son. As oblivious as they are to the supernatural, you can opt to take them with you. Alternatively in future Jumps you can, from now on, always end up in the care of an oblivious to the extraordinary but loving family.

Dragon of Wales (Free): It would be strange to leave Ddraig behind after spending so long with the Welsh Dragon wouldn't it? The soul resting within your Sacred Gear

can be taken as a follower, still innate within. In time you may figure out a way to release Ddraig from this prison, if only temporarily at first.

Also, before you ask, yes this version of Ddraig can be a woman. You're welcome.

White Dragon Empress (500): Ddraig and Albions rivalry is infamous in the world of the supernatural. This extends to their wielders, seemingly destined to come to blows. That being said, why not change things? You already came across the White Dragon Emperor of your time, Vali Lucifer… or perhaps more accurately Empress. The daughter of Rizevim has taken quite a liking to you, perhaps even developed a crush? What may have been one of your most legendary enemies could become the most valuable of partners.

Although the name of this option assumes a female version of Vali, you may instead have the more familiar male Vali as well.

Red Dragon Empress (500): Okay this opens up a LOT of questions. One day this brunette with a familiar red gauntlet on her hand fell into your life. Literally. Something to do with the Dimensional Gap? She appears to come from a different dimension, though one similar to this one. The major difference being that she is Issei Hyoudou, the Red Dragon Empress. Something attacked her and she was banished, her powers returned to the start of her own journey. She tries to make the best of her situation and given time she could grow back into her true strength.

She is also, as one may expect, a shameless pervert, though one with a desire for genuine romantic affection. Unlike the Issei you may be familiar with, her fascination with Harems seem to be about JOINING one, surrounded by beautiful breasts and one 'King'.

OC Companions

All Companions in this Section are optional and will not exist unless taken here.

Bloody Stray (Free): Stray Devils are what you get when a reincarnated devil abandons their master. It can happen more often than you think for all kinds of different reasons. This blonde schoolgirl suffered something… awful in the woods. Found naked and dead by a low-ranking devil king with a bat motif. Reincarnated as his Rook, her former Master was not kind, threatening her at all times with the life of her pet cat if she doesn't behave. One day she took her chance, killed him and went running. Running towards you. She hopes you can protect her and her kitty cat from the consequences of her murder. She is chaotic, not very hygienic, kind of an idiot and wild but a reliable friend once you got her trust. She also seems to have an innate potential for magic, using her own blood as a catalyst and shape it into weapons.

Conquering Dominatrix (Free): Many noble houses among the demonic underworld went extinct during the civil war. This red-haired woman barely escaped the carnage when her parents hid her away in the human world. By no means did that translate into her having a happy childhood however. Of all things, a politician of Japan's ruling government found her and wanted to groom her into a weapon with which to control the other parties. Now that she has grown up into a proper woman and reclaimed her House among the 72 Pillars, the leash the government put on her is VERY loose. But even with all her power, her upbringing left her pretty much incapable of having a proper relationship. Her bloodlines power 'Control' allowing her to manipulate chains and control those she thinks as lesser than her, didn't help matters. She wants to create her perfect world but above all else… wants love. Something about your nature, the chaos that a dragon brings with him, seems to have caught her attention. If you were to show her what you can really do, you might even get to see the submissive side of this control freak.

Drifting Cat (Free): Nekomata's are well known among the Yokai clans. But this witty, sarcastic and rather cynical catgirl is in a different league entirely. She is a Nekoshou, the strongest kind of Nekomata with great potential in Youjutsu and Senjutsu. Beyond that she is a capable combatant… with an horrific past. Adopted by a different yokai, her father forced her to eat his own daughter as she was dying in some crazy attempt to preserve her. Not much longer after that her father died and she was alone, drifting across the world. Somehow this led her to meet you. If you can give her the place to belong she seeks, you would be had pressed to find a better cat to have around.

Moon Princess (Free): Japan has a rich mythology native to the country. It used to be even greater with all kinds of supernatural things freely wandering around hundreds of years ago. This young woman appears to be the reincarnation of a demigoddess, or at the very least carries her spirit. The daughter of the Moon

Goddess Kaguya to be exact. Not that you'd expect as much from her attitude. She is horribly clumsy, sensitive and hates fighting, preferring to play video games instead of any of that other stuff. Alas the blood running through her veins won't allow her to stand on the sidelines forever and with time she could become a powerful heroine for love and friendship. Her divine heritage seems to be activated by her taking a specific pose and uttering a catchphrase, complete with an outfit overhaul. Will she find a prince in you?

Burning Barkeeper (Free): You wouldn't expect a member of a biker gang to be this cheerful. In that case you never before made the acquaintance of this mixologist. This blonde is an ever-cheerful ray of sunshine who genuinely tries to make everyone around her feel better. She hopes that in doing so she can usher in some peace in those regions where crime is rampant. Optimistic, kind… and a complete and utter pyromaniac, she uses her flamethrower-esque Sacred Gear to fight the bad guys wherever they may be. 3. 2. 1. Fire!

Northern Vampiress (Free): The life of a vampire can be a brutal one. Just ask Gasper. But this raven-haired beauty had a truly awful past. Her turn to vampirism began when her father started a horrific and degrading ritual with a depraved elder vampire. Many years have passed since then and while she is powerful, she is also terribly lonely and holding a deep amount of rage over all that's been done to her. She can be the most loyal friend imaginable if you stand by her side and show her you care for her. Romance is… something that she is averse too for a variety of reasons but who knows. Maybe all this vampire needs is a proper dragonborn to find some joy in her life.

Amazonian Princess (Free): Greek mythology is among the most well known in the world. Its monsters, heroes and figures have been immortalized in many legends. Among these figures are the amazons, a tribe of warrior women who made themselves a home in Themyscira. This amazon is very different from the rest of her people, tired of the isolationist lifestyle of her people. She wants to explore the world of man and teach it the virtues of compassion and kindness. Do not mistake that for weakness. She is their greatest warrior and will do what needs to be done, but always extend a hand before she draws the sword. Eventually she was given permission by her mother, the Queen herself, to set out on her own Odyssey. Armed with some of the greatest treasures of her people, the princess is bound to make a name for herself in the supernatural world.

Draconic Lorekeeper (Free): The power of dragons is both revered and feared. It should go without saying that there are those who want a piece of that might. There is a small clan that has a particular affinity for these beasts, revering them as protectors who stand against those who would destroy the world. The woman in front of you is their newly named Lorekeeper, having a small force of potent draconic familiars she takes care of lovingly. Flamboyant and hyperactive, she is also deeply

melancholic and dead serious about her inherited duties. And a dragon emperor crossing her path? Why who knows what could happen. Use your imagination.

Flaming Princess (Free): Talent and hard work are two paths to success, for some bitter rivals but when coming together can create something incredible. This Princess, half dragon and wielder of a holy sword, has talent aplenty. But what rarely anyone ever notices is the way she pushes herself to the limit. True she has power but it would be nothing without her work ethic. While openly being seen as proud and hot-blooded, the lack of acknowledgement of her work left her with deep insecurities. Eventually she crossed paths with you… as you saw her in her underwear. Needless to say it wasn't the best first impression and probably ended in a duel, one where she insisted the loser would be the others servant. She'd be shockingly serious about that deal even when losing. Show her you care and this princess may just end up head over heels for you.

Angelic Android (Free): Heaven is facing a not so small series of problems. With the death of God their power waned greatly and the Brave Saints won't be created until quite a bit into the future. Their numbers are low and options even lower. One Angel must have had some truly strange ideas to do this. Not quite a Sacred Gear but a mechanical angel, as holy as the rest of their kind. But in behaviour she is more like a pet, not knowing what emotions are and with an almost complete lack of self. The project was shut down as soon as Michael heard of it but she remains. Somehow she got lost and met you, imprinting on you as her Master. She desires to be more human and with some guidance, perhaps she can get her wish.

Fallen Exterminator (Free): There are many reasons for why angels fall. Impure thoughts. Rebellion. Sin. This angel fell because she was frankly too good at her job. And far, far too enthusiastic. She lives to exterminate sinners and demons alike. After falling she ended up with a small crisis of faith, only spiraling further into her bloodlust. If Kokabiel got his wish of a new Great War, she would be right there on the frontlines. That being said as extreme as she is, she does have a heart capable of love. She longs for another soul that completes her and if she lost them? A storm would be coming and all falls down like gravity.

Naval Beauty (Free): In the past, the Dwarves of the Ívaldi Tribe forged many wonders. Beyond Mjolnir this includes the Skíðblaðnir, sentient magical ships. Each one a masterpiece and all of them incredibly rare. But this ship might be the rarest of them all. It became not only sentient but human-like during its time, eventually taking up the form of a beautiful woman. Supposedly she was meant to be deployed in the great war as a commission but ended up not being ready by the time the war dialled down. She travelled the world and ended up fascinated with the history of naval wars in the two world wars though was kept out of them by her creators. Though her favourite was the 'Taihou' class used by the Japanese. Nowadays she really just wants someone who can make her feel validated for existing and studied many different skills to be more desirable. Maybe she can find in you her commander?

Dual Valkyrie (Free): Valkyries are the warrior maidens of Odin, powerful half-god fighters serving the norse gods. This Valkyrie is quite capable in a fight herself, which may come as a surprise given she appears rather timid and polite. That is because you haven't seen her during one of her 'tremors'. She has a dual personality, essentially two entities in one body. One is kind and deeply caring for those around her. The other? The rage of a dragon seems mild by comparison, aggressive, violent and fearless in her approach. Now this Valkyrie has made your acquaintance. Can you handle both sides of her?

Stargazing Mage (Free): There are plenty of humans who try to wield magic and a multitude of organizations, from Grauzauberer to Hexennacht to Golden Dawn. This mage wants to join one of these 'guilds' so to speak. She is an attractive blonde who knows very well of her own beauty, coming off as vain occasionally in the process. Despite this she is genuinely kind and caring, especially to the many familiars she uses in her fights, themed after various constellations. Who knows what will happen with a fiery dragon like you crossing paths with her.

Obsessive Mage (Free): Never ask a mage her past. The answer might shock you. This witch with a specialty in curses and hexes in particular is very secretive regarding her past. Most you'll be able to get out of her is that she hails from a powerful family of mages and occasionally sends them letters. Dark, brooding and moody, she doesn't quite enjoy the company of other people… except you. Somehow you caught her interest. Something that could quickly spiral into obsession if you are not careful.

Rapping Reaper (Free): Being a Grim Reaper can be a thankless job but it is one that needs to be done. This pinkhaired woman in particular is a bit of a workaholic, apprentice to a powerful reaper in the realm of the dead. Seeing as she needed a break, she was given a reprieve from her duties which she decided to use to follow one of her passions, music. In particular rap. She is doing quite well for herself, having struck up a deal with a Japanese publisher. Be careful or you might end up as a deadbeat yourself.

Fox Priestess (Free): Kitsune are among the many yokai living in Japan, predominantly living in Kyoto under the rule of Yasaka. Perhaps it is there where you found this five tailed fox. Guarding her shrine as the head priestess, beneath that refined façade lies a mischievous fox who almost always finds a way to rile someone up. In particular she is fond of hiding her true form. Perhaps it is best to stay away… unless you are happy to deal with the kind of trouble she can cause.

Devilish Sister (Free): Underworld politics are both complicated and dangerous. Not everyone is as progressive or as kind as the Gremory's. This heiress of a devil house whose father mysteriously died is in particular hot water with the Old Satan faction. So much that she tried to use memory altering spells on you and your family to use your house as a base. That went sideways pretty fast for her. She is struggling with

navigating a lot of things, from potentially inheriting her family duties to all who may threaten her. Will you be her hero?

Team HRWM (Free): During the Great War there were four individuals who fought on the side of heaven as divine agents of judgement. Against common interpretation they aren't the harbingers of the end but their appearance means the world is in danger and they come to defend it. The four Horseman of the Apocalypse. Famine. Pestilence. War. Death. They fell in the battle against Trihexa, slowing the Beast down and limiting its destruction as best as they could before God could seal it away. As reward for their deeds, their souls were to be reincarnated into the world, in the body of mortals. And it seems at last their return is imminent. Four young woman, a white haired mage from Germany, a nekomata from Japan and a pair of sisters have started to awaken the Sacred Gears their predecessors wielded. The Horsewoman seem naturally drawn to one another and God only knows what kinds of waves a Dragon Emperor could make together with them.

Fiery Love (Free): This Indian goddess of love has, in a way, forgotten how to love. Asked by the many other gods to bring Shiva out of his meditation, she took aim with her arrows to snap him out of it. Her reward was being instinctually incinerated by one of the strongest beings in the world. She barely survived but has a destructive tendency ever since and a deep loathing for the rest of her pantheon. All she really cares about anymore is spreading depravity, with you as her newest target to corrupt. Perhaps you can corrupt her back and show her the love she rejects?

Divine Venus (Free): The Gods of this world are many and powerful. Japanese. Norse. Greek. Indian. But there exist many more that rarely ever get acknowledged anymore these days. One of them would be the Mesopotamian pantheon of the old days. Its finest Goddess seems to have taken a liking to you, eyeing you with interest like she would a pile of treasures and gems. Her beauty is unrivalled and her strength incredible as the Mistress of Heaven, wielding her gigantic bow into battle and raven twintails flowing through the air as she flies. To grab her attention you must be someone incredible, though we will see if you can handle this Goddess.

Drawbacks

Gauntlet Mode (Free): When you're already wearing the Gauntlet of the Red Dragon Emperor, why not make it more literal? If you'd like you can make this Jump a Gauntlet instead. This will lead to your starting Stipend being reduced to **0 CP**. In return you will no longer chain fail if you fail the Jump, simply moving on.

The White Dragon Emperor (Mandatory if White Dragon Empress is not taken/+0/500/+500/Can not be taken with No Boosted Gear): Did you forget about Ddraigs Rival? Vali Lucifer is the White Dragon Emperor, son of Rizevim Lucifer and wielder of Divine Dividing. He sports exceptional power and a drive to surpass all in his way. By virtue of stepping into Issei's role you will be forced into confrontations with Vali. That being said this is not as fatal as you might think. Vali would go on to become one of Isseis strongest and most reliable allies. Indeed there is some speculation that Ddraig and Albion have been sealed so that one day they and their wielders could make peace with one another. Perhaps you could do even better?

If you prefer not to deal with a Longinus wielder at all you may pay **500 CP** to simply ignore it. Vali has for some reason no interest in fighting you and may even be easier to recruit than he already would be.

Alternatively you can receive **+500 CP** to make your rivalry as bloody as possible. He is dead set on ruining you and Divine Dividing will allow him to be a match for you in power no matter how strong you get or are.

Rookie (+100): You are very new to this whole thing it seems. You start with practically no experience using any of the powers you gained from this Jump. Don't worry with training and some guidance you will quickly get yourself to the level of what you bought but your first days will be quite the humbling experiences.

Pervert (+100): At the very least you will be able to match Issei in this regard. You are quite the horndog, always thinking about boobs and sex and not shy to admit it. This will come with the typical social problems associated.

First Date Trauma (+100): If you thought you could avoid Issei's original trauma think again. You are now guaranteed to go on a date with Raynare that will end in her impaling you and leaving you for dead. You will survive the attempt on your life but it will leave you with considerable trauma to unpack.

Demonic Pawn (+100/Requires Reincarnated Devil): You have already been incarnated as a Devil in Rias's peerage. In particular her one and only Pawn. Rias is a lovely woman and cares for her Peerage like family, including you. That being said this will leave you forced to obey her and help her in matters including Riser Phenex. If taken with First Date Trauma you will effectively copy Issei's canonical start 1 to 1, having been reincarnated after Raynare killed you.

Bad First Impression (+100/+200): Issei is a bit of an acquired taste. The first impression he leaves on people isn't always ideal. It seems the same happened to you now. Maybe you peeked on the wrong person but one notable individual possessing considerable power has it out for you. This is more akin to the dislike the Kendo Club has for the perverted trio. For **+200 CP** instead this is more similar to how Kunou first thought Issei was the one responsible for kidnapping her mother, much more bloody, angry and dangerous. No matter the tier this first impression can be fixed but not without considerable effort. You can take this drawback multiple times but will only be able to receive a maximum of **+600 CP** from it.

If you like, this drawback can be used on the optional OC Companions.

CensoreD x CensoreD (+200): It seems your Benefactor took offense to all the lewdness of this Jump. Not only are you not allowed to participate in any of it, you will never even get to see something nsfw, the world itself censoring you. Clothes will not tear by any means and if push comes to shove anything sensual may actively be blurred in your vision.

Drums of War (+200): It's easy to forget that the mythologies are having a very shaky peace between all the fun. Normally only the most crazed and blood thirsty will want to reignite such carnage. Now that peace is a lot more shaky. It's like the whole world has become a barrel of gun powder, waiting for a spark to set it all off. In general people are less trustworthy and kind, many looking out only for their own interests as they scheme. Not something that can easily be solved with Shonenesque grit.

Dirty Tactics (+200): There are a lot of real scumbags running around and not few of them end up crossing paths with you from now on. You will routinely come into contact with psychopaths and even potential rapists. Nothing you can ever not fight of mind you but the Freed's and Diodora's will always have it out for you and those you love. Enemies in general are very open towards targeting your loved ones to get what they want.

Hate Fic (+200/+400): Issei can be a contentious character but there is such a thing as overdoing it. It seems like the version of DxD you're going into is not one written by Ichiei Ishibumi, but instead more of a Fanfiction. Though you might wonder where the 'Fan' went. It feels like the Universe is simply harsher on you. Any misstep you make is punished far more severely and people generally have a lower opinion on you.

For **+400 CP** this is a lot worse. Whoever wrote this hated Issei and now you, bashing you to hell and back. Don't expect to enjoy yourself during your time here.

Shared Soul (+300): So it turns out inserting yourself into the position of Red Dragon Emperor didn't completely work. Instead of Issei's memories just being Drop In or you always having been Issei, Issei is very much a part of your consciousness. He is

aware and quite confused about sharing his body with someone else. Occasionally he can take over your body and utilize any powers you have, approximately 24 hours per week on average. Depending on how you act and interact with him will vastly change the effects of this drawback. If you turn out to be a villain or an abuser of woman, Issei will fight you nail and tooth and work to fix all of the damage you do. It is possible to fight him off, but he will have all his Shonen like luck and willpower to bring against you, making him a threat no matter how wilful you are. Treat him more friendly and amicably, perhaps helping him with his Harem Dreams and you can find a loyal ally in your mind.

Post Jump, if you are on good terms, you may have him as a companion. He will have all the Perks and Items you took from this Jumps as copies but nothing from outside of it.

Unknown World (+300/+600): The discovery of mythology and magic being real would shock anyone. Issei handled it rather well all things considered. You? We shall see as you have forgotten any and all you know about High School DxD. You will be as new to the magical world as Issei himself was. For **+600 CP** instead you will forget everything, even your chain.

Perk/Item Dividing (+300/+600): You have one of the Longinus in your hands. What more power do you need? Issei did just fine without any powers from other worlds and now so shall you. You lose either any Perks or Items you otherwise have. Taking this drawback for **+600 CP** will leave you with nothing not from this Jump. You get back everything you lost after this Jump has concluded.

No Boosted Gear (+400/+600): This… might be a problem. Turns out you're not the Red Dragon Emperor at all. Ddraig has been attached to someone else's soul, leaving you with nothing as someone else takes centre stage in the world events. At least this would make your life here relatively peaceful. Unless you take this for **+600 CP** in which case the Red Dragon Emperor has it out for you specifically, their Boost allowing them to match your raw power even if you were to be extraordinary through other means. How will you deal with someone who has what should have been your best advantage?

Second Great War (+600): There is no peace to be found where you are going. Any and all treaties have utterly failed and the Great War is back, more destructive than ever as all factions unleash their most destructive weapons and techniques at one another. It would take a legendary Hero to survive, let alone bring an end to the Chaos.

Extermination x Extermination (+600/+1000): There are worlds beyond this one. That is something you of all people should be familiar with but as it turns out even High School DxD has a Multiverse. And it is a dangerous one. One parallel world is referred to as Evie x Etoulde. They have been interlocked with one another in an age-old war that lead to the Evie exterminating all other forms of life besides the

Etoulde in their world. Their destructive ambitions did not halt beyond their home however as they have invaded many other worlds. Now they are coming for DxD, long before anyone could have prepared or gained the power to face them. Keep in mind that even one of the Evie's was enough to kill Great Red in one attack and they will make their moves at most a month after you would have entered the Jump.

There is a small ray of hope in all of this. The Etoulde still exist and if you manage to make contact with them, they may provide their aid. That is unless you take this drawback for **+1000 CP** in which case they are either exterminated or enslaved, entirely unable to help you or anyone else from the Evie's rampage.

Scenarios

Every Dragon needs some trials to triumph over. If you want your time as the wielder of Boosted Gear to mean something, or simply grasp opportunities to grow beyond yourself, the below options are yours to take. Pick as many as you like. Failing a Scenario will not automatically result in the end of your chain unless you die failing to complete it. However for an additional **+100 CP** per Scenario, you can make it so that failing one leads to you failing your chain.

World's Strongest

Power. Everyone craves it deep down. You wouldn't be the first dragon to try and be the greatest of all. But your competition is equally great, 10 beings making up the strongest existences within DxD. Ophis, Shiva, Brahma, Vishnu, Indra, Thor, Hades, Aten, Lugh and Typhon. They stand above nearly everything. Great Red would of course count as well but that Dragon doesn't have any interest in the world.

But at least one of them must be kicked off the pedestal as you are tasked with earning your place as one of the 10 strongest beings. You must not only be seen as fittingly powerful by the other members of the ranking but have your strength acknowledged by the public of the supernatural side of the world. Perhaps defeating one of them in honourable 1 vs 1 combat could be enough but disposing of them with deception or cheap tricks wont.

Reward:

You don't just stand on the shoulders of giants anymore, you are one of the giants. The Perk **World's Strongest** reflects that fact. Your reputation as a powerhouse is now fiat backed, even in future worlds being considered automatically by all within as being among the top 10. Where exactly you will rank will never be clear and in fact there is a chance you will only be in name. You will not automatically gain the power to rival your peers with just this. Still even they may think twice about facing you now, seeing you as a peer.

Perverts Powered Up

Issei is not the only one at Kuoh known for his perversion. His two childhood friends Matsuda and Motohama form with him the ‘perverted trio’ of the school. Now, no one could blame you for not wanting to associate with them. They aren’t exactly the best of friends to have around. But considering Issei got a chance to be better than your average run of the mill horndog, maybe you want to try and give them the same chance.

For this Scenario you are tasked with helping these two get the same kind of development as Issei got. In both mind and body. Actually achieving a degree of maturity and responsibility. Being lustful is fine. Harassment isn’t. The kind of people the Kendo Club wouldn’t be justified beating up on the daily. The kind of people who could actually earn themselves a girlfriend. For what it’s worth Matsuda at least can be confirmed as having such growth potential, saving a girl named Hase from being hit on.

But making them mature isn’t the only requirement. They have to be exposed to the supernatural side of the world and actually become capable of holding their own. They don’t need to be able to fight Satan’s on even footing mind you, but good enough to handle the average stray devil at least and not drag the rest of the Occult Research Club down when they are on assignments. There will be an excuse for them to end up involved which can be the catalyst for you taking on the task of whipping them into shape. How you go about that is entirely up to you.

Reward:

Look at the capable young men you have moulded. What was the Kendo Club's reaction to the glow up? In any case you are free to take Matsuda and Motohama with you as companions. Being around you helped to improve them this much who knows what the former ‘perverted trio’ could achieve.

You also get the Perk **I’ll make a man out of you**. With your guidance even the most hopeless of cases can improve in mentality and physicality. You’ve done it before, why not do so again?

Red Dragon Gauntlet

There have been many before you who had that Gauntlet on their arm. Red Dragon Emperors of past ages. They still live inside of the Sacred Gear. Their consciousness is preserved by Boosted Gear. In fact, they would even give up their life to save Issei's soul from Samael's curse. They might be something you have to deal with when wielding that Gauntlet but if you wanted to truly see how you compare to them, this Scenario is for you. You have access to a small pocket dimension that you can enter at all times during your stay. In it you can find essentially 'NPC' copies of the previous wielders. From the weakest to the strongest female user Elsha and the strongest male user Belzard. Even Ddraig himself is here as a copy. Your task is to run the Gauntlet of all wielders who came before you, starting from the weakest and ending with the strongest. Don't worry, failure or death in this dimension will not count, simply ejecting you tired and worn out and allowing you to try again whenever you want. Wielders you previously defeated do not need to be fought again either.

The Scenario will be considered complete after you defeat Belzard, but if that isn't enough there are further hurdles you can face.

One being Ddraig himself, wielding all the power he had before he was sealed away.

Another will be the man whose place you took. A version of Issei Hyoudou, wielding all the power he amassed at his peak, including the Apocalypse Answer Arms.

The final challenge you can face this way is a full Gauntlet, all previous users including Ddraig and Issei fighting you one after another with no breaks in between. How far you went will decide your reward.

Reward:

You've done it! If there was any doubt you were worthy of the mantle you crushed, it with your bare hands. First of you can take **any past wielder** with you as a companion. The original that was stored in the Sacred Gear not a mere 'NPC' copy. Though they will not have their own versions of Boosted Gear anymore. You also receive the Perk **Consciousness Copy**, allowing you to make a copy of others minds and souls into objects like the Boosted Gear. They can be interacted with, give you advice and maybe even be used to save yourself. This only works on those you have a similarity with however. Users of the same kind of power or item. You can even have future heritage like powers or items be imbued with the consciousnesses of their previous wielders.

If you managed to defeat Ddraig, this also extends to them, effectively immediately enhancing the **Dragon of Wales** companion to be able to exist outside of Boosted Gear with no restriction. You also receive the Perk **Prison Break**, allowing you to free consciousness's from anything that holds them at all times. Naturally you can put them back with a mere act of will.

Defeat Issei and and you will be able to get the companion **Red Dragon Empress** for Free, now returned to her full strength and rivalling the Issei you fought. Beyond that you receive the Perk **Greatest Red Dragon Emperor**. For proving yourself the best you gain mastery of Boosted Gear to unseen levels. All of its powers are innate to you, no longer reliant on Boosted Gear itself. This goes even further for Boost, now attached to your Bodymod. This is not as impressive as it may sound, only at most three consecutive boosts being performable when reduced to such a level. But still, it is additional power when you should be at your weakest.

Finally for succeeding in a Gauntlet you receive the Perk **Army of One**. Whenever you could defeat everyone within an army, them teaming up against you will be meaningless. As long as you could beat them all individually, you can do so again, their numbers meaning nothing to you. And if you already faced an army of Boosted Gear users why not make your own? With the Perk **Heavenly Dragon Bloodline** you can make copies of Boosted Gear. These copies will start at the basic level you yourself received but in time can develop and grow immensely for their wielders. You can make one perfect copy per Jump but weaker copies like Twice Critical variations may be mass produced. Anyone you previously took as a companion among the previous users now also gets to keep their version of Boosted Gear.

Crimson Satan

Asmodeus. Beelzebub. Leviathan. Lucifer. These four names demand respect and fear in the underworld. The original four Satans were the leaders of devilkind in the great war and the New Satans, Falbium, Ajuka, Serafall and Sirzechs, stand as the ones who can usher in a new age for their people. Certain events on the horizon may lead to the seats of the Satan's needing to be filled. Issei was named as one of the figures who could take up a slot. Now this is a task you yourself must fulfill.

First, you must prove you have the strength to compare to any of the four Satans. Naturally this is quite the daunting task, given the power that is part of their positions. But even once you have it, there is the political sphere. The New Satans are quite attached to their positions and even the Old Satans might take offense to a former human trying to claim a seat. Whatever path you want to pursue, taking the position by force and keeping everyone in line, earning a current Satans respect and having them willingly name you their successor or some other means like inventing the position of a fifth Satan, as long as you have the respect and authority of the underworld this scenario will be considered complete.

Reward:

It would be a shame to leave your new territory behind when you travel to new Jumps, which is why you can take the **Underworld** with you. Everyone in it is yours to take with you as well, from the Satans who rule beside you to the many reincarnated devils. You also get the Perk **Hellish Dragon**. Your Authority over demons, devils and all things demonic is unquestioned. All but the most mighty will cow tow to your every word with even those above you in power having a begrudging respect for your position.

Beast of Revelation

Trihexa is one of the greatest threats innate to DxD. It is the beast recorded in the Apocalypse with the one instinct to destroy everything there is. The God of the Bible risked His life to seal it away. It wasn't even defeated in canon, only various powerful leaders of the many factions sealing themselves with Trihexa in the Isolation Barrier Field for an eternal battle. Hopefully this is something that won't need to happen when you take this Scenario.

Your Task is to defeat Trihexa once and for all. Its seals will break and there will be no intervention by Sirzechs and other faction leaders this time. It's you against the Beast and you must strike it down. Needless to say this is a daunting task but with the fate of the world at stake, there is no time for doubt.

Reward:

You did what many would have considered impossible. One of the greatest threats to the world is gone for good. What better way is there to reward you than with the body of **Trihexa** itself? You are free to decide its fate. You could absorb its powers into you directly. Receive a Sacred Gear with Trihexa sealed within. Or if you are truly mad, revive it and take it as a companion on your journey.

Beyond that you get the Perk **Canceled Apocalypse**. You are great at stopping the end of the world, all your techniques and abilities being more effective against any figures who want to bring about the end. You will always know what being is there in the world you are in and where to find them.

Rebuilding Heaven

Issei's path seems destined to be intertwined with the devils and the infernal. But maybe you don't want to be like him. Maybe you want to give your attention to the angelic side of things. Heaven of DxD is in an interesting situation. Gods death is kept a secret by all and it's the kind of secret that could break apart the entire faction if it ever got out. With extremists on all sides trying to restart the war, they might be the ones in most danger, unable to replenish their numbers like they do. The Sacred Gear system is bugging with God's death, traitors who leak information to the Khaos Brigade and the very real risk of humanities faith being turned on its head at risk of secrets getting out… things aren't looking too bright for the angels. That is not even going into whatever the hell the Church gets up too. Just ask Kiba.

Hell can have their Hero. But maybe it's time someone gives the Angels a new symbol.

Your task in this Scenario is to fix heaven and bring it back to its former glory. All the issues previously mentioned need to be addressed, the creation of new angels, increased strength of the angels in the face of threats, taking care of said threats and in general just ensuring Heaven is a place that truly can stand as a bastion of good in this world.

There is also the not so easy to ignore problem that the secret of God's death WILL come out now. Hope you can inspire enough hope to make people deal with that revelation.

At least you will actually be given an in with heaven. One of the wielders of a Sacred Gear containing a Heavenly Dragon, Dragons being something God was not a fan of to put it mildly when considering Samael, might face some issues when trying to make changes in heaven. Maybe Michael takes a liking to you? Whatever it is you will have an in.

Reward:

Perhaps God can now rest in peace as you complete your own great work. You reforged Heaven into something grand and as such it is only right you can keep it with you. **Heaven** in its entirety is now yours, from the angels like Michael and Gabriel to the location itself. You should be familiar with its Seven Floors now, especially the final floor with the Throne. Your Throne. The Perk **Truly Heavenly** may be the last remnants of God finding a home in you as you take it for yourself. The power to create mighty seals, organize the Sacred Gear system and create grand things is all yours. May you usher in a new age with your gifts.

Crushed Masquerade

To think all this chaos happens right under humanity's collective noses. The supernatural world seems overall in agreement that this secret needs to be kept, going to great lengths to keep it up. Doesn't it seem strange though? In the days of old human heroes were common, their spirits still around to influence things. Maybe they can handle whatever revelations would hit them? In a way knowing there are devils and monsters and what not who could hurt them might be better than just leaving them at the whims of a devil who wants a new member for his peerage or the like.

Well, it is no longer up to you to decide that. At some point the Masquerade will shatter utterly. All the people of this world, or at the very least too many to be able to deny it, will learn about it. Maybe a battle that was too catastrophic or some other screw up did it. In any case the secret is out and the only question is what you want to do in response.

One path would be too put the Masquerade back in place to protect humanity. Large scale memory manipulation would be required, just like somehow dealing with anyone who would be against it.

Another path would be to instead embrace it and protect humanity from the various forces who do not have their best interest in mind. Fear will be commonplace. Finding a way to boost the fighting strength of the average human might be for the best, doing wonders in humanity not only getting respect but also being able to stand on their own.

Reward:

Depending on what path you took, your rewards will differ.

Choosing to do damage control and hide all the supernatural away again you get the Perk **Masquerade**. At will you can make one 'aspect' of the world be hidden. All its elements will still exist but its nigh impossible for the common man to come into contact with it, even those part of that other world on average interested in keeping it this way.

Choosing to instead do away with the Masquerade entirely will get you the Perk **In the Light**. You can do away with any large scales secrets and conspiracies, bringing them all into the light and never be hidden away again. You find that naturally these things become 'accepted' by manner of 'this exists now'. Fostering coexistence comes naturally to you as well.

Evie Extermination

Normally it may have been possible to avoid this kind of battle. Killing Rizevim before he can make contact with ExE would have sufficed. No longer. The Evie's are on their way by the time they would in canon and you must defeat them all, not allowed to move on unless they are dealt with and no longer a threat.

…What were you expecting more details? Some elaboration on just how fucked you are when taking this Scenario that forces you to deal with them? One of these was enough to one shot Great Red. Do the math. This is by far the most dangerous endeavor you could undertake within this Jump. Just Melvazoa alone would be enough of a problem thanks to his power to manipulate his existence as well as time. This entire situation gets even worse with **Extermination x Extermination**. Not only do they arrive faster now, taking it at the second level will ensure the Etoulde are no longer able to help. Each Evie is also now guaranteed to scale to you in strength unless they surpass you already.

You travelled to many worlds before. But can you defend this one from other travellers?

Reward:

You actually pulled it off. You ended a war that destroyed all life in one world and saved another from such casualties. As a reward, how about taking their original enemies with you? The **Etoulde** have become your companions, each one of these fine and mighty women also having grown deep affection for you as a result of your deeds. The world of **DxD** and **ExE** may also be taken along with you. This even extends to whatever other worlds the Evie's stripped free of life before you stopped them. Perhaps you can find a use for them?

On top of that you receive the Perk **Exterminator**. The might of the Evie you have slain now infuses your own being, free for you to draw upon.

Lastly your own extradimensional nature has been increased with the Perk **World Traveller**. You can freely travel within the Multiverse of the current Jump at will. To travel between Jumps and Multiverses you will still need a true spark though.

Final Choice

The reign of a Red Dragon Emperor eventually ends. Your time in this Jump at the very least has. Now where will you go?

Go Home: Perhaps you had enough of magic and the supernatural. You return home with all you gained.

Stay: There is a lot to love in DxD. You will stay here, your chain coming to an end and your affairs being put in order.

Move On: A dragon never rests. To the next Jump!

Notes

-High School DxD is a cool world. I don't think it's controversial to say that. For being unapologetically ecchi and borderline hentai its worldbuilding is just conceptually awesome and it has some great characters. Though its Main Character is somewhat hotly debated.

I actually kinda like Issei. It's refreshing to see the protagonist of a harem series actually have wanting a harem as a goal and not just stumble into it. Make no mistake there are a LOT of justified reasons to dislike Issei. For what its worth he actually starts maturing over the course of the story and actively turns down any opportunity for sex when his partner is not in the right mindset. He's also the MC of, again, basically porn with lots of plot and shonen like action. I feel like that should be taken into account to some degree.

This is another Jump in my series of Jumps where I let you take the place of an established character. Issei in particular can be the target of much envy (myself included, Xenovia is best girl). So I wanted to offer a way to do away with the middle man and be the Red Dragon Emperor yourself. There is a surprising amount of stuff to work with in regards to Perks and Items and I'm pretty happy with how it turned out.

-The OC Companions are plentiful this time. Yes, I know. In my defense we all know why most people would use a DxD Jump and DxD is a flexible setting that allows for a lot of added Companions. I got it into my head to want an expy companion for every race and kind of being (Nekomata, Kitsune, Hero, Sacred Gear User etc.) save Evie's and Etoulde's at least and then just kept adding. It's fun for me to work them in what can I say. The ones present are based on Power and Makima (Chainsaw Man), Nia (Xenoblade Chronicles), Usagi Tsukino (Sailor Moon), Burnice White (Zenless Zone Zero), Serana (Skyrim), Wonder Woman (DC), Zinnia (Pokemon), Stella Vermillion (Chivalry of a Failed Knight), Ikaros (Heavens Lost Property), Lute (Hazbin Hotel), Taihou (Azur Lane), Hrist (Records of Ragnarok), Lucy Heartfilia (Fairy Tale), Tharja (Fire Emblem), Mori Calliope (Hololive), Yae Miko (Genshin Impact), Mio Naruse (Testament of Sister New Devil), Team RWBY (RWBY), Kama and Ishtar (Fate).