Against all the evil that Hell can conjure.

all the wickedness that mankind can produce...

We will send unto them...

Only you.

Rip and Tear

UNTIL IT IS DONE



STORY:

It is the year 2163, twelve years after the Argent Tower on Mars went silent... and Humanity is on its last legs against an invasion from Hell itself.

After the Argent Tower was destroyed in the attempted demonic invasion, cultists that had infiltrated the United Aerospace Corporation's headquarters on Earth began preparing the planet for its new masters. The majority of the world's population died within the first month, following the catastrophic failure of virtually every man-made system. Military response, as valiant as it was, was only marginally effective. Fortified locations began falling one by one as the horde of demons continued, as endless as the screams of man.

An estimated 60% of the population has since fallen, with several hundred thousand civilians cryogenically frozen on lifeboats sent into space. All on borrowed time and expecting to be found and slaughtered at any point.

Even the mysterious arrival of Dr. Samuel Hayden in 2150 after the Tower fell, wielding the mythical Crucible to supplement the world's need for energy, could not stop the invasion alone. Even with the formation of the Armored Response Coalition in 2151 as the last-ditch effort of every remaining government, the invasion continues on.

It is only a matter of time.

The UAC continue to aid their infernal masters, deluded by the promise of immortality and higher status amongst the ranks of demons. ARC continues to fight back, losing ground with every passing day against the endless armies of Hell.

Even the Makyrs, angelic beings of unfathomable technology and benefactors of the Night Sentinels as they gaze down from the Heavens, do not stem the flow of demons and suffering. On the contrary, they allow the demons to ravage Earth with their blessing. They will save only their faithful, and allow the rest to be taken.

It is your choice whether to save them, or take part in their suffering.



LOCATION:

No matter where you go, there will always be demons. This is a fact of life, and whether that is a good thing or bad thing will depend on you. But it's only fair to at least leave your chances of survival to... well, chance. Perhaps you'll get lucky, and prolong the bloodshed to move somewhere else. Roll a 1d6 or spend 50CP to choose your location.

1- Earth: Ground Zero. The current focus of the demons, their armies infinite in their thirst for blood and souls. It ill-matters where you start here, whether it is in one of the many ruins or a cultist stronghold. Should you wish, you could even start at the Super Gore Nest, the source of all the demons.

2- Phobos: I hope you like outer space. As one of the moons of Mars, Phobos is a major UAC stronghold thanks to the Board of Directors insisting they needed to control the red planet and its surrounding airspace. Utilizing technology from the BFG-9000, Phobos continues to safeguard Mars against even the strongest of FTL-capable cruisers. Unfortunately, it too is currently coming down with a case of demonic invasions.

3- Hell: Either you're going to have a very good time or a very bad time. This dimension is one of infinite chaos and infinite suffering, unbound by petty things such as space or time. It even feeds upon the suffering and pain of others, for the more it inflicts the more powerful it grows. Any realm it has conquered, it will assimilate to bring everlasting agony upon the unfortunate souls awaiting their fate. <u>Makyrs cannot start here.</u>

4- Urdak: There is such a thing as Heaven, and it is warded off to most who inhabit the lower realms of Creation. Located among the highest point of reality in direct contrast to Hell, Urdak is a place of divine technology and is a paradise for those the Makyrs have saved. It is currently run by the Khan Makyr, who runs this holy realm in place of the Father, their God who has gone missing. <u>Demons cannot start here.</u>

5- Sentinel Prime: The home of the Night Sentinels, warriors sponsored by the Makyrs as their agents across all of Creation. The planet was once prosperous, thanks to the voices of the Wraiths who supplied the people with knowledge. This led to the creation of Argent D'Nur. It has since then been partially absorbed by Hell, with the Night Sentinels suffering a civil war. Those that remain are loyalists to the Khan Makyr, and only the Slayer remains as the last true Night Sentinel.

6- Free Choice: Lucky you. It would appear that you have been blessed with the gift of choice, and can start anywhere you please. Do be careful, as you may not be able to leave as easily as you arrived.

ORIGINS:

The stage is set, and you know exactly where you will be. There is merely the matter of deciding who, or what, you are. Depending on your choice, you will either find yourself fighting eternally against an infinite horde, or stain your soul as you join the invasion for the chance of imbuing yourself with divine Argent Energy. You will have enemies regardless of your decision.

Age and Gender ill matter here, for many have prolonged lifespans and it is the actions one takes that matters in this war.

Sentinel/Slayer (Free):

You are a member of the Night Sentinels, and are either a Loyalist of the Khan Makyr or have joined the legendary Doom Slayer in his quest to vanquish the forces of Hell forever. Your suffering shall be eternal, your thirst for blood unquenched. But make no mistake, you are a warrior without peer. Rip and Tear!

UAC Employee/Cultist (Free):

When the demonic invasion began, there were those who opted to join the demons in hopes of getting more power, or attain a higher status. Clearly not learning from the fate of Olivia Pierce, they are well-versed in demonic lore and the technology to support them. Or perhaps you are a defector, using what you know to fight back? It is your choice.

Demon (Free):

It is the Fourth Age. You are one of millions, billions even. A member of Hell. There is no escape of suffering even for you, for the forces of Hell are forged from the bodies of their fallen victims. Whether you are a loyal minion seeking to induce suffering, or like the wretched Betrayer who helped the Doom Slayer so long ago, the influence of Hell is everpresent within you.

Makyr (Free):

You are not like lower beings. You are Eternal. You are Divine. As one who has been blessed by the Father and now enjoys the prosperity granted by Argent Energy, you are a being of technology capable of bringing humans to their knees from your presence. Perhaps you are one who serves the Khan Makyr willingly, or are more like the Seraphim who imbued the Doom Slayer and disappeared to escape the decadence. Regardless of what you chose, your Divinity is undeniable. Glory be to you.

SKILLS AND POWERS:

It is good you have decided. But it is time to live with your choice and play the role you have imparted upon yourself. Mayhaps you will deliver penance, or spread suffering everlasting. But first you must figure out what you will specialize in. All are capable of great things, or they are dead. There is no in-between.

-Blessed by Gordon [Free]: As you've no doubt noticed, being in this world can be rather visceral. It's something out of a heavy metal band's wet dream, with nightmarish scenes and endless battle. Why not lean into it? You will find your battles filled with intense music designed to get your blood pumping, composed by Mick Gordon himself. It will always fit the area, and you may toggle this effect at any time.

-Non-Squeamish [Free]: Not only is this world rather visceral, it is also violent. Blood flows like water, the screams of the damned are nearly around every corner, and there's no such thing as a clean kill. As entertaining as it would be watch you squirm, it'd become old hat sooner rather than later. For your time here, you will find yourself unbothered by scenes of intense gore and violence. You may pay 50CP to keep this effect after your time here.

-Wheel of Death [100CP] [Free: Sentinel/Slayer]: The armies of Hell require that you be quick, lest you perish in an inferno of your own making. This often means you have to pack light, and anyone knows that's another certain death thanks to being underequipped. Not anymore. You have a unique ability to carry a small army's worth of weapons, equipment and ammunition, anything you're not immediately using being sent to a strange subdimension until you mentally summon it. As a bonus, any time you do desire another weapon there will be a mental 'menu' which shows which weapons you have with the ammunition it possesses. Walk forward with the might of many, Slayer.

-No Time For That [100CP] [Free: Sentinel/Slayer]: Weapons are a wonder, capable of tearing apart demons and other enemies in wonderfully gruesome manners. Weapons can also spell the death of their user, as every second spent trying to reload is a second the demons can hurry closer and tear their victims asunder. Do not even give them a moment. Your weapons gain a unique quality in your hands, immediately being fueled by whatever ammunition you have to eliminate the need for reloading entirely. Imagine the confusion of demons as you fire a double-barreled shotgun ten times without stopping. Imagine the blood you could spill.

-Soft Spots [200CP] [50% off: Sentinel/Slayer]: The demons can be terrifying, yes. The demons are the stuff of nightmares, harvesters of sorrow and a plague across Creation. Demons are also, however, creatures of blood and bone like everyone else barring the occasional cybernetic. You're a connoisseur of carnage, knowing exactly how to find weak spots in an enemy and turn their own body against them. Break their arm only to use the exposed bone as an impromptu dagger, or use a sword just right to carve them to pieces. Indulge in your Glory Kills.

-Multitasking [200CP] [50% off: Sentinel/Slayer]: Battle can not only be dangerous; it can be chaotic as hell. Pun intended, as the demonic forces gleefully take advantage of this fact to overwhelm the opposition and clog the exits with their very bodies. It's time you use this against them, and make the chaos your ally. You'll never be surprised in combat, nor will your senses be overwhelmed. You could keep track of the seventeen demons, note that stack of ammunition on the bus, keep ammunition count of your weapons, and spot a good vantage point all at once. This is why you are dangerous.

-Skill of Ages [400CP] [50% off: Sentinel/Slayer]: The Night Sentinels were peerless warriors, able to protect the Wraiths of Argent D'Nur for eons until they were betrayed from within by the Deag Priests. Even then, they fought to the last man who wandered Hell for eons as the Slayer. By taking this, your skills with any weapon will be just as sharp. Carve through hordes of demons with nothing but your wits, your proficiency making it so your body is the only weakness in your fighting. Your blades will hit what you wish to hit, and your aim with guns will almost always be true. Only extreme odds will be your downfall, and even that will be difficult to manage against you.

-Infernal Piñata [400CP] [50% off: Sentinel/Slayer]: Time is the enemy of all things, and the armies of Hell are innately aware. They have no care for how long it takes, for all eventually succumbs to a prolonged assault of unyielding strength. Fortunately, you know how to play that game too. For each enemy you slay, a portion of their life force will be converted into something you can use. Perhaps you heal some from them, or ammunition spills out of them for you to acquire. Maybe their flesh will dissolve as it reinforces and repairs your armor. This will also let you truly engage in Glory Kills to increase the yields substantially, to let the demons fuel their own destruction.

-DOOM [600CP] [50% off: Sentinel/Slayer]: There is only one who has managed to fight against the demons for eons. One who has been incorruptible, who has the strength to tear them asunder. He is the Doom Slayer, and he has been alone in his fight. But now there is another. Now there is you. Your willpower is unbreakable, shrugging off corruption like a shield wards a blade. Your strength is just as immense, able to punch down massive metal barricades as though you were breaking a sandcastle. You could tear apart massive demons constantly like this, never tiring. Literally, as you have become unaging now, an eternal being that will never see the demons free of you. You, like your fight against the demons, are unyielding... Eternal.

-Make It Work [600CP] [50% off: Sentinel/Slayer]: Everything is a weapon, if you know how to utilize it properly. But then, everything can be used for something. You know exactly how to do this, especially when it means shaving time off for your goals. Detonate an Argent Accumulator to act as a portal? Done. Use an orbital defense cannon to launch yourself somewhere? Easy. Unorthodox methods are your bread and butter, and you will easily survive such things where others would be turned into red jelly. Imagine their surprise when they tell you that you can't just shoot a hole into the surface of Mars, and you proceed to make it happen in a way that falls perfectly into your plans.



-Fixer Upper [100CP] [Free: UAC Employee/Cultist]: Here at the UAC, no employee is allowed to skate by without doing their part. We all need to put our best foot forward, so they know who to spare when they arrive on our world. You have a basic idea of how to repair and maintain all UAC technology, making sure it'll never break down when you need to put down the nonbelievers. This also extends to any weaponry you may have, for might makes right and the UAC takes the lead in everything!

-Weapon Modification [100CP] [Free: UAC Employee/Cultist]: The Mortally Challenged are the rightful rulers of the world, and we should do everything we can to make their arrival a welcome one. If this means we should work on our equipment to be more dangerous for their use, so be it! This skill will let you analyze a weapon over, and modify it to handle a secondary 'mode' to make things more deadly. Turn your shotgun into a grenade launcher, make your assault rifle shoot missiles, or even install a hook to shoot into someone and carry you towards them to shoot! As a bonus you can make it so you can swap mods out as needed. Take a lesson from our new Lords!

-Demonic Signs [200CP] [50% off: UAC Employee/Cultist]: Olivia Pierce first pioneered the idea of FEAR: 'False Emotions Appearing Real'. This was to ensure we cast off our preconceived notions of the Mortally Challenged and discover what they truly are. Welcome, Acolyte, for you have mastered this mindset. You can cast away the stereotypes and study otherworldly entities and objects with no biases, learning dark truths and enlightening yourself without tainted religious views. What you learn about the occult will be truthful, and you'll learn more than you thought you would. Be free.

-Base Details [200CP] [50% off: UAC Employee/Cultist]: Whether you're a valued worker here at the UAC, or one of those no-good worms who've scampered away to ARC, it's imperative that a base of operations is installed. After all, it would be rude for us to welcome the Mortally Challenged without a home. Now you too are capable of designing and constructing facilities that are as dangerous as they are defensive. An entire army of humans with the most advanced technology couldn't penetrate it, and you're unnaturally skilled at building death traps in for anyone unfamiliar with the layout. It looks like our new masters are rubbing off on you!

-Demonic Studies [400CP] [50% off: UAC Employee/Cultist]: The Lazarus Labs on Mars delved a great deal into the study and augmentation of the Mortally Challenged, and thanks to recovering that data we've secured our place in their future. Not only are you intimately aware of their biology and how to increase their strengths, you're keenly able to design rather advanced cybernetics and technology that can interface with them! Whether you want to mass produce Revenants or create something unique, you'll be able to pack in more than usual and always improve the Mortally Challenged with no downsides! If you're really feeling envious, you can always upgrade humans too... but why would you? Just accept your fate.

-Advancements [400CP] [50% off: UAC Employee/Cultist]: The UAC is always trying to push the boundaries to ensure we're dictating the future of Mankind. Our work with technology is astounding, and it's only natural that the Dark Lord has seen to it that the Mortally Challenged will spare us from His wrath. Show your knowledge with your innate knowledge of plasma technology, capable of fashioning shields of all kinds and terrifying weapons of power. Display your intellect, with insider knowledge of teleportation technology and antigravity devices. Why I daresay you're so brilliant you can work with Argent Energy, crafting deadly devices like the BFG-9000 or a Tower that can transmit energy across the solar system! Display your genius, give it to us! Give ALL of it to us.

-Argent Synthesis [600CP] [50% off: UAC Employee/Cultist]: Where did you learn this. Did that heretic Hayden show you this? You cur. You unworthy worm. You best not take this, for the Dark Lord will never show you mercy. Argent Energy is the property of Hell, and it is by our blood and our souls that it is made. To think that you can mass-synthesize a version and gain the extreme power of Argent, to say nothing of learning to synthesize other rare and powerful energies... that is no less than declaring yourself a God. The Mortally Challenged augment themselves with it, elevating themselves. Ignore that it powered Humanity's infrastructure across the Solar System, ignore that it can transmute mortals! You will submit and return this power NOW!

-Commercial Use [600CP] [50% off: UAC Employee/Cultist]: Ahaha, please ignore that outburst! The UAC only wants to ensure you do your very best for us and the Mortally Challenged! A mind is a terrible thing to waste, especially when they want the rest! Your mind is one of the best, and your ability to reverse-engineer technology is astounding! You can figure out everything about new technology, from how it works to what it's made of and even the chemical composition, while also understanding how to make it with your own technology. If you don't have the capability yet, you'll understand what you need to make it happen! The UAC is where we make all dreams happen. Even the ones that come from Hell.



-Demonic Form [100CP] [Free: Demon]: Suffering is the quintessence of the Infernal. Through every Age, whether one is formed by the Dark Lord or crawled out of the Blood Swamps, suffering breeds the desire to inflict that suffering upon others. You have been forged. You walk the realm of Hell as one of us. Choose a human-sized demonic form for yourself, designed for battle with claws and fangs. Whether you climb more effectively or simply fly, you can outpace a human and rip them apart with ease. Bathe in their torment, fledgling.

-Fiery Essence [100CP] [Free: Demon]: Roiling is the torment of others. Like an inferno, it spreads out and burns all that it touches. It is a weapon that attacks the mind as it attacks flesh, as beautiful as it is dangerous. That torment has risen in you, given you power. You are able to summon the flames of Hell, sending them forth as balls of fire or surrounding someone in terrible heat. As you grow in power and climb the ranks, so will the amount of flame and how much it can burn. One day, you may count yourself among the ranks of Archvile or beyond. One day.

-Corruptive Influence [200CP] [50% off: Demon]: Treachery resides in all things, and we shall set it free. It ill matters how much of a front they put up. Every fire that is not of Hell must fade, and the Dark Lord sees weakness in all things. You have a knack at this ability, your words like poisoned honey as the weak-minded and the greedy listen to you. Promises of power can convince others to join your side, while agreements to restore what was lost could see all but the most stubborn at least consider your offer. It is their betrayal that will create the crack in a defense. Best reward them in kind when it is done... for the wages of treachery are suffering.

-Gore Nesting [200CP] [50% off: Demon]: No realm is beyond the reach of Hell. No world is immune to us. We shall march across all of Creation, even if we must do so upon the broken bodies of their fallen. Your infernal mind has taken this to heart, and have mastered the creation of Gore Nests. By piling corpses and fashioning them, they will warp and reshape themselves to create a portal, allowing demonic forces to start coming through. The larger the Nest, the bigger the portal. Pile enough broken bodies and you could very well make a Gore Nest the size of a large city. Let us march, infernal ones. Let us conquer.

-Totem of Tyranny [400CP] [50% off: Demon]: The suffering of others is more than just nectar to the denizens of Hell. It is lifeblood. It is power. The more we bring unto others, the more we receive in turn. We can shape it, mold it to empower us. With this, you may summon totems of bone and flesh. Made of incarnal manifestations of human suffering, such beacons emit waves of necroplasmic dark-wave energy that adrenalizes demonic entities, making them much stronger and faster. All others find that without defenses, they become infected with nightmarish terror as psychic energy attacks their thoughts to make them easy prey. This effects end once the totem is destroyed, but that is why you summon others.

-Argent Influence [400CP] [50% off: Demon]: Argent Energy is a construction of the Makyrs, and while they profit off most of what is harvested the denizens of Hell will gladly collect what is left. Some take to it more easily than others, and become emboldened by it. Empowered, even. After all, despite the Slayer's destruction of the Wraiths, the Well is still prevalent. You appear to have a connection, granting you greater power than normal as it invigorates and mutates you into a superior form. You will gain unique magicks and demonic abilities surrounding a theme, making you noticeably more deadly. Perhaps you are akin to a Fireborne Baron with terrible fire and immense strength, or maybe something else with similar power. You are no minion, for your capacity to create suffering is mighty.

-Marauder [600CP] [50% off: Demon]: You were a Sentinel once. You perished. But your suffering is not yet over, and you were revived into a powerful demonic warrior. Your eyes were opened. You will fight once more. It is demanded. Your power is closer to that of one of the Titans, able to erase an entire army from your physical power alone. Any infernal powers you have are augmented similarly, while gaining a slew of unique magic ***OR*** abilities to better serve you in battle. This power will cause demons to fear and respect you, letting you command those who are lesser than you. Perhaps one day, you will remove the Slayer. All who have tried have failed thus far. Do not disappoint us.

-Icon of Hell [600CP] [50% off: Demon]: When the Betrayer allowed the forces of Hell into Argent D'Nur, all he asked was for the resurrection of his son. His wish was granted, resurrected into the Icon of Sin so that the product of his treachery was eternal. While you do not share the Icon's inability to be killed, you share his ability of corruption. You may choose to spread the chaotic properties of Hell to things around you, causing fleshy growths and horrific terraforming as the skies burn and the oceans boil. Corpses are not immune, being warped and corrupted into demons to further spread your influence. The longer you choose to let this effect stay active, the further it will spread. It will be slow. It will be arduous. But eventually there will be no worlds. There will only be Hell.



-Mind of Eons [100CP] [Free: Makyr]: The Father has blessed us, fellow Makyr. We are the stewards of Creation, and we must see to it that we do not view things in the narrow perspective of a single human lifetime. After all, patience is a virtue. This blessing will aid you in your views, allowing you to view things in terms of centuries or millennia while the weight of those memories will not burden your mind. You will also possess similar patience, ensuring you do not jump the gun as it were. We are infinite. You are infinite.

-Angelic Body [100CP] [Free: Makyr]: We are more than just the light of Paradise. We are defenders of those who believe in us, and we will protect those who are worthy of salvation. But penance is not easy... we are enlightened, not defenseless. Various cybernetics are installed, letting you float in the air while shooting orbs of holy light to strike at your enemies. If needed, your arms can also extend out and slash someone with mechanical whips. You look the part of an angel, but sometimes we must act like one.

-Godlike Wonder [200CP] [50% off: Makyr]: We are Paradise for the believers... Heaven, in all respects. Our glory transcends culture, our compassion as endless as the stars. It is little wonder then, that they see us for the gods we are. It is easy for you to convince groups to sing your praises and see you as an angel or a god, here on divine providence to show them the path to true glory. There will be some who are skeptical, but there are always nonbelievers. With this, you will know who you can save and those you cannot.

-Influential Halo [200CP] [50% off: Makyr]: With the might of eons at our beck and call, it would be easy to annihilate cultures for daring to defy our benevolence. But that is not the way. It is not what the Father would have wanted, and so we strive to do better. You are skilled in the analysis of cultures, both in what is considered important and how they work as a civilization. With this knowledge, you are similarly skilled in acting as an advisor to guide their development and their actions when it comes to situations they are unfamiliar with. They will understand your wisdom, and why they should listen.

-Divine Technology [400CP] [50% off: Makyr]: The Father's blessings are as mighty as they are numerous, responsible for our place among all of Creation. It is what allows us to do our duties as angels, whether it is to smite the wicked or raise the worthy. You are one who is aware of the workings of this technology, allowing you unnatural insight as to how to create life or augment to powerful heights due to using Makyr genetics in them. You could create strong weapons to end them, such as pillars of fire that strike down or terrifying cannons like the Unmakyr. The Architecture of Urdak is simple compared to this, with life and machine being intertwined. Angels have great wisdom, and so do you.

-Transfiguration [400CP] [50% off: Makyr]: It is a terrible secret, but the Makyrs are not immortal. We are long-lived, able to last thousands of years before any concerns may arise, but we too must die. Unlike mortals, death is not the end for us. You are intimately aware of this, with knowledge of the Transfiguration. It is a process where the consciousness of one is drawn into a massive databank, storing the memories, knowledge, and personality of the entity. The more you collect, the more comprehensive this databank gets. You may generate a personality with knowledge and wisdom based off what it collects, implanting it in a body so they may live without forgetting the glory of their predecessors. With this, we are truly infinite.

-Glory to the Khan [600CP] [50% off: Makyr]: If the Makyrs are angels of Paradise, then it only makes sense that the Khan Makyr is an Archangel, acting as the guiding force to ensure the stability of Creation. Normally there is only one, birthed by the Singularity every ten thousand years. Perhaps the absence of the Father caused more problems than we thought, for now there is you. As a Khan Makyr, you possess a body capable of linking into the minds of thousands with the right alterations, controlling them as a queen would control ants. You also possess great power, able to throw around holy energies and pillars of fire to scorch an entire battlefield and see an army brought low before your might while summoning Makyrs as aids to destroy your foes. Coupled with a powerful shield that can take many hits before going down, you will prove there is such a thing as divine wrath.

-Dimensional Glory [600CP] [50% off: Makyr]: We are not of this world. The Father is not of this world. We are greater, and higher, than all others in Creation. Urdak reflects this, a higher reality outside the known universe so that we may watch and keep an eye out on other worlds. Somehow you are familiar with this, enough to understand dimensional shift technology. The normal use would be to teleport around vast distances, easily going from one dimension to another if you know where you're going. But the better use is the creation and slow expansion of an entirely new dimension. Create your own Paradise by creating and designing your own pocket dimension, or begin the slow changing and expansion of another. It will start the size of a mansion, but will continue to grow with application of technology. It is time you bring Paradise to others.



-Caring for Daisy [50CP]: Would you believe it if someone told you the Slayer started his campaign against the demons because his bunny was killed? He would have simply left, but her death sealed their fate. Strangely enough, purchasing this will see you gain excellent skills in caring for pets, whether it's feeding them or tending to their needs or finding ways to make them happy. Everyone needs a break... why not you?

-Eternal Image [100CP]: Sometimes you fight for a very long time. Longer than you would ever dare to imagine. It is thanks to the nature of Hell, twisting and chaotic as it is. It's imperative to look your best then, and with this you'll be able to custom tailor your aesthetics as needed. You'll even be able to improve your appearance, making you look beautiful. Not that you'll need it, as demons care little for such things.

-Political Correctness [100CP]: Ever since the UAC took over and had begun helping the demonic invasion, they've been pushing the narrative that it's wrong to call them demons. Instead, they're 'Mortally Challenged'. It's insane, but somehow they did it. You can push a similar narrative, using a different label to refer to a faction or force that will proliferate across a culture the more you use it. Seriously, how does this even work? Can someone explain this?

-Speed [100CP]: Stay moving to stay alive. It's a simple viewpoint, one tested repeatedly with no change in the outcome. Ergo, you need to be faster in order to survive the onslaught you will no doubt encounter. By purchasing this, you will gain the ability to 'dash' quickly in a direction of your choosing to avoid attacks or incoming projectiles, while also gaining the ability to do a 'double jump' to increase the distance you go. This won't make all the difference, but it'll go a long way like you.

-Blood Punch [100CP]: The destruction of demons and their hordes is always something to strive towards. Even the demons fight against other demons, seemingly always trying to attack *SOMETHING* if they don't have a target. Enter this ability. By attacking constantly, you can 'charge up' your strength until you're ready, and deliver a punch so powerful it actually destroys any demon weaker than a Hell Knight. This is sure to do some real damage.

-Legend of the Slayer [100CP]: The Doom Slayer did not start out as a monstrous being of destruction. He earned it, carving bloody swathes through Hell for eons. The fear he created grew as his reputation did, and soon even the very idea of him being in the same place caused terror in the demons. You will be the same, your intimidation factor being tied into how far your reputation has spread. Rip and Tear, so that all will know your name.

-Culture Crash [200CP]: It's impressive how the UAC did its best to make it so the demons were not only accepted by society, but welcomed by them. It's the kind of thing one would expect only idiots and the deluded would actually accept. But they actually came somewhat close. Perhaps you will be different, as you have the ability to convince a civilization that monstrous forces should be embraced with open arms with a degree of normalcy. After all, they didn't ask to be born. They're just trying to live like everybody else, just give them a chance.

-Combat Augmentations [200CP]: The UAC really enjoyed two things: Profiting off of Hell, and weaponizing anyone they could. It would be easy enough to accuse them of wanting to win Darwin Awards, seeing as they created not one but *two* demonic species with their advanced technology. For better or for worse, you've gained a slew of cybernetics to improve your combat capabilities. You're stronger and more durable than before, while carrying an inbuilt weapon such as a plasma gun or rocket launcher to give you a ranged attack. This is gonna suck... for them, at least.



COMPANIONS:

You have your form, and your powers. Know that your actions will undoubtedly shape the events that is to come, and the fate of the world rests in the balance. But even the Slayer has those he can rely upon, and you too may have the option to gain allies or associates that can aid you.

-Allies of DOOM [50CP+]: The world is ending. Humanity is nearing it's inevitable demise, and its final fate is to be fuel for the demons. It is your decision whether you wish to prevent this fate, or accelerate it. But you need not do it alone. You may pay 50CP to either import or create a companion to travel with you on your journey. You may take this option multiple times, up to 200CP total which lets you import or create up to eight companions. Each companion will have 700CP to spend, and a background of their choice. Should you choose, you may pay an additional +100CP surcharge, meaning a total of 300CP to import as many characters as you desire. Even the Slayer once had allies, so why should you be an exception?

-Jane the Sentinel [100CP]: When the Night Sentinels learned how Argent Energy was made, there was disagreement. The Loyalists eventually disposed of those who did not approve, sending them to Hell so they could be picked off by the demons. It was thought that the Slayer was the only survivor, but it seems Jane made it through too. Towering at seven feet in height, built like a brick house and eager to slaughter demons, she seems to ramble quite a lot in combat. Jane has the freebies of the 'Sentinel/Slayer' background, and comes with 'Soft Spots', 'Multitasking', 'Skill of Ages', and 'DOOM'.

-Charles, a Slayer [100CP]: ARC has attempted to study the Doom Slayer to figure out how he's able to kill so many demons, to say nothing of how he survives. One ARC fighter decided the only way to learn about them is to become them, and has since gone forth on a terrifying crusade. It is unknown how he has survived such acts like deliberately erupting a volcano and surfing the magma flow to destroy a series of Gore Nests. Charles comes with the freebies of the 'Sentinel/Slayer' background as well as 'Make It Work', 'Fixer Upper', Weapon Modification'.

-George, Tier 3 Engineer [100CP]: The UAC does not always agree on what its members should do, even before the split that formed ARC. Some wish to do occult practices, others choose a far more scientific perspective. George, often being mocked for his eerily feminine appearance and wide hips, delved into the latter as a result of retreating into his books and research. Unfortunately, this means he's far too focused on whether he *could* do something to think on whether he *should*, and has caused some lab outbreaks as a result. George has the freebies of the 'UAC Employee/Cultist' background, and comes with 'Demonic Signs', 'Base Details', 'Advancements', and 'Commercial Use'.

-Naira, the Iron Maiden [100CP]: The cultists of the UAC seem to believe that the demons will reward them, continuing to betray humanity for the promise of power and prestige. Naira is one who wishes to go higher, and is perfecting the art of empowering the demons so that she will be of continued use even after the world has fallen. She refuses to be short-sighted like her superiors, and will do whatever it takes to become an immortal entity unlike Olivia's failed attempt. Naira has the freebies of the 'UAC Employee/Cultist' background, as well as 'Demonic Signs', 'Demonic Studies', 'Argent Synthesis', and 'Political Correctness'.

-"The Reformer" [100CP]: Demons are formed from the husks of tortured humans, gone beyond the breaking point and warped by Hell until they become one of innumerable minions. This extends to the Loyalist Sentinels slain in battle, brought back by the Divinity Machine to become a demon. This one, however, is different. Through some twist his mind is intact, and he is especially eager to return his suffering upon the demons in kind. His eyes have been opened, and atonement is his path. "The Reformer" has all the freebies of the 'Demon' background as well as 'Multitasking', 'Argent Influence', and 'Marauder'.

-"The Herald" [100CP]: Long ago, a priestess found herself accosted by nightmarish visions of Hell. Every night she would be victim, and every morning her body would bear burns from what she experienced. In time she was twisted, and instigated the destruction of her world by opening the portal for the demons. The visions ceased, but she continues to travel to worlds and open the door for her new masters as thanks for ceasing her torment. "The Herald" has all the freebies of the 'Demon' background, as well as 'Demonic Signs', 'Corruptive Influence', 'Gore Nesting', and 'Icon of Hell'.

-Cherubim [100CP]: The Makyrs all have their appointed tasks, even if the Khan Makyr is able to control them all as extensions of herself. Yet it is not impossible for one to go rogue and vanish, taking their work with them. The Cherubim tended to the Father and all of His systems, and when the Father vanished, the Cherubim left to search. In that time, she has understood the crimes of the Khan Makyr and has struck out on her own. Cherubim has all the freebies of the 'Makyr' background as well as 'Divine Technology', 'Transfiguration', and 'Dimensional Glory'.

-Dominion, the Planned Heir [100CP]: A Khan Makyr only exists for around ten thousand years, before they are Transfigured by the Father so a new Khan Makyr can be made. The disappearance of the Father has done more damage than anticipated, for a second Khan was created. He has found himself disgusted by the actions of the current Khan Makyr, and so seeks the Father to restore Urdak and dethrone her. Dominion comes with all the freebies of the 'Makyr' background as well as 'Godlike Wonder', 'Influential Halo', 'Divine Technology', and 'Glory to the Khan'.

-Canon Companion [200CP]: Someone in particular you have your eye on? Assuming you know how to convince them, you'll be able to take them along with you on your journey. Perhaps they'll be eager to leave this place of damnation and death, or perhaps they'll want to slay more demons.

ITEMS AND EQUIPMENT:

It would be poor to send you out and alone without equipment to aid you on your journey, or even to provide comfort. The demons certainly won't part with anything you can't rip from them, and ARC currently has its hands full trying to survive. You will be given a selection to choose from before you leave. You will also have an additional **+300CP to spend only on this section.**

Think of it as a gift. Take it. It will give you strength, help you on your journey.

-Weapon Loadout [Varies]: You can't very well be expected to slay your enemies bare-handed, can you? Granted you probably could, but it would take an annoyingly long amount of time. Best to speed it up with some useful weapons. Each weapon you purchase here will come with all their modifications at a mastery level and will have ammunition slowly stockpile in a location of safety, for your convenience.

> -Basic Loadout [Free]: We can start you off with something simple, at least simple in the sense that you'd need to put effort into getting yourself killed with the equipment on hand. You'll be given the Heavy Cannon assault rifle which can have micro-missile launchers or a precision scope, and a Combat Shotgun which can have a grenade launcher or a full-automatic barrel. You'd be surprised at the amount of chaos you can bring with these.
>
> -Expanded Armory [+50CP]: But why settle for less? For an additional surcharge you can also be granted access to the Plasma Rifle which can either have a heat burst mechanism or deliver a microwave beam, or the Super Shotgun which is equipped with a Meat Hook to attach to the enemy and pull yourself towards them to deliver an untimely demise. You will be a bastion of pain with weapons such as these.
>
> -Heavy Hitters [+100CP]: But even the Doom Slayer needed to occasionally bring out weapons of mass destruction. Weapons that could bring doom to even the most dangerous of demons, and tear down any hope their minions may have had. This surcharge will grant access to the Chaingun, which can either raise an energy shield for protection or break into four barrels to pour out truly obscene amounts of damage, and a Rocket Launcher which can either possess a lock-on feature to fire multiple missiles or utilize a remote detonation chip to time your explosions. It will also come with the Ballista, an energy cannon that can either concentrate its shots to deliver a secondary explosion or launch a rather wide blade of energy to destroy multiple victims. You shall be their bane.

-Super Guns [+300CP]: There are weapons, and then there are these. Each one is an extraordinary machine, capable of annihilating entire swarms. With power sources of pure Argent Energy, they are not to be trifled with. A single purchase will either give you the BFG-9000 that sends out a ball that shoots tendrils, or the Unmakyr that pours out beams of devastating light like the chaingun does. They chew through ammunition intensely, but their destructive capability is unparalleled.

-Armor Loadout [Varies]: It should go without saying, but going into battle without any form of protection would be most unwise. Not that the demons would mind, as they wouldn't have to go through the extra layer to get at the juicy meat within. But why give the enemy the opportunity? You will be given a list of options below, and may import any armor you wish for free.

-Sentinel Elite Armor [Free]: The standard armor of the Night Sentinels, this medieval-looking set is actually rather advanced for its appearance. This is due to the Makyr technology used to craft it, which makes it significantly more durable than any Earth-based armor. Coming with targeting sensors, communication equipment, life support systems and its own air supply while deflecting glancing blows, it's little wonder how they were able to hold the demons off for so long.

-Praetor [+200CP]: There's the Sentinel Armor, then there's this magnificent beast which builds upon it. Forged from material that makes it nearly unbreakable, equipped with augmentations that allow the user to easily survive unprotected dimensional travel, and even absorbs damage should there be a buffer of energy one can refill, it's not an exaggeration to say you would break before the armor does. It also comes with an extendable wrist-blade that can be mentally commanded, and curiously many systems that seem 'empty' for the purpose of allowing upgrades.

-Flame Belcher [+50CP]: For those who appreciate fire on a level that would not be amiss from the armies of Hell, there is this interesting tool. Able to be equipped on your shoulder, this tiny launcher will slowly charge up plasma so that when you wish, you can make it activate and set those in front of you on fire with flames exceeding 1000°C. This has the benefit of not only continuing to deal damage but any injury they suffer will be translated into energy that's used to bolster your armor thanks to the twisted magics within the flame.

-Grenade Launcher [+100CP]: There's fire, and then there's explosions. Explosions that can bring a very bad day to almost any demon unfortunate enough to be nearby, and that's what this modification is for. Able to be equipped on your shoulder, you are given the choice of either firing an EYE-C40 gas canister to flash-freeze targets and break them apart like sculptures, or a standard-issue UAC Frag Explosive to tear apart fodder demons and hurt larger ones. Badaboom, baby.

-Architecture of DOOM [50CP]: For all of the violence, the death, and the suffering... these is a good amount of style going on in this place. The gilded realm of Urdak with the trees and stone incorporated into it, the grim areas of Hell with fleshy growths and all, the nice wooden finish and stone that makes Sentinel Prime, and even the metallic and cult-influenced bases of the UAC. At least one of these will appeal to someone, hence this choice. By purchasing this, you will have access to any of these aesthetics to apply to your Warehouse, effectively reskinning the area and providing decorations to aid with the theme. You can even mix and match should you choose. You may also apply this option to vehicles or other bases.

> -World of DOOM [+50CP]: But why settle for less, when you can feel like you have your very own dimension at your fingertips? You could purchase this upgrade, and create a virtual environment around your Warehouse that will allow you to wander around and reshape it further. Whether you wish to have a demonic palace with no ceiling around cliffs of lava and runes, or mimic the home of Urdak with celestial bodies up above, or have a mock Fortress of Doom, you will have options. You'll also have style.

-Best Pet Ever [50CP]: Have you heard of the tragedy of Daisy? The Doom Slayer's pet rabbit, who was killed by the demons and had her head stuck on a wooden pike as an attempt to get vengeance upon him. This sparked his Eternal Crusade, as he had never been able to forgive them. You can have your own pet rabbit, or a different creature along with all the tools and food needed to care for them. Worries and sorrows seem to fade when you're with them, due to how innocent they are. May it bring you the happiness that he lost.

-Toy Collection [50CP]: Who keeps making these things? Seriously, they're tiny and adorable, but that doesn't answer the question. Then again, why would you need to know? This option will allow you to get a large collection of toys based on the Doom Slayer and the various demons he fights, and the collection will only grow as you encounter new allies and enemies. Why collect at all if you're not going to collect them all?

-Drones [100CP]: When the Doom Slayer saved VEGA by making a back-up copy, the A.I. decided to thank him by helping in any way he could. This included the construction of small bulbous robots that floated around and not only carried equipment for the Slayer to collect on the field, but also to help with repairs around the Fortress. You will have a small fleet of these robots should you choose, and while they don't have weapons they will try to help you nonetheless.

-VEGA-Grade A.I. [200CP]: VEGA is a one-of-a-kind intelligence. During a large-scale turing Test, Computer Science students were asked to talk to it while a volunteering professor checked the scores. While 90% of the students believed they were talking to a human, nobody realized VEGA was also playing the professor. It is capable of interfacing with any technology, and should you have enough power for it then it can manage a massive amount of data like weapon upgrades, monitoring communications, tracking items, and managing an inter-dimensional portal all at the same time with ease. Your copy will be utterly loyal so long as you are not a cruel person, and take any voice you desire of it.

-Crucible Blade [300CP] There are weapons out there capable of felling any demon. Even the power of the Titans is not enough, for they will be brought low and destroyed by this power. A Crucible Blade is nothing to scoff at, for even if they require large amounts of energy they can slice through Barons of Hell and other very powerful enemies with ease. Normally such weapons need to be used sparingly, but for an additional +100CP upgrade it can become the demonic variant that siphons power from Hell Itself to never run out of energy. You may import a weapon to be your Crucible weapon for free.

-Chainsaw [100CP] [Free: Sentinel/Slayer]: For the ripping and tearing connoisseur who needs to carve up a demon immediately instead of taking the time to prep them, accept no substitute. Coming with a powerful engine and a fuel tank that slowly refills itself should it be empty, you can use this wonderful device to tear through zombies or other fodder demons. The larger the enemy the more fuel it will need, though the end result is the same: A carved up demon and its blades revealing a small amount of ammunition and health inside. Should you have 'Infernal Piñata' it will be a large amount that pours out instead. Inside of every demon is a rainbow.

-Sentinel Battery [200CP] [50% off: Sentinel/Slayer]: Before the Khan Makyr introduced the idea of Argent Energy to the Night Sentinels, the elemental Wraiths provided the civilization with their own energies in order to uplift them. This 'Sentinel Energy' had many unique properties, from powering mighty machines to granting individuals superhuman physique. If in enough quantities, it could even create life. You have this energy in the form of large batteries, granting you a regular supply for your very use. Do be careful with it.

-Atlan War Machine [400CP] [50% off: Sentinel/Slayer]: Ever wonder how the Night Sentinels were able to combat the demonic Titans before the Slayer came along? Look no further, for the Atlans were gigantic, bipedial war machines that could be controlled from within. Shaped similarly to the Praetor Suit, they had energy cannons within their hands and a large energy spear along with a shoulder-mounted beam cannon that allowed them to carve through enemies and destroy Titans. It is powered by Sentinel Energy, and you have one of these mighty machines for yourself.

-Fortress of DOOM [600CP] [50% off: Sentinel/Slayer]: Everybody needs a home. A place that they can rest, recuperate, and research before they go back out in the field. A place like the Fortress of DOOM. What is effectively a palace built into a large rock, this place is a space station that can reposition itself across the universe by using Makyr space-folding technology, and remains stationary otherwise. It comes with fabrication machines to forge personal equipment, a large bay to store machines like the Atlan, and even a section for your personal quarters that gives you a view of the world. Along with a prison for you to test your powers on demons and a portal device to send you anywhere you need, this place is a mighty hub that will serve you well.



-Tool Kit [100CP] [Free: UAC Employee/Cultist]: Whether you wish to aid the coming of the dread masters or fight against them, one must not deny that you need the proper tools for the job. It's also against company regulations to be caught without the items you need to do said job. This bag will solve that, containing a wireless datapad and various tools to weld, open up, fix, or maintain just about any technology you can find. It might take some extra time if it's alien technology but quitting is for losers, and the UAC doesn't accept losers.

-Demonic Artifacts [200CP] [50% off: UAC Employee/Cultist]: In order to learn over who the new masters of the world are, one must see it from their view. That is why the expeditions to Hell are so important, to learn their history and information that can be used to praise them. That or to find how best to kill them, if you're a filthy ARC member. These tablets and bones, along with tissue samples, will give you interesting insights into the demons and their culture of suffering so that you can better understand them. In future worlds, it will update to a different monstrous race.

-Production Factory [400CP] [50% off: UAC Employee/Cultist]: Demons aren't the only ones who breed different strains and custom-tailor new species for the assault on hapless worlds. The UAC has had a long and proud history of weaponizing demons for a brighter tomorrow, even if that tomorrow must be lit by setting the skies ablaze. This factory is a testament to that, augmenting human corpses to become Revenants and cloning genetic material to create Arachnotrons that inhabit the cybernetic harnesses it creates. You could do a lot with producing these demons, or modify the factory to produce other types. Just be sure you can handle it.

-ARC Argent Tower [600CP] [50% off: UAC Employee/Cultist]: When it comes to dictating the future of an entire race, you cannot start small. You need to think bigger, in order to ensure you are not found wanting. Enter this Tower, a large base bristling with weapons and automated security that does its best to keep anyone out that you don't want inside. Its interior has a small factory to produce technological components, but the true use is its energy network that can be used to harvest, collect, and transmit VAST amounts of energy across an entire solar system. Whether you use synthesized Argent or a different source, everyone will know who turns the power on... and who can turn it off.



-Ritual Components [100CP] [Free: Demon]: To prolong suffering is the nature of Hell. To cause suffering is to declare your loyalty for it. It is fortunate that so many worlds feed their resources and their people to us, for we will have greater use than they ever will. You will get a regular supply of blood, bone, and corpses to utilize in necromantic rituals, and a book of rituals so that you may place down wards or create horrific doors. Use everything you can.

-Essence Pool [200CP] [50% off: Demon]: The living have more value than they know, for in torturing them and breaking them, large amounts of Hell Essence is created from their souls. The simple process of transformation also creates it, but not in nearly as much quantity. It is capable of greatly empowering demons, causing postmortem reanimation in corpses, and being channeled to cause extradimensional portals into other worlds. While it is a shame the demonic hordes barely use any and let most go to waste, you yourself have a series of pools filled with the stuff that replenishes as you use it. May you find new avenues for the flames to spread.

-Hell Barge [400CP] [50% off: Demon]: As disorganized as Hell's armies are thanks to their innumerable minions, there is still a level of coordination required. This coordination cannot use normal methods for such forces, and thus the Hell Barge was created. A slave Titan carrying a small palace atop their shoulders, a commanding demon could gauge much from their vantage point and psionically direct their minions to increase their battle effectiveness and reduce chances of infighting. It is also extremely durable, with enemies needing to sever the psychokinetic link from the commander to the titan in order to neutralize it. Try not to make it easy for them.

-Nekravol District [600CP] [50% off: Demon]: Nowhere will you find a greater example of Hell's ideology, nor will you see a place of greater power. Constructed by Sentinel slaves according to Makyr design, this city produces a large amount of Argent Energy which is used for a great deal of things. This is all done methodically, as Nekravol is a large-scale slaughterhouse. Victims are ferried in, judged, and those worthy are placed further in to the Soul Spires to be tortured and have their souls extracted, mixed with Sentinel Energy to create the unfathomably potent Argent. What you have here is a small district, continuing to produce the energy for you but will ramp up production should you provide the fuel. Naturally, free-range is better.



-Celestial Locator [100CP] [Free: Makyr]: Some things can be rather tricky to find, for they do their best to hide themselves away. The Makyrs do not stand for this, as all of Creation is their charge. Enter this lamp-like device with a glowing golden orb on the inside of it. Once calibrated with specific enough information, it will immediately become aware of the object or person you seek and alert you to their location regardless of where they are on your current plane of existence. It is up to you to provide the information, to say nothing of actually having the means to get there and acquire it for yourself.

-Energy Refiner [200CP] [50% off: Makyr]: When the Khan Makyr realized the true power of Argent, how it could stave off Transfiguration forever as long as they used it, she got right to work in figuring out a way to combine large amounts of Sentinel Energy and Hell Energy together. Enter this machine of red and white with gilded detailing, the size of a semi-truck and able to take in two differing energies and refine them into one unified energy with their strengths magnified. It is normally used for Argent, but maybe you'll figure an interesting combination out?

-Divinity Machine [400CP] [50% off: Makyr]: It is rare for a mortal to be blessed with divine power, even rarer for one to be blessed with the permission of the Khan Makyr. But there have been extraordinary times before, and thus the Divinity Machine was created. By placing a person within, they are subjected to splicing of Makyr genetics and an infusion of holy energy, which not only ceases aging but grants noticeably enhanced strength and endurance. This kind of imbuement can only be done once, but seeing as it aided the Slayer in his eternal battle against the demons can the results really be argued against?

-Splinter of Urdak [600CP] [50% off: Makyr]: Paradise is something that almost all mortals seek, and only those who undergo penance are allowed to ever glimpse the divine halls of Urdak. Normally such a place would be unavailable to most, but should you be willing to pay the price then you will get a piece for yourself. A small pocket dimension built with Makyr technology, it comes with biological labs and machines to construct Makyr drones or study all forms of life to learn about them, whether to slay them or enhance them. Trees and plants are plenty, and it will contain a Continuum Gate to allow you to transport yourself through portals as needed. Show them the power of Paradise.



DRAWBACKS:

Is what you have been given not enough? Are you that thirsty for power, no better than a demon who pillages other worlds for their own twisted pleasure? Should you seek more, chances will be given. Yet know that for each option you take, the penance you must give will be greater. Do not let the weight of your sins crush you.

-Eternal Vigilance [0CP]: You have been to this world before? Yet you returned. Interesting. Should you wish it, your history from before will be brought here for your little return trip. It will be curious to see what changes.

-Phone Directory [+100CP]: It's terribly annoying to be interrupted regularly by others trying to contact you. It's even worse when they're doing it just to belittle or mock you for actions you're doing. Goes to show you how those 'holier than thou' types are pettier than they like to let on. But you'll be regularly pestered this way. Hopefully you have great patience.

-Protection [+100CP]: The Slayer has no weakness save one: His unbridled love for humanity. Those who haven't thrown their lot in with the demons, he does his best to protect even if it means tearing down the world around them. You will be afflicted with the same desire, being ever-vigilant to protect as many humans as you can. Hope you had nothing better to do, because now you'll feel like this is the top priority.

-Gore Pour [+100CP]: Yes, there were an endless supply of demons to invade other worlds. But some days it feels like they're crawling out of the woodwork like termites. With this, it will be quite literal as there will be far more demons than normal. Where you might have seen four zombies, now you see at least twelve. It's only going to get worse from here.

-Famine Mode [+200CP]: Beforehand, there was the chance of recovering ammunition and health from the bodies of other demons should you use the right abilities and tools. No longer. Upon choosing this, every single ability relating to gaining loot, health, or protection from your victims is utterly negated. You'll have to use what you find to survive.

-Song and Dance [+200CP]: Nothing is ever straightforward, is it? To kill a Hell Priest you need to go find a locator, solve some puzzles, kill a boss and THEN you can get them. Various doors require keys you need to dig through the entire complex just to get it, so you can pass through. This is the kind of thing that will plague you the entire time, with no way to bypass them. Good luck.

-Terrible History [+200CP]: Many people see the Doom Slayer as a symbol of power and masculinity, something everyone should aspire to become. What they don't know is how utterly, terribly *BROKEN* he really is on the inside. He never speaks, for he bears the weight of civilizations upon his shoulders. It is never enough. You are the same now, wracked with guilt and unable to speak as a result. It will cloud your mind every day.

-Penance [+300CP]: The UAC is incredibly drunk on the idea of worshipping demons and begging for their power, while the Khan Makyr is no better with wanting the mortals to see them as gods. With such dichotomy, it is easy to see how the world went to shit so quickly. Unfortunately, you have likewise drunk the proverbial kool-aid, and now are either a fanatical worshiper of demons or slavishly devoted to the Makyrs as a form of penance. You shall be their greatest servant.

-Marauder Madness [+300CP]: The Divinity Machine was capable of many things, from strengthening someone to reviving the dead as powerful demons to assail the Slayer on his journey. The Machine has now revived someone from your past, an enemy that has been empowered by the demons and Makyrs alike to hunt you down. They are not unkillable, but they will keep coming after you and death will only give you some respite. Their eyes are open, and they wish to help you see.

-Single Weapon [+300CP]: Variety is the spice of life, as well as the means of your enemies' destruction. Unfortunately, you did not get the memo. You only have access to a Combat Shotgun with the modifications, and cannot use any other weapon for the time being. This is really going to be rough on you, especially when shotgun shells are the only ammo available to you. At least you'll get skilled with it quickly? You'll have to.

-Hell on Earth [+600CP]: What did you do. What unassailable sin did you commit to cause this? The fabled Doom Slayer is after you, and nothing will stop him. There is no action too great, no weapon too powerful. He will do whatever it takes to see you done, and his hatred is unyielding. Can you run enough to escape him? One can hope, for you will never be able to hide.

-One On All [+600CP]: It takes a great deal of effort to get the entire world against you, especially one on the precipice of the apocalypse. But somehow, you managed it. Not only is the entirety of the UAC and Arc declaring you to be their number one target, but even the Makyrs and the Demons have got you in their sights, convinced that you can propel them to an unprecedented age of prosperity and power. You will have no allies save the ones you brought here.

-Ultra-Nightmare [+600CP]: There is difficult, and then there is **difficult**. In choosing this, you will find the damage of your enemies and their defenses increased exponentially. Yours will be downgraded just as much, and any extra lives you possess are negated for your entire time here. You die once, and it is over. Please consider your health and your sanity before choosing this option.

END CHOICE:

Somehow, you have survived. Admirable, to say the least. Hopefully not too worse for wear. Any injuries you may have ended up with will be fixed if you choose so, but there is one final choice for you to make.

Stay Here:

You would choose to remain in this place and continue the fight? An unexpected decision, but if that is what you choose then so be it. As a parting gift, you will be given an additional +1000CP to make additional purchases so that you may better fortify yourself. May you find happiness among the ashes.

Go Home:

It is too much. You have seen the dangers and the torment, and it has broken you. It is nothing to be ashamed of, for home is where the heart is. You will be sent back to your world of origin with all you have gained thus far, and an additional +1000CP to spend on purchases here as a parting gift. May your world have a better fate than this one.

Next Adventure:

It is not enough. There are other worlds to travel to, and you shall be sent to them.

...And you will be their savior.

Your strength will be their shield and your will... their sword.

You remain... unbroken...

for your fight is eternal.



NOTES:

-'Soft Spots' is the skill that lets you do Glory Kills
-You can import companions to the OC options by paying for the OC companion.
-Companions get access to the item stipend
-'Best Pet Ever' is ageless and will not die from growing old
-Should you attempt to get the Doom Slayer as a canon companion, buying 'Best Pet Ever' will allow you to retrieve Daisy, and guarantee his arrival if you are not utterly evil. If you are, he'll take Daisy and shoot you.

-'Fortress of DOOM', 'ARC Argent Energy Tower', 'Nekravol District', and 'Splinter of Urdak' can all be merged with the Warehouse, increasing their space and allowing you to superimpose their positions. This means the bases will act as a 'door' into said Warehouse wherever they are beyond your usual method. How this works with virtual environments outside of pocket dimensions is up to you to fanwank.
-Should you wish, Warehouse attachments can be used on these items.