



Intro:

Welcome one and all to this world of extremes. A place where the supernatural live amongst the mundane and there are monsters around every corner. A place where immortal mythical forces wage millenia long wars in the shadows, determining the fate of everything that lives via powerful magics and political schemes humankind could never comprehend. On the other hand, this is the world where women are just inexplicably more beautiful and just so happen to lose their clothes during every single conflict without exception. A world powered by raw lusts and emotions, arguably making it scarier. Beings with power beyond comprehension and hundreds of years old are hedonistic and power-hungry, always wanting more and more for themselves and their peoples and will never consider humanity as anything other than obstacles or slaves. Welcome to DxD. (btw if you click the section on the Table of Contents, it'll take you there)

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Scenarios:

Great War Era, 470 AD (300 Points):

This scenario takes place a couple decades before the Great War Breaks out between The Three Factions. Tensions are extremely high as The Biblical God is currently sealing Trihexia, thus Lucifer and Lilith with their Devils along with Azazel and the Fallen Angels seek to claim dominion over the largest religion in the world. Other religions around the world are preparing for war as well, and their forces are more than a match for even the full might of each of the Three Factions, though they have to be careful lest all of Christendom finds a common enemy to take their frustrations out on.

Devil Civil War, 1450 AD (210 Points):

After the long and grueling Great War, the Biblical God is dead, Lucifer is dead, Lilith is in hiding, and Azazel surrendered long ago to continue his research. The Devils are now suffering under the tyranny of the 3 remaining Satans and are about to revolt as they no longer have the power of the original Lucifer to back them up. Combined with the ever-growing monstrous power of the newest generation of Devils, the Devil race is going to explode into a Civil War. Pagan Pantheons are now in the perfect place to take back their lands into their rightful hands as while they are weakened, they are not crumbling like the Three Factions.

Canon, 2007(240 Points):

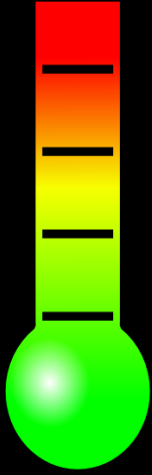
The true wars are over, now all of them are cold and via the boring medium of politics, so it would seem. The most powerful evil entities are lying in wait, their schemes finally coming to fruition. However, just like the Devils 450 years ago, there is powerful new blood to stop their tyranny. The newest Red and White Dragon Emperors are making their mark, the Devil's newest generation is looking promising, the Yokai have a new heir, and even more. Will you fight against the tyranny planned by ancient evils, or will you join them for a throne in their world?

Evil Dragon War,2008(270 Points):

The evils that be are in full swing, with the Three Factions in an alliance due to Kokabiel's attack, they have to act now lest they be stopped. The Khaos brigade allied with the Hero Faction along with Hades have initiated the Demonic Beast Riot and kidnapped the Yokai leader Yasaka. Along with this horrible event Rizevim Lucifer has allied with the Evil Dragons and formed Qilppoth, seeking to revive Trihexia in order to kill Great Red to...invade another world? Will you charge into the fray to save the world, or doom it?

ExE, 2020 (510 Points):

Qilppoth and the Khaos Brigade are finished and the world is relatively united on the side of good, which they desperately need for this upcoming event. Due to the efforts of Rizevim to try and take over their world with reckless abandon, the forces of Evie Evoltude are coming to this world. Although most of them are as strong as the world's heroes, their heaviest hitters far outstrip ours. One of their gods named Regalzeva killed The Great Red and made a minion out of his body like nothing. The world needs all hands on deck and then some for the world to survive these mechanized calamities. Good luck, you'll need it.



Canonicity Meter:

Canon:

Every character from canon will be in this world.

Canon Minus Good Guys:

There will be no protagonistic canon entities in this world besides Faction Leaders

Canon Minus Bad Guys:

There will be no antagonistic entities besides Faction Leaders in this world.

No Canon/MP Setting:

There will be no antagonistic or protagonistic entities in this world besides Faction Leaders





Base Prerequisites:

Differing from Canon, all sufficiently powerful humans and all the supernatural races/hybrids are Agelessly Immortal. They age into what their subconscious deems as their "Ideal Form" and will stay like that until they die by outside means. It's why while Azazel is one the oldest entities in DxD, he looks younger than Zeoticus

Gremory. It also provides an explanation for how Vasco Strada was kicking ass in WWII and still can in canon. This also means that while it will certainly take a lot more effort and time than others, every race has the potential to rival each other's peaks of power. I'm also gonna tweak some things from canon so that each race has active powerhouses that dissuade the others from taking action recklessly. Anything that grants general "stats" like Durability, Strength, Speed, Magical Power, Intelligence, etc. all stack and do not have diminishing returns and in fact can reinforce each other. Also all builds are at least 18 for obvious DxD reasons.



Racial Mechanics

The Baselines are based upon a normal 18 year old of their species unless otherwise specified.



General Perks:

These Perks are beneficial attributes that can be granted to an individual of any Race, although they may manifest in differing ways depending on what you intend to do with the ability. You may choose from the following:

- Genius(-10): You now rank among the higher end of intelligence, having around 140-160 IQ on the scale. This allows you to think far more quickly and efficiently than others, letting you streamline any Magics that you do learn into being less taxing on the body and more devastating in turn. This also allows you to invent things far quicker in terms of technological advancements.
- Pugilist(-10): Your body and instincts are now more attuned to close-quarters-combat than your kin, which grants you an almost sixth sense of battle, allowing you to identify the intent of your opponents moves before they make them and respond in kind in the best way possible
- Multitasker(-10): You are now able to comprehend and master the multitudes of magics, combat styles, and sciences that your species can harness, and use them effectively without straining your mind and body.
- Survivalist(-10): You are now able to live purely off the land and nature's bounty, or live on the deadly slums of cities with no issues. Basically, you've got street-smarts. You know where to not go and what to not do, the unspoken rules of nature and back-alleys are second nature to you.
- Prodigious(-10): You are now able to learn and master things incredibly quickly, outpacing your peers in anything you decide to do or pursue. Whether it be magic,

combat, or politics you will have it down and be at a professional level and beyond at a staggering speed.

- Resolute(-10): Your will will never waver. Whether it be in combat or politics you shall stand tall and your sanity will not be fleeting. If you are in a fight or flight situation, you choose what you do. No matter what atrocities you witness or cause, your mind will remain as it ever was.
- Archmage(-10): Your mind and body is much more attuned to whatever magic your Race possesses, able to comprehend and make use of your Magic in combat or in daily life without any difficulty, and whatever techniques you use to train and use your magic will be ever-so slightly more effective with you than your peers.
- Strongman(-10): Your physique is more tailored to brute strength than your kin, able to output slightly more power in your muscular movements than your kin. This also allows you to perfectly control the output of your strength, allowing you to slightly crack an egg and punch through concrete with the same fist.
- Tough Guy(-10): Your physique is more tailored to durability than your kin, allowing you to take blows without feeling anything that would do harm to your kin. This also allows you to modify the toughness/roughness of your body at will, making you able to use your hands to deflect gunfire, and then massage someone with the utmost smoothness.
- Marathon(-10): Your physique is more tailored for physical endurance than your kin, allowing you to fight/run/swim/fuck for much longer than your kin without stopping for a moment. This also allows your body to use any sort of attack that drains stamina far more often without consequence. As a bonus you also no longer have a refractory period if you are a man, you'll probably need it.
- Politiciant(-10): The supernatural world and its endless layers of politicking and disputes is something that most minds, mortal or immortal have trouble operating within. Now this trouble shall be washed away as you can now enter into the great game of politics. This also allows you to interact and talk with people's of different cultures much more effectively if they don't already hate you as you can easily adapt to new customs and mannerisms.
- White Dragon Emperor's Superior Constitution(-30): Your constitution is now superior to the rest of your kin, or colloquially known as being "Built Different". Compared to the rest of your kind. You're faster, stronger, more durable, more flexible, and if your Race has a weakness you are far more resistant to it, for example a Devil or Vampire wouldn't

instantly have their skin burn off from Holy Magic, but instead merely be scalded by it, essentially what would kill you would merely cripple you and what would cripple you would be only an inconvenience.

In exchange, you are now EXTREMELY edgy and chuuni, and permanently act like a freshman in high school who just discovered Linkin Park. You will name your abilities and attack the dumbest and edgiest “oc donut steel” things imaginable.

- Red Dragon Emperor's Relentless Desire(-30): Choose one ludicrous goal, anything as long as it's outlandish and would make people give you weird looks. Whether it be becoming the strongest, becoming the Pirate King/Wizard King /#1 Hero /Hokage / Whatever the Fuck, or even making a harem of beautiful women it will count. You now have a bottomless well of desire to improve and willpower stemming from this goal, able to fight for days on end with brutal injuries through sheer willpower. In exchange, well...you got the 'tism. Whenever someone even remotely brings up something to do with your chosen desire or just out of nowhere, you will talk about it for HOURS in excruciating detail. This will inevitably make anybody who isn't also completely obsessed with it steer far clear from you and make you a social outcast. Though whatever friends you do make will be bros for life so there's that.
- Prison Dragon King's Fearlessness(-30): An Evil Dragon knows no fear and knows themselves, and that can conquer even the Heavenly Dragons. Whether it be within the face of Great Red himself you shall know no fear and shall stand your ground to the bitter end. You shall not hesitate in your goals, and you shall not hesitate to kill or steal for your gain. You are efficient, and shall find the best ways to achieve your goals. Though obviously this comes with the downsides of feeling no fear, while obviously your mental faculties aren't incapable of feeling enough fear to make a tactical retreat, your risk management is not good to say the very least. Though this also doesn't make you a sociopath as Saji is quite the emotional fellow, just not a very fearful one.
- Seraph Archangels's Endless Patience (-30): You now have the patience and resolve of an Angel, literally. Even when faced with the absolute most heinous shit this world can offer, you can still use all of your faculties at full capacity with a smile on your face. Even under immense physical and mental duress, you shall operate at your full capacity until either the battle ends or you do. In exchange, just like Micheal himself, you are incredibly aloof and optimistic even when you really, really shouldn't be. It's very off putting, seeing someone who just had their house burnt down and their family killed skipping down the halls of the school with a big grin on their face. You can still course process grief and sadness, but you certainly aren't going to show it unless you are in absolute privacy with only your most trusted friends and family.

- Lord Satan's Endless Ruthlessness(-30): Your mind is built for war. The consequences of your actions slide off like rain in a raincoat, and your mind will only be sharpened by rage and hate rather than hindered by it. Your mind is uncannily efficient at processing combat data, whether it be on the field or in a council you will always be on point and making the most efficient strategies and movements as an unparalleled warmaster. In exchange, combat is pretty much all your mind is geared towards. Within everything else you'll be middling at best or even just straight-up incompetent. Though this can be used to take people off-guard, with them thinking you're a bumbling idiot until you get into the ring. (This drawback cannot be mitigated by Multitasker, which will instead make you an even greater and more versatile combatant and tactician.)

 - Governor General's Endless Schemes(-30): Within the setting of DxD, one of the most underrated facets is the endless political planning and inventing that goes behind the scenes, of which you now are more than equipped to participate in. Managing the logistics of an entire nation by yourself is more than possible with the amount of processing power within your head, able to formulate the minute details of plans spanning decades in moments. You may pick something, however specific or broad (asides from combat, as that is covered by the previous Perk) that you may be particularly attuned to doing and researching, which will dedicate your mighty mind towards it and make you an incredible genius in that thing. In exchange your mind is incredibly over-active, constantly seeking new stimulation and curiosities within your chosen subject if you have one. This means that you'll go out of your way to do something related to it, even if your enhanced mind may deem it irrational.
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General Artifacts:

These are some helpful items that people of every Race can acquire and use, if it's a one use item or it breaks, then you gain another one in 24 hours. **If an item wouldn't exist yet during a time Scenario, then you have a magical equivalent that does the same thing.**

they are as follows:

- Computer+ExtraNet Access(-10): This is a decent computer, but the more useful part is access to the ExtraNet, which has up-to-date news about current events in the Supernatural World. And since most important players are centuries old and mostly social-media illiterate, it's very well possible to gain an actual strategic advantage by keeping up with the ExtraNet. There's also DeviTube, which has every Youtube Video along with content from the supernatural world like recordings of every recent Rating Game, which if you're a Noble Devil, you really are gonna want to keep up with.
 - Totem of Segregation(-10): Unfortunately not all races can use Warding Magic or afford the services of a master Warding Magician, hence they have these instead, which allow them to make an area not welcome to certain races, making them feel extreme discomfort and tracking their location whenever they enter the premises.
 - Smoke Bombs(-10): You now have a pack of five Smoke Bombs, which when thrown to the ground created smoke that obscures you from any mundane and magical sensory means. These smoke bombs refill at a rate of one every 24 hours.
 - Moldable Weapons(-10): You can purchase this multiple times. With each purchase of this Artifact, you gain a mundane weapon of any make or model which is very susceptible to Magical influence, allowing for far easier customization from any races Magical Abilities.
 - Map of the Worlds(-10): This magical artifact gives you both an accurate geological layout of the land and the territorial borders of whatever world you may be in. This works whether it be in Earth, Heaven, The Underworld, Asgard, Grigori, etc. This doesn't give exact details within the lands of the borders, but still helps identify just whose territory you reside in. This doesn't work within the Dimensional Gap.
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Humans:

Often regarded as by far the weakest race by most entities, only useful because of their numbers and being gullible slaves. Though this does not mean that humanity is actually weak, as the entire species is able to learn and use magic to quite a prolific degree if allowed to be exposed to it. They also are the only race to possess God's Weapons: The Sacred Gears, made by the Biblical God in order to allow humanity to survive. Though in His death they've been even more unpredictable and powerful as of recent. Combined with a collective affinity for weaponizing new technology, there is a reason why the veil exists. As much as the supernatural world may want to say so, it isn't to protect humanity.

Human Baseline: A baseline Human in this CYOA has what we would consider far above average musculature and bone/facial structure genetics, are around 4.5-6.5 feet tall, and of course the potential to learn and master Human Magic and Sacred Gears.



Human Magic: Human Magic is calculation-based magic invented by Merlin Ambrosius after extensive study of Devil magic, thus it uses raw calculation in order to replace imagination as Humans are not as efficiently designed for Magic as Devils are. Humans can use any type of Human Magic effectively if they choose to learn it. Humans have a relatively small Mana pool compared to other races at first, thus a majority of their training is streamlining their calculations in order to make use of their Specialization of magic more efficiently and compensating with Magical Items until they have a larger Mana Pool. If the magics in question are based in similar fields of science, then it will be far more effective and efficient than ones based in completely different ones, like learning both Metallurgy and Transmutation compared to learning both Environmentalism and Charm Magic.

The Types of Human Magic Are as Follows:

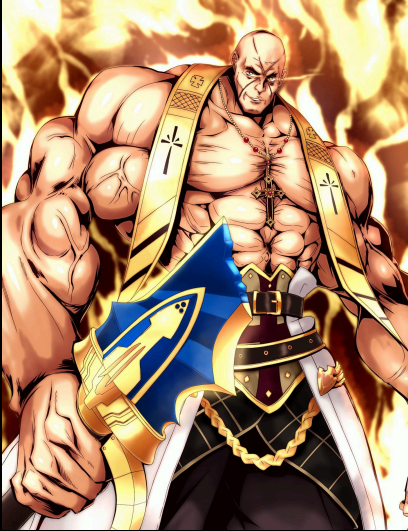
- Teleportation(-10): Quite simple, it allows someone to calculate somewhere they wish to go in their minds, and thus they go there with Magic. If you train with this Magic you can Teleport in combat to a designated area in your head or even do a Flicker Step, teleporting a short distance in heated battle to gain an advantage.
- Alchemy(-10): This allows you to craft basic magical items, such as Mana Batteries or Potions of Mana and Healing. This works by calculating the necessary steps that a body would need to heal or replenish mana, and then imbuing that into a drinkable liquid. This also works with weapons, calculating the magical phenomenon and enchanting a weapon to be able to do that phenomenon once imbued with mana. You can imbue as many properties onto an item or potion as you like, but you have to compensate with either more mana or more precise calculations.
- Warding(-10): This allows you to detect when someone or something enters the area warded and drains the magic of anyone not keyed into the ward. If you train in this Magic then you can induce status effects through your warding or make it incredibly dangerous to specific targets in exchange for broadness. This works via calculating the differing things that living things possess, and giving a response once one of those things enters the given area.
- Abjuration(-10): This allows you to shield yourself with a magical barrier. You can make barriers of varying shapes and also make them stronger against certain Elements or be able to weather the worst the supernatural world has to offer with enough time. This works via calculating how much kinetic force or of another natural or unnatural phenomena you would need to combat what's coming at you and then manifesting it into reality with mana. The best magicians can calculate the exact amount needed to stop an attack mid-combat without having to over-compensate with more magical energy.
- Offensive Magic(-10): This allows you to blast their enemy with raw magical power and channel it through their body in order to enhance your physical abilities. This works by learning both how kinetic force works in order to project magic through it, and your anatomy in order to learn how to precisely enhance the parts of the body you wish.
- Curses(-10): This Magic allows you to induce status effects upon your foes. This works by learning about exactly what happens to someone's body when they are sick, sleepy, poisoned, etc. and then projecting those effects onto the enemy.

- Elementalism(-10): This allows you to calculate the causes of natural phenomena in your head and unleash them upon the world. With training, you can send multiple Elements at once towards your foes with great efficiency and power.
- Metallurgy(-10): This allows you to manipulate metals into any shape you like with your magic. This works by learning about the atomic makeup of the metals you want to manipulate, and then altering the position of those atoms with magic, thus moving the metal.
- Transmutation(-10): This allows you to turn any material into any other material, as long as it isn't magically enchanted. This works by learning both the atomic makeup of what you wish to transform, and what you wish to transform it into and then moving around neutrons, protons, and electrons with magic into what you would like to transform it into. This does work on biological material as well, though if the person has magic they can just counteract the effects with their own. This magic can also "accidentally" cause explosions via chemical reactions. Do not let immature Transmutation wizards anywhere near radioactive material as they will inevitably try to make a nuclear bomb out of smoke alarms.
- Divination(-10): This allows you to somewhat reliably predict the future. This magic has been around since the dawn of time and is quite esoteric in nature. This magic works via the brain somehow calculating the most likely outcome out of the current variables in the world, even if you don't even know them. How this magic truly works is a mystery as old as magic itself. You can also project the images your brain produces onto a glass surface or into the air.
- Conjuration(-10): This magic allows you to create whatever material you like from air. This magic works by learning the atomic structure of what you would like to create and then making it from magic. While this does take more magical energy compared to Transmutation, it's instant and can save your life in a desperate situation.
- Animancy(-10): This magic allows you to manipulate the life around you to do as you like. This works on plants via the same principle as metallurgy, manipulating the plant where you would like it to go. However with animals, you have to learn the makeup and function of their brain and get it to send an order to their body with a magical pulse.
- Animation(-10): This allows you to animate golems and make them do as you say. This works by first learning the atomic makeup of whatever you are making a golem out of, then carving out a rough nervous system within the golem, and then sending magic through it. This is why most golems are humanoid, as it's the easiest nervous system for

Magicians to construct. The more intricate the nervous system, the more complex movements the golem can make with the same amount of magical power.

- Evocation(-10): This magic allows you to tie one of your other magics to a voice command. This works via putting the calculations for your given magic within your head and then tying them to a vocal command. You can activate or deactivate this at will, don't wanna accidentally launch a fireball while ordering a pizza now do you?
- Herbalism(-10): Another one of the more esoteric magics along with Divination, which allows you to make potions out of ingredients rather than calculating properties. This works via associating certain things with certain concepts within your mind, and then imbuing the item with that effect in your mind. Then you mix the item into the liquid, granting the liquid that effect. This costs far more magical power than most other spells, as the lack of calculations means you need to compensate with magical power.
- Magitech(-10): This allows you to imbue technology with Magic, allowing for versatile and varying functionalities. This works by learning your chosen bit of technology inside and out, and slowly replacing the parts with magical conduits instead of regular technology. At a base level this allows you to construct more efficient versions of technology that run on Magical Power. If you have other magics, then you can also infuse
- Healing(-10): Rather than channeling it into a potion with Alchemy, this allows you to use your magical energies to heal directly. This works by learning the anatomy of whatever species you want to heal, then essentially using magical energy to make the body go back to its base state far quicker than it would.
- Charm Magic(-10): This allows you to manipulate the emotions of other living things, though this is far more effective on sapient beings that are capable of complex feelings. This works by studying the brain of your target and what happens when their brain is in a certain emotional state, then imprinting that state onto their brain with magical energy.
- Environmentalism(-10): This magic allows you to manipulate the weather. This works by studying meteorological phenomena, and then replicating it into the environment. Though this takes much more mana than most other magics.
- Sympathetic Magic(-10): Often referred to as "Voodoo", this allows you to attach someone's essence to something like a doll or other somewhat humanoid looking object and physically hurt them through it. This works by calculating approximately where their nervous system would be on the doll, and then imbuing that image onto the doll. Once that is ready you must insert a piece of their DNA into the doll, which then links the two,

allowing you to hurt them through the doll. Though this only causes the pain of the phenomena to appear on the person's body, it still can be devastating.



Exorcism:

Along with Sacred Gears, The Biblical God granted humanity the power of Exorcism, an offshoot of Human Magic able to empower themselves with Holy Energy from His System in order to strengthen themselves against the darkness of the supernatural world. With this power you can now channel Faith from the Holy System much like Angels in order to immensely strengthen yourself and turn your magic into something else entirely. There are many different paths to exorcism, which ones do you take?

- Scripture(-30): This type of Holy Magic uses words from the Bible in order to harshly hurt whatever Devils and Vampires hear it. This ends up making a specific area in front of the user extremely dangerous to Devils and Vampires, often either causing them brain hemorrhaging and even death if they aren't significantly more powerful than you. This can also be reinforced with general magical power to harm all Races aside from Angels and further increase the damage to unholy beings.
- Weaponry(-30): This allows you to channel Holy Magic into enchanted hilts to make whatever melee weapon you like out of pure Holy Light, making them incredibly lethal things capable of killing Devils and Vampires even slightly above your power in one hit. With training you can change the weapon mid-combat, allowing for unending versatility.
- Smiting(-30): This allows you to add the Holy element to your elemental repertoire, and since Holy Magic is brought about by the Holy System there is no need for initial calculations. You only need to adjust it for your Mana Pool so you can blast away Devils and Vampires with ease, and others with middling difficulty.
- Summoning(-30): This allows you to attune your teleportation to Heaven, making it so you can beseech the Angels for help in dire situations. This also gives your regular Teleportation a holy aura, so no Devils or Vampires are gonna touch you while you get away to safety.

- Bulwark(-30): This allows you to attune your defensive magic to the Holy System, allowing you to use the maximum of your Mana Pool without any need for calculation to protect that which you care about. This also gives your Shielding Magic a Holy aura, so that only Devils and Vampires significantly more powerful than yourself can punch through the shield without incurring serious damage. Other elements can be channeled in, making for shields made from Holy Lightning or Holy Fire.
- Crusader(-30): This allows you to attune your physical magic to the Holy System, allowing you to use your entire Mana Pool to empower yourself with Holy Magic without having to worry about calculation work. This makes your CQC lethal to Devils and Vampires, allowing you to punch through Devils and Vampires of similar power to yourself like they were made of tissue paper and even stand and fight with a Baseline Noble Devil as a Baseline Human.

Sacred Gears: The Weapons of God, given to Humanity so that they can fend for themselves amongst the monsters in the shadows. These powerful weapons are bound to the soul of a human that can morph and grow more powerful according to the user's desires. Each and every soul has a unique Sacred Gear, and thus you shall be able to make a custom one based on two main factors. So, after looking at the options, design a cool name and power to be bound to your soul.

Rarity/Power Level: Not all Sacred Gears were made by the Biblical God to be equal, with some having abilities and versatility that far outstrip the others, of which you can choose. Be warned however, that the more powerful and potent your Sacred Gear is, the more of your power and battle prowess will be predicated upon it, often resulting in it being a "crutch" of sorts that can be worked around by opponents.

- Common(-30): These Sacred Gears do one relatively basic thing without too much potency that would allow a baseline Human to rival the Baselines of other Races. These are not to be under-estimated however, as one basic thing practiced to perfection and enhanced by a Balance Breaker can be a devastating tool in combat, along with other things the user can do.
- Rare(-60): These Sacred Gears tend to also do relatively basic, though with much more potency than Common Ones or multiple things that aren't very potent. This generally

holds the more versatile powers, able to be used relatively freely in order to greatly the user in combat

- Epic(-90): These Sacred Gears tend to do multiple powerful things, or one very powerful thing. This can result in opponents that can consistently punch above their weight class, whether via versatility or overwhelming force. But if a definitive weakness is found, this will cripple a combatant and usually result in their loss in a fight.
- Pseudo-Longinus(-120): Quite frankly, these Sacred Gears are fucking bullshit. Each and every one of them are incredibly potent and versatile weapons capable of almost guaranteeing that someone will become a top-tier combatant within a human lifetime, let alone in a couple centuries. Be warned though, a weapon of this caliber takes almost all of an individual's soul to maintain, and if a weakness is found they will instantly lose. Also, taking this will make you produce a faint yet unmistakable aura that will almost certainly grab the attention of people from all Factions if they see you, who will try desperately to recruit you and then try to eliminate you if you refuse. Is the power truly worth it?

Categories: While all Sacred Gears are indeed unique, they can be put into broad categories from which their abilities correlate to. You may choose one or more categories that your Sacred Gear, though having your Sacred Gear be within too many categories will make it generally less efficient and powerful. These categories are as follows:

- State-Change Sacred Gears: These Sacred Gears change the “state” of either the person they're attached to, another being, or an object. This change can be positive or negative. These are the most broad and common type of Sacred Gear, but are still very useful and powerful.
- Recovery Sacred Gears(Has to be a Rarity of Rare or Higher): This is a subtype of State-Change Sacred Gears that recover another's wounds which are highly sought after by all Factions that allow Humans and Hybrids.
- Creation Sacred Gears: Sacred Gears that let the user create things out of nothing. These items are magical in nature and can be imbued with various supernatural traits. These items can be practically anything, from household objects to weapons to even artificial life.
- Defensive/Counter Sacred Gears: These Sacred Gears are more defensive in nature, built to protect the user from harm and to use the enemies' power against them. This can take

place via many means, from redirection, reflection, armor, or just increasing the endurance and toughness of the user.

- Elemental/Attribute Sacred Gears: These sacred gears have a specific type of magic that can be let loose by the Sacred Gear, which corresponds to a chosen magical element or concept, such as Fire, Earth, Explosions, Weather, Love, etc.
- Time/Space Based Sacred Gears(Has to be a Rarity of Epic or Higher): These exceptionally rare sacred gears can control the fundamentals of Time and Space, resulting in incredibly powerful effects just by their very nature.

Balance Breaker: All Sacred Gears no matter how low rarity are capable of a Balance Breaker upon mastering the Sacred Gear to near its limits and being under significant emotional and physical duress. A Balance Breaker usually encases the user in armor, symbolizing the symbiosis between the user and their Sacred Gear. This turns a Sacred Gear into a Subspecies, with the base abilities being enhanced uniquely towards the desires of the user and being far easier to use. There are 3 kinds of Balance Breaker as researched by Azazel, foremost expert on Sacred Gears, that you may be able to access.

Crest-Side: This is the “normal” Balance Breaker achieved by Mastery of the Sacred Gear and significant duress where one’s true desires are exposed within your soul and thus a Balance Break is born.

Abyss-Side(-30 Points): This is the absolute peak of Balance Breakers, achieved via complete mastery over your Sacred Gear’s Balance Breaker and an intense and constant desire to improve it further, resulting in the Sacred Gear Infusing with your Body and granting you unimaginable power.

Though a fair warning: All builds start with their Base Sacred Gear and it will take a while to unlock this, this just merely gives them the potential to.

X-Side Balance Breaker(-10: Requires Either Hybrid,Reincarnated Devil, Reincarnated Angel, or Werebeast)

This type of Balance breaker requires outside supernatural help to achieve, but the results are certainly worth it. This further enhances your Sacred Gear’s Balance Breaker with whatever other supernatural element you have incorporated into your body, like the Evil Piece System, The Brave Saint System, or even the curse of Lycanthropy.



Devils:

The first and arguably most important of the Three Factions. The Devils are, practically speaking, an entire race of carefully engineered bio-magical weapons of war to fight against the Biblical God. They have perfect night vision, retractable wings, enhanced intellect for battle strategy, able to recover anything sans limb loss and death by sleeping next to each other, can use magic in simultaneously the most flexible yet efficient way of *any* magical being, grow

in strength incredibly quickly, and the upper-bred members of their species have the highest starting power floor of any race plus unique and devastating inherited magics. As of recent, there have even been genetic anomalies capable of surpassing even Lucifer, the immensely powerful creator of their race. Though this does mean that as intelligent as they are, they were not made for peace-time. Their entire culture is a brutal hierarchy of the inherently more powerful Noble Devils lording over their less powerful contemporaries in a feudal society. This society is practically carried on the back of a brutal combat sport called the Rating Game, and if left to

their own devices Devils will hedonistically stagnate without proper motivation to grow. Compounded with a staggeringly low fertility rate, the losses from the Great War and Devil Civil War have left their race to turn to scientific miracles called the Evil Pieces to turn other races into Devils, which has sparked old feuds and divides in their race anew.



Devil Baseline: A baseline Devil depends on the status of their birth:

Lower Class Devils are around Peak Human in terms of physicality, and are usually around a 8/10 minimum on the human beauty scale. Can use Devil Magic.

A Reincarnated Devil's Baseline depends on the person that was reincarnated, though can learn Devil Magic along with Human Magic.

Noble Devils Have a baseline of Superhuman physicality, able to toss dumpsters around and flip over cars and trucks without much difficulty. They are also supernaturally handsome and beautiful. Knows Devil Magic and their House Magic instinctually.

Devil Magic: As a baseline, Devil Magic is an intuitive imagination-based magical system wherein a Devil can make whatever phenomenon happen within reality with their imagination. More knowledge of the phenomenon improves the efficacy of the magic as they can more reliably imagine the effects of their magic. Though if the magic deviates from being based upon natural phenomena that basic magics such as Elemental Magic or basic Teleportation or Summoning covers, magic costs go up exponentially as more “imagination” has to be substituted in order to replace the things not present in reality. Though that doesn’t mean it’s weak by any means, as the more planning and imagination a Devil puts into their magic to visualize the phenomena within, the more efficient it gets to the point where masters can use even their most devastating moves like breathing.

Seven Deadly Sins: Devils are inherently born or reincarnated with their mind being skewed towards one or more of the Seven Deadly Sins, which majorly influences their life and their Devil Magic. Devils must indulge in this Sin mentally or physically lest their minds be driven to insanity, though the more powerful the Devil is the less this mental drain affects them, though it still feels quite good to do. Devils performing their given Sin or Sins also quickly fill up their Devil Magic reserves. If you pick multiple Sins, then you must have a Primary Sin that majorly impacts your psyche, while the others are just minor addictions. Your Primary Sin is free, while more than that will cost (-30). So which Sin or Sins influence you as a Devil?

- Pride: Pride influences the minds of Devils by making them have an instinctually incredibly inflated sense of self, with even minor accomplishments making them feel on top of the world. Though unless the Devil in question has a very strong sense of will or humility, this also results in their ego being massive and arrogant and often leads to underestimating opponents. Pride affects Devil Magic by making it so that no matter what Devil Magic or House Devil Magic the Devil has, they channel it through their body whenever they use it, enhancing their bodies. If their magic already does so, it enhances their bodies even further making them more effective in close combat.
- Gluttony: Gluttony influences the minds of Devils by making them incredibly prone to over-indulging in an addiction of some sort, though primarily food as that's what's encouraged as a “healthy” way to address the Sin in Devil Society. Devil metabolism is such that unless they eat at least their entire body weight in food they won't even come

close to gaining weight, let alone being obese so you'll be fine. Gluttony affects devil magic by allowing the simple addition of "more" into each variable of each spell you cast without cutting into Devil Magic costs, which can come in many forms. For example, if you wanted to cast a Lightning Bolt, Gluttony would allow you to make the bolt "more fast" or "more destructive" or "more conductive in insulated surfaces" or some such things, giving your spells an edge over others in versatility and power.

- Envy: Envy influences the minds of Devils by making them incredibly prone to fits of jealousy and spiteful grudges. Since Devils are immortal, if major grudges with two Envy Sin Devils are unresolved via a long bit of closure, they can last for decades and even centuries if unaddressed and left festering long enough. Envy influences Devil Magic by allowing you to add different elements that wouldn't normally be in your magic into it. For example, if you wanted to cast a Water spell, you could add "electrification" and "burning" onto it, making it do what it normally does along with shocking and burning the target. Though if you add more than two elements onto a Devil Magic Spell, it will cost exponentially more in terms of Devil Magic reserves, though having water that scalds and electrocutes or something similar is usually enough.
- Wrath: Wrath influences the minds of Devils by making them incredibly short tempered and prone to fits of rage. If it's justified in the Devil's mind enough, rage can go to straight hatred of the victim of their rage. Wrath affects Devil magic by making whatever effect the spell is supposed to have more potent. Especially for combative purposes. For example, Fire burns more, Lightning shocks more, Water drowns quicker, Earth hits harder and Air shreds easier. This potency increase does not affect the cost of the magic, making it pound for pound arguably "better" than others with comparable magical power.
- Lust: Lust influences the minds of Devils by giving them a far higher libido than usual, which doesn't kick in until adulthood. Though when it does oh boy are you gonna have some problems unless you've got someone ready to "deal" with that or a whole lotta tissues and spare time. Lust allows a Devil to inject as much or as little of their Devil Magic reserves into their magic as they like, either significantly depowering or empowering the magic. An example of this would be if you wanted to cast a Fire magical spell, but only to cook your meal and not incinerate it. This differs from Gluttony as it allows the user to empower their spell generally far more than Gluttony, in exchange for versatility, and Wrath as it only allows the user to empower the magic itself, not its potency.
- Sloth: Sloth influences the minds of Devils by making them very lazy and prone to procrastination. Unless a Sloth Devil has proper motivation, they'll just lay around and sleep all day if people let them. Sloth affects Devil magic in a simple way, making it far

easier and faster to cast. This means that Devils with the Sloth Sin can cast far more magic within the same timeframe than Devils with other Sins can, with more powerful Sloth Sin Devils often making a “bullet hell” effect with the sheer amount of magic they can cast, if they take the time to cast that many spells that is.

- Greed: Greed makes Devils instinctually attached to anything or anyone that they consider “theirs”, and wants more of the best things of whatever they want. A famous example of this in Canon is Rias Gremory’s Peerage whom she cares very deeply for, and would only settle for the best in her peerage, if only unconsciously. Greed affects Devil Magic by allowing the user further control of the magic after it has been used, often used to give attacks a “homing” effect, or to further modify alchemical creations.

Contracts: Every Devil, even the Satans themselves undergo Contracts with mortals, via being summoned by a slip given to said mortal that has been sought out for their unfulfilled desire. The slips are attributed and magically linked to one of the 72 Pillar Houses and whatever members have also been linked to the contract (being part of a Peerage automatically links you to the contract network These contracts vary wildly from menial chores to teaching them magic rituals. Of course this requires the Devil’s consent to grant the wish and fulfill the contract. Once the contract is done the Devil requires a payment, usually in the form of financial compensation and/or magical materials or items.

Familiars: Every Devil, even Reincarnated ones have a familiar, though they are only allowed magical versions of common domestic creatures found in the Forest of Beasts. Familiars are usually used to hand out Contracts Slips, thus gaining a reliable way to have Contracts.

- Common Familiar: Low-Class Devils can choose a magical version of any domesticated animal as their familiar.
 - Exotic Familiar(Requires Noble Devils):Noble Devils get their pick of the lot from the Forest of Beasts, usually having hand-raised familiars who are loyal to the family and are powerful mythical creatures. Some of the 72 Pillars even have signature familiars, with the Phenex house famously having Phoenixes as their familiars. Familiars for both Noble and Low Class Devils also have a contract, with the familiar growing in power and possibly morphing into a more powerful state based on the power of its owner, though the morphing happens far more often in Exotic Familiars.
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What Kind of Devil Are You?: There are 3 kinds of Devils one can be, each with their strengths and weaknesses.

Low Class Devil: You are one of the majority of Devils, likely born to a peasant family serving under one of the massive country-sized territories of the 72 Pillars. Though you don't have to remain a peasant forever, as through accomplishments and feats of power, the Pillar you serve under may see your potential and make them one of your personal servants., If you go even further and distinguish yourself you may earn the title of Knight or Dame and have your own sub-territory within their own. The furthest honor a Low-Class Devil can get though is being inducted into one of their masters or even their children's Peerage. This is often done at a young age to give their children "childhood friends", extra security, and an assurance that they will never rebel against the house.

Low Class Devil Magic: Since Human Magic is indeed based upon Devil Magic, go to the Human Magic part of the CYOA and select the magics that you wish to learn. However, as Devil Magic is essentially a far more efficient and effective version of these Magics based upon your imagination rather than calculation ability, each of these powerful magics will cost (-30) rather than (-10). These magics are also accordingly influenced by your Primary and possibly secondary Sins.

Reincarnated Devil:

First, go to any part of the **Racial Mechanics** part of the CYOA besides Angels and Fallen Angels, make a build, then come back here and choose your Primary and possibly Secondary Sins. You are now part of a Peerage, reincarnated into a Low Class Devil via the Evil Pieces under a High Class Devil who is now your King. Reincarnated Devils however are severely looked down upon by Noble Devils and other members of Society because they weren't born as Devils, thus making them inherently inferior to them in their mind. You also cannot take anything from Exorcism unless you want to barbecue yourself. If you were originally human and you wish to convert your Human Magic into Low Class Devil Magic then you will have to pay an additional (-20) for each Human Magic you wish to convert.

Note: If you are part of an MP, you will have to be under a Noble Devil's build and be allowed into the Peerage. Also, if you are playing this as an MP, all Evil Pieces are (Free)

- Pawn(Free): You are one of eight Pawns. You do not have any initial boosts in ability besides the initial reincarnation into a Low Class Devil, but your King can allow you to Promote, which temporarily grants you the abilities of a Knight, Bishop, Rook, or Queen but to a lesser extent that scales with the power of your King. If you have a Rare Sacred Gear, your King can grant you 2 Pawn Pieces, making your Promotion equal to the amps of the other. If you have an Epic Sacred Gear your King can Grant you 4 Pawn Pieces,

making your Promotion above even the other pieces' abilities, though Queen Promotions will be especially taxing on stamina. If you have a Pseudo-Longinus then your King can give you all 8 pieces for monumental potential boosts in power.

- **Knight(-30):** You are now one of two Knights. The Knight piece, along with reincarnating you as a Lower Class Devil the Knight piece grants a superhuman boost to speed and reaction time which can be improved even further with training and as your King grows in power as well. At a base level this allows the user to run several times faster than Olympic athletes, move faster than the eye can see in bursts, and be able to react to and dodge things faster than the eye can't normally see.
- **Bishop(-30):** You are now one of two Bishops. The Bishop piece, along with reincarnating you as a Lower Class Devil the Bishop piece grants a vastly increased pool of Magical Power to do any kind of Magic in, including Sacred Gears. This Magical boost grows in power along with your King and with training synergistically with your base Magical Power.
- **Rook(-30):** You are now one of two Rooks. The Rook piece, along with reincarnating you as a Lower Class Devil the Rook Piece grants you Superhuman Strength and Durability to the point where you can very easily lift and throw small cars and can break reinforced concrete walls (and people) with ease. But a Rook's real highlight is their durability, which at base level makes point blank 50 cal bullets merely leave a bad bruise. This Strength and Durability scales with the power of your King and training.
- **Queen(-60):** You are now the only Queen Piece of the Peerage. The Queen piece has all of the abilities of the previous pieces combined into one, with increased Speed, Reaction Time, Magical Power, Strength, and Durability. You are the ace of the Peerage and almost certainly its most powerful member. All of these boosts can increase with Training and the power of your King.

Noble Devils(-90): You are now a member of one of the 72 Pillar families, immensely wealthy and powerful Devils who are at the top of Devil Hierarchy in terms of political and physical/magical power. Even for a "lesser" house you are born into what a Human would call unimaginable luxury, with massive mansions and yards the size of entire Japanese islands sprawling across the territory with everything you can imagine and then some you call home. It's no wonder Noble Devils act spoiled when they are handed a diamond spoon from birth and are taught that they and they alone are the pinnacle of the world. You are essentially a magical Medieval noble but even more exaggerated. First you have to go to a school with other Noble

Devils and educate yourself on noble etiquette and Magical Theorem. Depending on the time period, you may be inducted and trained as a soldier, or have your entire life from the day you are born be engineered for the benefit of Noble Devils centuries older than you. You may never know as you play tag with your “childhood friend” and her and your parents are signing a marriage contract for you with her or making them your bodyguard for life. After a while you gain your Evil Pieces and can begin making your peerage, though whether or not your peerage has been completely artificially made by your parents or your own free will will never be known.

House Devil Magic: However, Magic that completely breaks the rules of adhering to reality is House Magic, the Magics inherent to the Nobility of the 72 Pillars and the Original Satans which have unique and extremely powerful effects that can go against the rules of reality, and when trained can result in feats of ludicrous power. These Magics are even further enhanced and influenced by the Noble Devil’s Primary Sin.

Devil Houses(Requires Noble Devils): You are now part of one of the following 72 Houses or one that you make yourself. The Pillars are ranked from 1-72 in terms of prestige, money, and political influence. Although if you are playing Canon or later as your Scenario House rankings fluctuate constantly as each house sends their best and brightest to improve their standings in the Rating Games or via political and military achievements, thus the rankings don’t really matter outside of the Top 2.

Note: By far the fastest way to raise your Houses’ rank is via the Rating Games.

Custom House Devil House Magics: These magics are practically what the entirety of your House is based upon, with these magics often having incredibly potent conceptual abilities that can turn the tides of battles with opponents in much higher weight classes. Examples are below, but abilities can vary as long as it revolves around a singular concept that can be used for evil and isn’t explicitly holy.

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1. Bael: The Bael House’s House Devil Magic is Destruction, which as the name implies destroys everything within its path unless it is significantly more powerful than the user, though it is hard to control without proper training. The Bael House holds the rank of Great King, 1st rank among the Pillars.
 2. Agares: The Agares House’s House Devil Magic is Time, which allows for limited chronal manipulation. This allows for the speeding up, slowing down, or even stopping of time, albeit the longer time is stopped or the intensity it is sped up or slowed down increases the amount of Magical Power it costs. They keep the time in the underworld, which is immensely important as there is no natural sun.

They are also close allies with House Ipos who manages the lighting in the Underworld as they work together to establish a proper circadian rhythm for the Underworld.

3. Sitri: The Sitri House's House Devil Magic is Water Control, allowing them enhanced expertise and innate control over water magic. Though they can have an affinity for Ice instead as shown with their most powerful former heir, Satan Serafall Leviathan. The Sitri House has some of the most famous hospitals in the Underworld, and if you thought American healthcare was bad, wait until you try Devil healthcare.
4. Glasya-Labolas: The Glasya House's House Devil Magic is Absolute Defense, an extremely potent defensive forcefield magic which can even defend against an Angel's Holy Light, as Demonstrated by their most powerful former heir Satan Falbium Asmodeus who can sit and take a nap in Heaven itself and leave unscathed unless the Seraphs get involved. Absolute Defense can also be turned into a single all-out attack with all of the damage absorbed called Absolute Offense. The Glasya-Labolas House works in construction for the Noble Devils, making sure that their mega-mansions are as tough as they can be, and for Noble Devils to train without worrying about destroying their magnificent homes.
5. Bune: The Bune House's House Devil Magic is Dragonification, which gives them permanent scales along the majority of their body besides their face, chest, palms, heels, and groin. They also have slitted eyes, claws, horns, sharpened teeth, uniquely draconic wings, and can breathe fire in their base state. Their magic allows them to become the immensely powerful creature that is a Dragon, though only a fire drake which is more than enough. However this draconic state does not increase in power at the same rate a normal Dragon would, and in fact Bune Devils have the slowest growing power of all Devil-kind even with significant effort. But with age and training Bune House members are some of the most terrifying Devils to come across in combat.
6. Phenex: The Phenex House's House Devil Magic is Phoenix, granting them permanent wings made from Hellfire. The magic itself grants making and control over Hellfire and an insane regeneration factor surpassing that of even Werebeasts. The Phenex family through magic rituals produces Phoenix tears, powerful potions capable of healing anything sans limb loss instantaneously, making them quite well off even as the 72 Pillars go.
7. Astaroth: The Astaroth House's House Devil Magic is Conjurer, which vastly enhances their Devil Magic by increasing the speed and clarity they can cast it. This House Magic can also allow the user to extensively change the nature of their Devil Magic via compensating with House Magic, as demonstrated by Ajuka Beelzebub's Formula for Military Supremacy. The Astaroth House runs the education of the Noble Houses, with their House Magic granting them more

understanding over Devil Magic which they can then teach the younger generations about.

8. Balam: The Balam House's House Devil Magic is Strength, which grants them the largest non-transformed physique of any devil, standing at about 7-10 feet tall for men and 6-8 feet tall for women, along with having skin and hair made from stone. Their magic further empowers their bodies, making them quite possibly the physically strongest and most durable Devils compared to all other Houses with an equal amount of magical power. The Balam house works as demolition and construction for the Noble Devils.
9. Gremory: The Gremory House's House Devil Magic is Luck, which while not providing any tangible combat power, grants them almost guaranteed success in any ventures they try at, whether it be having the wife of their dreams, a prodigal son with perfect genetics, or perfect peerage combination of all the most powerful and unique species' and abilities. The Gremory House work as the chefs and restaurateurs of the Devils, and always somehow manage to succeed even in areas where they shouldn't be popular. The Gremory House works with the Uvall Household due to their shared camel association and to help them with their long treks by making food for them, and defining border lines with them.
10. Belial: The Belial House's House Devil Magic is Worthless, which can disable and dispel any magic that isn't magnitudes more powerful than theirs if they have an understanding of how that magic works. The Belial House are currently the reigning champions of the Rating Games, and bring great wealth through that and numerous lucrative merchandising deals.

Satan Descended(-120): These Devils are the descendents of the Original Satans which were despised by all Devils and Non-Devils alike for their cruelty, and that hatred passes on to this very day. The only people who are gonna welcome your existence are going to be radicals who wish for you and your kin to rule the Underworld, nay, all Worlds. The Satans and you more than live up to their name, with the ability to match and even surpass you ancestors by training in your Satan House Magic, which Satan are you descended from?

Lucifer: The Lucifer Satan House Magic is Miracle Defiler, which can negate any magic from any God, especially the Biblical God. This is especially effective against Sacred Gears, God's Weapons. This effect can only be overpowered by a mastered Abyss-Side Balance Breaker and even then it's not a guarantee. Though this doesn't mean they're defenseless otherwise, as they are descendents of *The Father of Devils* and possess the most natural magical power of all Devil-kind, only being even with the monstrous prodigies that are the current Satans.

Asmodeus: The Asmodeus Satan House Magic is Flames of Passion, which burns away one's very mind and soul in overwhelming ecstasy along with their bodies if you so desire. This allows you to make instantaneous slaves of those weaker than you, and completely disorient the minds of those as strong or slightly stronger than yourself. Of course just like the other Satan-Descendents you are an insane natural magical powerhouse and prodigy, only surpassed by the current Satans.

Beelzebub: The Beelzebub Satan House Magic is Lord of Flies which allows you to control an unending swarm of magical flies that can devour nearly anything like a plague of locusts, though the real kicker is that the flies can consume almost any kind of magic, empowering the user and crippling the enemy which allows a Beelzebub descended to almost always win any battle of attrition. Of course just like the other Satan-Descendents you are an insane natural magical powerhouse and prodigy, only surpassed by the current Satans.

Leviathan: The Leviathan Satan House Magic is Sea Serpent of The End, considered by most to be the absolute peak of water-based magic, able to generate and control entire oceans of water and completely control any water-based creature that isn't a God or a Dragon. Of course just like the other Satan-Descendents you are an insane natural magical powerhouse and prodigy, only surpassed by the current Satans.



Angels:

The second of the Three Factions and arguably the second in terms of importance. The Angels were built as powerful peace-keepers by the Biblical God to keep his far more violent mythological contemporaries in check. Angels are also in a hierarchy of power, this one not determined by brutal pragmatism but rather the Will of God in order to have a system of Order. The power of an angel is

denoted by the number of pairs of wings they have, with a baseline Angel having 1 pair and the most powerful currently having 6 pairs such as Micheal, Uriel, Gabriel, Raphael, and once upon a time Lucifer. They have powerful control over Light Magic, which is poison to Devils, Vampires and other creatures of darkness thanks to intervention by the Biblical God. However Angels have the immense downside of never being able to sin in any way, lest they Fall which means that they grow in power far slower than Devils or Fallen Angels. Unlike other religions after the Death of God their System and powers have to be sustained by their followers' faith, thus this cataclysmic event has been kept secret by the Church to their followers. The Holy



System works by channeling the faith of their followers into raw magical power, which is why the Angels still remain a threat to this day, able to grant miracles and alter reality with the sheer magical might within the Biblical System. However their God is dead they can only reproduce via sexual intercourse. Which means that Angels can only reproduce with extensive rituals of purity or immense willpower because as it turns out having sex without committing any sin is nearly impossible. Due to this they now have the Brave Saint System, turning Humans into Angels. Unlike the Devils however, Angels don't have any prejudice towards their

reincarnated brethren. Though that's mostly because they'll Fall if they do.

Angel Baseline: Angels as a baseline are the strongest of the Three Factions, being more than capable of lifting and tossing fully-grown African Elephants and casually moving faster than the eye can see. All Angels are capable of forming whatever weapons they wish out of Holy Light

Magic, which is lethally poisonous to all but the most powerful of Devils and Vampires and even then it will be immensely painful to be hit with. All angels are supernaturally handsome/beautiful as well. All angels also have a halo floating above their head permanently, while Reincarnated Angels only have it out when they have their wings out.

Angel Magic: Although seemingly basic, all Angels can use and manipulate Holy Light with unmatched versatility, whether it be making barriers, making weapons, coating their fists or holding weapons in it, or even launching lasers from any direction.

Miracle Order Magic: Along with their basic Light Magic, Angels are able to call upon Miracles via the immense power within the Holy system that they have full control over. These Miracles manifest in different ways, but the usual basis is using The Holy System to enact powerful magic to affect reality in some way. Angels can learn the different Magics and incorporate them into their magical repertoire, the different Miracle Order Magics are as follows:

- Stasis Lock(-60): This spell uses The Holy system to halt space and time around a target area. This completely stops the movements of anything, anyone, or any magic within the area. This can be overpowered like all things, but this will temporarily halt and slow down even beings significantly above your power, which gives an enormous edge in combat.
 - Resurrection(-60): Quite self explanatory, this spell allows for the resurrection of the recently deceased. If there's enough of a body and it's relatively stabilized, they can be brought back to life.
 - Gate of Heaven(-60): This allows you to open portals to Heaven at will. You can also open portals to anywhere on the mortal plane, whether you wish to request reinforcements, transport things or people, or even send Devils and Vampires straight to Heaven which will almost inevitably result in their death.
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Which angel are you?: There are two kinds of Angels, those made by the Biblical God or those Reincarnated via a Brave Saints Card, which are you?

Pure Angel: These are Angels made by The Biblical God, though that doesn't mean you were born before his death, as He was making constant reinforcements for the Great War therefore you

can be born at any time, though you'll have to be at least 18 years old. Why that number you may ask? This is DxD, you can figure it out. Pure Angels do grow in power and can eventually have more wings with enough time and effort, but they grow far slower than their fallen brethren and Devils. Pure Angels are able to access abilities within the purview of the Seven Heavenly Virtues, and they are as follows:

- Diligence(-30): Pure angels are rarely able to have access to one other Holy Element besides Light, for example Baraqiel before he fell was born with the ability to use Holy Lightning, and Uriel has access to all of them, as do the other Seraphs but no one has evolved their Holy Fire to match Uriel's Flame of God. You now have access to a Holy Element that grows in power and potency along with you, which can be one of the following: Lightning, Fire, Water, Earth, Metal, and Air.
- Kindness(-30): At a Base level without purchasing this ability, you can "see" the metaphysical faith in the air, and are able to use it to empower yourself slightly, though not as much as Faith Channeling allows. With this ability you can channel Faith from the Biblical God's system into yourself to temporarily boost their power several times over, which may result in you temporarily growing a new pair of wings.
- Humility(-30): Pure Angels at a baseline can bless water to become Holy water. With this ability you can now bless weapons and armor to become Holy weapons and armor through your power. In fact with sufficient training and if the weapon isn't already imbued with their power, you can even bless the armor and weapons wielded by other factions in the middle of combat, resulting in a nigh instant win against heavily armored Devils or Vampires within or a little above your paygrade.
- Charity(-30): Pure Angels at a baseline can heal Humans and other Angels of superficial cuts and scarring with their magic. With this ability you now can use your Holy Light to heal Humans and Other Angels, being able to heal massive internal injuries and broken bones in minutes.
- Chastity(-30): Pure Angels at a base level are capable of blessing an area like a Church or a monument to make Devils and Vampires feel extremely uncomfortable whenever they come near. With this ability you can now bless areas to be absolutely toxic to Devils and Vampires, burning them as if it was raining acid if they aren't far above your level of power.
- Patience(-30): Pure Angels at a baseline are already quite sturdy creatures, able to walk off being hit by a truck going and fight for hours straight like nothing happened. Now, you are far more durable than even your otherkin, able to take blows that would normally

be fatal to your kin with only major bruising and are able to fight in close quarters for days straight with no issue. Angels trained with this ability have been known to even survive falling from orbit.

- Temperance(-30): Pure Angels at a baseline are quite efficient with their Holy Magic, able to use their abilities to great effect without much cost. With this ability you are even more efficient, able to use the full extent of your abilities with little to no cost to your total amount of Holy Magic, able to use Holy Magic the entire time you're fighting without worrying about running out.

Reincarnated Angels: Go to the Human section of the **Racial Mechanics** part of the CYOA and then come back once you've made a build. You've been personally selected and blessed by one of the 10 Seraphs in order to become an Angel due to your faith and the light you bring to this dark place called the world. You can grow in power the same as any Angel, in fact you grow faster due to being originally Human. Select any one of the 13 Values from a deck of cards, from Ace to King. Whenever you fight or work alongside fellow reincarnated Angels and your numbers combine to reach Blackjack (21) then you and your fellows will gain a several times boost very similar to the one from Faith Channeling. You can also take one of the Heavenly Virtues.



Fallen Angels:

The third and arguably least important member race of the Three Factions. These are the angels that Fell from Heaven after having sinned. They are still able to use Light magic though not Holy Light magic which is still effective against Devils, Vampires and other creatures of the night but not as much as Holy Light. The Fallen Angels live in the opposite way as their Heaven-bound brethren, reveling in chaos and hedonism. Fallen angels do however possess greater growth of magical and

physical might than their Holy Brethren. Though their greatest attribute by far is actually being able to consistently reproduce. Thus the Fallen have by far healed the best at least numbers-wise from The Great War and have no need to turn others into Fallen Angels when they can make new ones the ol' fashioned way.

Fallen Angel Baseline: Fallen Angels as a baseline are stronger than Devils and Weaker than Angels, able to lift and throw around cars and move at subsonic speeds as a baseline, though they can of course grow stronger as they train their abilities. Speaking of abilities, as a Fallen Angel you gain the ability to use Light Magic much like your un-fallen brethren except without the Holy Element, though it is still quite dangerous for Devils and Vampires. Though the Fallen haven't been slacking in developing new abilities however, and through magical training, inherited genetics, and wanton experimentation the Fallen have gained several boons relating to the Seven Deadly Sins, they are as follows:

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- Lust(-60): Although Azazel is known for his famous carnal exploits such as organizing an orgy in the 5th layer of Heaven which caused him to Fall in the first place, his real Lust is for knowledge of Sacred Gears and other methods to replicate the Biblical God's Faith System, and he's made massive strides in doing so. Some Fallen Angels are able to draw upon and interact with metaphysical Sin. You can now interact with and empower yourself several times over with Sin much like an Angel with Kindness. After a battle you can refine the magic gathered into your body, permanently slightly magical and physical might, increasing your growth rate to that of a Devil instead of a Fallen Angel.
 - Wrath(-60): Kokabiel's unending rage towards not being able to participate in further warfare and bloodshed has led him to train himself and any warrior with potential he can

find within Grigori that is willing in order to have opponents to fight without holding back. These warriors are conditioned to be the peak of combat discipline, able to use their magic and move their bodies so efficiently that they might as well not be moving or using magic at all, and can fight for days with substantial injuries on pure will alone. You are one of the “lucky” few that have accepted Kokabiel’s offer to become a “warrior without peer” and while it hasn’t improved your overall magic power that much, you are now someone that Kokabiel would be proud to fight alongside in the future.

- Sloth(-60): Baraqiel Fell because he wanted nothing more than a quiet and peaceful life, even more than serving as one of Heaven’s Generals. Though that was not to be as his family was attacked and killed (If you are playing Canon, Akeno is alive and if you are not she is dead) and he swore to never let such an atrocity happen again. So he looked for other Fallen in Grigori with potential to develop Holy Elemental Magic, and trained them to protect their families in the future. You are now one of those people recruited by Baraqiel, able to use Holy Elemental Magic and you may choose from Lightning, Fire, Water, Earth, Metal, and Air. Due to your now Unholy nature, you also gain access to a second Unholy Magic, especially effective against Angels, Humans and Youkai acting as corrupting poison. You can choose from Poison, Decay, Acid, Darkness, Insanity, and Pain.
- Pride(-60): The Fallen have been researching and perfecting the practice of Anti-Magic for hundreds of years, and through some experimentation that would be considered by Humans as horrific war crimes, Anti-Magic now flows through your blood and body. Your body is now extremely resistant to all forms of magic, with only beings magnitudes more powerful than you able to scratch you with Magic, while you can cast your own freely. This doesn’t provide any extra physical resistance though.
- Avarice(-60): The Fallen after the Great War and even before it have been excessively hedonistic, always wanting more and more material wealth. Yet there were some that even after being richer than even some Devil Houses they still desired more, and thus the collective desire of those Fallen was so great that it formed its own magic, which the Fallen dubbed Greed Magic. Greed Magic manifests itself in the form of powerful Creation-Based Magic, able to create and manipulate an absurd amount of gold, silver, and other precious gems however the user likes. These materials are both stronger than any mundane material and channel magic incredibly efficiently, able to take whatever shape the user imagines with little to no effort.
- Gluttony(-60): Predictably, “Too Much of a Good Thing” isn’t a commonly said proverb within Grigori. The Hippocratic Oath also doesn’t exist. What do you get when you combine those two fun facts together? You. Your body is a product of mad science and a

rush to make Fallen progeny more powerful without caring for any sort of ethical boundaries. You now have a Baseline of lifting and throwing semi-trucks, and are far more magically powerful than your fellow Fallen of your maturity, even able to rival Noble Devils in raw magical output. Though the real enhancements come in your digestive system and metabolism, making you able to eat and process anything that isn't magically enhanced in your body into raw Magical Power. If you're topped off you can turn what you eat into healing energy which rapidly regenerates your body.

- Envy(-60): As the Fallen have well, Fallen, they've become much less powerful than their unfallen brethren in the Three Factions as a baseline, and have lost their supernatural attractiveness, making them extremely bitter and jealous. Thus Fallen researchers have resolved both these issues the best way they know how, wanton experimentation into powerful magics. Now you are the product of this research, able to shapeshift your body at will, and with a proper understanding of the magics of what you are shapeshifting into, you can even copy any magics that a Race can use that aren't House Devil Magics, Sacred Gears, or Senjutsu.

Anarchy Chaos Magic: Opposite to their Unfallen brethren, The Fallen have unlocked numerous different magics through their lack of a Holy System, using their dedication to make new magics rather than the faith of their followers, the magics that have been discovered that you can choose from are below:

- Acceleration(-30): This versatile magic allows you to rapidly increase the speed of anything you wish, whether it be yourself, your magic, your opponents magic, or even your opponent. This can be used to throw off your opponent with a sudden burst of speed, or even get them to leave an opening as their attack ends faster than expected.
- Banishment(-30): This magic allows you to forcibly teleport someone anywhere you like, though the longer the distance and the more magical energy they have will make them harder to teleport. Though usually Teleportation magic has an inherent restriction of this, you can now "Telefrag" people by teleporting them *into* things. While most supernatural beings are more than resilient to survive this and crawl their way out, it is still extremely funny. Though you can't teleport two magically enhanced beings into each other, it kinda just doesn't work. Though you can teleport your magical opponent into a normal living thing and A-Train them if you wanna be a massive dickhead, which most Fallen are.
- Domain Magic(-30): This magic allows you to make a pocket dimension of varying sizes that is only accessible via portals that you make. It also starts out around room temperature, though can be made hotter or cooler at will. Time also runs parallel within

this dimension and reality. This pocket dimension starts out at around the size of a small house, though can be expanded with your magical power. It's said that The Cadres have pocket dimensions the size of planets, while Azazel has one with an entire artificial solar system within it, though these are just rumors.

- Aura(-30): This magic allows you to project your magic as a thin, semi-permeable field around yourself that empowers you physically, often doubling one's physical capabilities. This also serves as a potent form of protection against all kinds of magical attacks, with them being externally deflected by the Aura rather than having to imbue your body with your magical power in order to negate the effects.
 - Linking(-30): This allows you to make an intangible magical tether between you and another individual, which has two main effects. The first one is that you can choose a maximum physical distance that they can move away from you, or else they will suffer immense physical discomfort, or even pain if they are less powerful than you. This also allows you to directly send magical attacks through the link, practically guaranteeing they will hit unless they protect themselves.
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Youkai:

The extremely broad term for most mythical creatures in Japan that are divided into two categories by their leaders, the Supreme Yokai. Each Supreme Yokai at the top of their game can do battle with Ddraig, Albion, The Biblical God, Lucifer and many more such beings of that calibre. The first two Supreme Yokai are Yasaka and Tamamo-no-Mae, kitsune that wield the immensely powerful Fox Fire and rule the West and East of supernatural Japan respectively (besides Kuoh). Youkai use

Senjutsu in order to empower their physical attacks, and Youjutsu to cast illusions and control an element they have an affinity to. Youkai come in many different forms though the ones your build can be are the humanoids that resemble animals besides of course the Kitsune such as Tengu(crow-humans), Nekomata(cat-humans), Kamaitachi(ferret-humans), and Raiju(lightning-dog-humans). A Youkai's power is denoted by the number of tails they have, with Yasaka and Tamamo-no-Mae having 9, though perhaps with even greater power they can surpass this.

Youkai Baseline: Youkai as a baseline are slightly higher than the peak of humanity, and are able to use Youjutsu and Senjutsu, though the variety of their magic and physical strength vary quite widely between different kinds of Youkai. Youkai can also all turn into the animals that their forms are based on at will, a Tengu can turn into a crow, a Nekomata into a cat and so on.

Youjutsu: Youjutsu is a versatile magic that can be used as a baseline to cast illusions to make the Youkai look perfectly Human, and cast barriers using their magic. Each kind of Youkai has a unique primarily elemental-based Youjutsu that they can learn.

Senjutsu: This is a type of magic that directly ties to the life-force, or Ki of the user, allowing them to use it for a menagerie of techniques. At a baseline Youkai can amplify their physicalities to be stronger, more durable, and faster, though there are many abilities that they can learn. Which abilities do you train on the path to Senjutsu Mastery?

Extrasensory(-10): This allows you to sense the Ki of others, allowing you to detect their precise movements and location through just about anything magic or mundane, whether it be a smokescreen, a building, or even a magical illusion.

Regeneration(-10): This allows you to use your Ki to vastly speed up the natural regeneration of your body, allowing you to visibly heal gashes through your skin in moments, down to your muscles in seconds, and down to your bones in minutes.

Presence Hiding(-10): This allows you to hide your Ki presence from others, making you practically invisible aside from someone directly looking at you, and even then this makes it so that their brains instinctively look away from you and towards something else.

Purification(-10): This allows you to imbue your body and your Youjutsu with purifying properties, firstly allowing you to cleanse yourself of poisons, magical effects, and curses, though more powerful curses will take a lot out of you. Secondly this allows your Youjutsu to be much more effective on Devils and Vampires much like the Holy Element, though not to that extent.

Ki Harnessing(-10): This allows you to gather Ki from non-sentient life such as plants, fungi, and even bacteria to fill up your reserves of Senjutsu incredibly quickly, even during battle, effectively meaning you'll never run out as long as everything around you isn't dead.

Ki Disruption(-30): This allows you to directly attack your opponents Ki. What this means is that your Senjutsu goes through any physical defenses and directly attacks the opponent's soul. Each and every blow with this type of Senjutsu must be blocked with magic, or else it will directly attack their soul, crippling their very being until they manage to regenerate it.

What kind of Youkai are you? There are many types of Youkai you can become in this CYOA, each with their own unique abilities, they are as follows:

Monkey Youkai: These Youkai look like very hairy humans, and are one of the physically strongest Youkai at a baseline, able to lift and throw cars and punch hard enough to dent bank vaults. They are also durable enough to take low calibre bullets with bruising. However they have no unique elemental Youjutsu, specializing in pure brute force with Senjutsu to add to their

already impressive physiques. Like all Youkai they also have unique abilities, you can choose from the following:

- 72 Earthly Transformations(-30): You now gain access to the unique Youjutsu of the most prolific of all Monkey Youkai, Supreme Youkai Sun Wukong. You are able to shapeshift yourself at will into whatever form you desire while maintaining all of your power. You can also clone yourself by shapeshifting your hairs, with each clone having your same level of power. Your clones are completely obedient to you, and act as an extension of your will.
- The Great Sage Equaling Heaven(-30): You are now one of the direct descendents of Sun Wukong, inheriting his monstrous Senjutsu prowess, able to amplify yourself with equal ease to breathing much like an Oni. You also instinctually know his favorite Senjutsu Technique, the Cloud Somersault, able to amplify your agility to the point where you feel completely weightless and can maneuver even around people at or even slightly above your power level as if they are a child trying to hit a master. (tldr: you get Ultra Instinct)
- Erased from the Book of Life and Death(-30): It is said that when Sun Wukong was young and even more mischievous, he went to the Underworld and erased his own name along with as many names from fellow Monkey Youkai as he could from the Book of Life and Death effectively making them immortal. You are a descendent from one of those lucky monkeys and are currently immortal. This immortality means that unless you are completely incinerated or your soul is ripped from your body, you will regenerate to full health within 24 hours from any amount of damage. Sun Wukong demonstrated this in The Journey To The West by disemboweling himself to win a competition.

Yuki-onna: Yuki-onna are a Youkai that are visually indistinguishable from very beautiful or handsome human women and men, aside from their magic, and their slightly superhuman strength which allows them to flip over small cars. Most importantly, they use Ice Youjutsu as their primary method of magical attack via their freezing breath, making their opponents wither away via hypothermia and necrosis. They also have a menagerie of other abilities from which you can choose from below:

- Snowfall Hag(-30): You are now able to use your Youjutsu to manipulate the weather around you into whatever level of winter you like. Whether you just want to see singular snowflakes falling or make a blizzardy hell for your enemies. With training you can

replicate The Day After Tomorrow in a small area, making arctic conditions that freeze anybody to death in moments that are not adjusted for extremely cold conditions.

- Weight of the Cold(-30): Legend has it that within their beautiful illusions Yuki-onna would give people walking by a child, and that child would increase in weight exponentially until they died in the cold. You are now able to have a secondary power to your Youjutsu that allows you to increase the weight of whatever you like to several dozen times its original amount, or even more with training. Whether you use this to prank passer-by like the Yuki-onna of old or increase the weight of your already very heavy punches is up to you.
- Nothing Left but Icicles(-30): Legend has it that after tricking passer-by with their beautiful illusions, Yuki-onna would vanish into icy mist, freezing things in their path and leaving nothing but icy stalagmites behind. You now have this ability, able to turn partially or wholly into a freezing mist that instantly turns water into ice. This form is physically intangible and is empowered further by Ice, Water, and Air elements being used against it. Though other magics are able to harm this intangible form.

Nekomata: These are humanoid cat-like Youkai, essentially being humans with cat ears and however many tails they are powerful enough to have. They have enhanced senses of smell and especially hearing even greater than that of a regular feline, able to hear a fly buzzing from a football field away. They are a bit superhuman, able to lift and toss around world record deadlifts with ease and have the agility of a cat as well, though they are about as durable as the peak of humanity. Their signature Youjutsu is Poison Mist, which is an extreme irritant and can kill beings at their level of power if even one breath is inhaled fully. Though Nekomata do have other special abilities that you can choose from below:

- Endangered(-60): You are now an extremely rare Nekoshou, able to use your Senjutsu and Youjutsu to a far greater degree while also being stronger and more durable, able to toss around large trucks and small arms fire now only bruises.
- Rotten Touch(-30): Legend has it that Nekomata of old were associated with death, able to turn people into corpses with but one touch. You now have this haunting ability, able to imbue your Poison Mist Youjutsu into your Senjutsu to make your touch potentially lethal. This concentrates it into a liquid that you can now produce and cover your that rapidly decays any living thing it touches and is said to be one of the most excruciatingly painful things imaginable that can incapacitate your opponents even if their overall power is massively more powerful than you and can negate the effects of the decay. So don't go

petting the ears and tails of random Nekomata unless you want to have a REALLY bad time.

- Poltergeist(-30): It is said that Nekomata have necromantic powers, able to raise the dead and puppet their corpses. It is also said that they trashed the houses of rich samurai by throwing things around. Both of these are caused by some Nekomata being born with powerful Telekinesis along with their Youjutsu, able to casually throw around large boulders like nothing.

Raiju: These are humanoid dog-like youkai with dog ears and however many tails they are powerful enough to have. They have vastly enhanced senses, especially their sense of smell, which is greater than even bloodhounds. They are physically stronger than Nekomata, being able to lift and throw around small cars. They are also more durable than Nekomata, able to shrug off small arms fire. The main difference however as the name implies is their Youjutsu, with the Raiju having extremely powerful Lightning elemental attacks, constantly having a literal storm cloak around them and glowing eyes crackling with electricity whenever they are out of their human disguise. They also have other abilities, which can be chosen from the list below:

- Navel Dweller(-30): Legends say that Raiju can dwell within the bodies of other beings, only being awakened by lightning. This was caused by some sleeping Raiju accidentally using their ability to become intangible and fell “into” some people. You now have this ability, able to phase your body through any mundane material or magically enhanced material that isn’t enchanted by a stronger being than you.
- Lightning Rod(-30): You can now mark things with a Charge with your Youjutsu, making them far more vulnerable to Lightning-based attacks, and making any Lightning go towards them once fired. This makes attacks towards whatever or whoever is Charged almost guaranteed to hit with devastating effect unless countered, no matter how far away or through how much cover they go behind.
- Ball Lightning(-30): You can now combine your Lightning Youjutsu with your Senjutsu, which results in coating your body partially or wholly with immensely potent balls of pure elemental Lightning. This magical plasma can incinerate beings weaker than you can send a paralyzing shock through beings of your level or slightly higher.

Kamaitachi: These are ferret-like Youkai that are much more animal-like and flexible than the Nekomatas, Monkeys, or Raiju able to shift around into cracks and crevices like ferrets, though they are “merely” peak human in strength and durability but are far faster. They make up for their lacking physique in their signature Youjutsu which is the Darkness element, able to blend flawlessly into shadows, along with manipulating them into weapons, most commonly into sickle-like claws, hence their english name, Sickle Weasel. The Kamaitachi also have other unique abilities which you can choose from below:

- A Whirlwind of Death(-30):Kamaitachi in legends are seen gliding across dark whirlwinds, moving and slicing so fast that they’re not even seen. You now have this ability too, able to make “tornadoes” of spiraling Darkness Youjutsu that allow you to move freely inside at boosted speeds. This allows you to both use it as a visual barrier and gives you a massive advantage in combat against anyone inside, practically making you a blender in the middle of a battlefield that shreds anyone stupid enough to walk into it.
- Izanami’s Breath(-30):Kamaitachi are said to leave painless, unhealable wounds in their wake, only ever being closed via extensive esoteric rituals, and never felt until it’s too late. This is now something you can do as well, injecting your Darkness Youjutsu like a terrible venom whenever you cut a living thing, which constantly keeps the wounds open and expanding unless it is extensively cleansed with magic, making mid-combat healing practically useless. It also makes the wounds painless, so they may not even know if they’ve been cut until it's far too late. Even if a healer is around, if it’s been there for longer than a couple hours it will seep into their body and destroy their body from the inside out. It is said that being cut with this ability makes the victim feel an incredible existential dread and cold sweating, constantly worsening until the moment of their death.
- The Sickle Weasel(-30):You can now seep your Darkness Youjutsu into your Senjutsu, allowing for the further enhancement of your speed and agility along with enhancing your “sickles”. which can now cut through even people slightly more powerful than you wearing heavy armor they enchanted. You can also now entirely assimilate into shadows, making you all the more stealthy for your ambushes.

Karasu-Tengu: These are crow-like youkai that are nigh entirely animalistic, save for their size and humanoid posture, these youkai are slightly superhuman in physicality, able to toss around dumpsters with ease, have vastly enhanced eyesight, and they can fly. Their premiere Youjutsu is the element of Air, able to vastly increase the speed of their flight and whatever projectiles they

carry, along with just blasting people with air. They also have other abilities from which you can choose from below:

- Murder's Madness(-30):Legends are said of men being driven mad by the ancient Karasu-Tengu, being hung up by trees and being completely hysterical. You now possess the ability that brought those men to insanity, the ability to form yourself partially or wholly into a murder of talking crows, always watching and laughing at those poor men and flying out of sight. This ability is used for scouting and reconnaissance in the modern era, invaluable to both of the Youkai factions. This also grants you immense survivability, as if even one crow remains alive you will be able to reform with no issues whatsoever.
- Swaying Mountains(-30):It is said that it is the Karasu-Tengu who bring down the mighty trees in the mountains with their wind. You now can do this as well, as you now possess the ability to extensively manipulate the weather to be however windy you like within an area of yourself. From a nice breeze to surpassing the worst of hurricanes. It is said that with training Karasu-Tengu can form massive tornadoes out of nothing to devastate their enemies.
- Updraft Kite(-30):Some ancient scholars have speculated that due to their manipulation of the wind, the true form of Karasu-Tengu are that of kites. While this is of course wrong, the manipulation of the wind for even further speed is something that some Karasu-Tengu are more than capable of. You can now incorporate your Air Youjutsu into your Senjutsu, massively increasing your agility and flight speeds, as well as increasing the force behind any blows that you may make. The most powerful feature of this however is the Tornado Armor, which makes a concentrated tornado that shreds anything the Karasu-Tengu touches. This Tornado Armor can also be applied to projectiles, making them even able to shred through heavy armor like nothing.

Kitsune: Kitsune are Fox Youkai, and are physically essentially "in-between" Raiju and Nekomata, being agile but not as agile as the Cat Youkai, and being able to lift small cars but not toss them like the Dog Youkai. Their sense of smell and hearing are also slightly worse than the specialty of the Dog and Cat Youkai, but more than enough to be classified as superhuman. A Kitsune's Youjutsu is that of Fire, able to scorch their enemies. They also have access to other abilities, as listed below:

- Loyal Protector(-30): Legend says that Kitsune accompanied the greatest of warriors, granting them protection and good fortune. While the good fortune part may not be true, Kitsune are more than able to act as protectors with this ability. You can now easily set up powerful barriers with both your Senjutsu and Youjutsu, able to protect whomever or

whatever you wish to guard. You can also now directly enhance others with your Senjutsu, not just yourself. This also allows you to impart the Regeneration Senjutsu ability onto others as well.

- Hoshi No Tama(-30): Legends say that a Kitsune's magical power was concentrated into little balls called Hoshi No Tama. You can now emulate this legend, by concentrating your Senjutsu and Youjutsu you can make powerful balls of pure energy much like the legends, which can store energy for later use, allowing you to draw upon in battle to empower yourself further. Hoshi No Tama can also be used as an incredibly powerful incendiary bomb, which at a baseline can completely incinerate a large house, and can cause massive forest fires on their own. Please use with caution.
 - Nine Tailed Fox(-90): Considered the absolute peak of Youkai, even at a baseline Nine Tailed Foxes are stronger than Monkey Youkai. Though their real strength comes from their Youjutsu, Fox Fire. Fox Fire is an incredibly powerful flame-based magic, being one of the few things in existence capable of Existence Erasure. Along with this, Fox Fire also resonates with Senjutsu incredibly well, boosting the physical abilities of the Nine-Tailed Fox even further. Though it has to be said that a Nine Tailed Fox takes a very long time to grow into their full power, far longer than all other Youkai. Though they are still a force to be reckoned with, as Fox Fire is an incredibly scary spell to go up against unless you are FAR stronger than the Nine Tailed Fox in question.
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Oni:

The second broad category of Youkai is the Oni, ruled by the brutal Supreme Youkai Shuten Douji and Otakemaru. The Oni culture is likely the most violent in the entire supernatural world, a hierarchy determined by strength and strength alone though surprisingly they are quite a jolly and amicable people. Oni by nature are extremely durable and physically strong, fighting from the day they are born to the day they die to prove themselves stronger than their peers and gain social standing. Oni are

bar none the masters of Senjutsu amplification, though they lack the elemental manipulation of Youjutsu and can only cast illusions. When they are not fighting, because Sake heals Oni, Oni drink excessively in order to recover from their fights and have something to bond over. The Oni rule the underground of Japan, and in fact Oni in human disguises run the Yakuza in order to finance themselves and take time off to prepare for their next battle. An Oni's Power is denoted by the number of horns atop their head, with an Oni starting with two and now growing any more until they fully mature, while Shuten Douji and Otakemaru have eight that form a crown atop their heads.

Oni Baseline: Although they are born small enough to fit into someone's palm, they rapidly grow until they reach around 6-7ft at the age of 18. At this point they are superhuman in strength, able to toss around large trucks, can dent even magically enhanced materials with just their fists, and can shrug off small arms fire. Onis then slowly grow slightly slower for around 80 years until they are around 20-30ft tall and are massively superhuman in strength, able to do ludicrous feats like bench-pressing mountains. Mature Oni can hit hard enough to crumple magical armaments with just their fists alone. It should be noted that it is exceedingly rare that Onis actually live to full maturity with the constant fighting that Onis undergo, usually having an average lifespan of around 35 years on the upper end, reaching around 8-10ft tall and only being decently more powerful than their 18 year old peers. Though that being said, those that reach maturity and can begin growing their third horns atop their head are all legendary warriors in their own right, able to hold their own with all but the most powerful of each faction. Oni in general are able to shrink their size down to that of a human without losing much of their physical power. Also, Mature

Oni keep growing until they die of battle, with Shuten Douji and Otekamaru being as tall as the skyscrapers in Tokyo.

Kanabo: Oni are born with their Kanabo, and die with their Kanabo. Born the size of a Rhinoceros Beetle with a Kanabo the size of a toothbrush, their Kanabo grows alongside them, never being broken until they die. As long as an Oni lives their Kanabo is indestructible, able to deflect any physical blow and able to be swung as hard as an Oni likes. Oni Kanabos are attuned to each individual Oni's soul, granting them unique abilities. What abilities does your specific Kanabo Possess?

- Cactus Spines(-30): Appearance wise, this makes your Kanabo's spikes slightly longer and sharper at a base level. With this ability, you can put your Senjutsu into the Kanabo to rapidly grow and decrease the length of the spikes on your Kanabo, making the Kanabo either completely blunt or turning it into a piercing weapon. With training you can even extend the spikes so fast enough to make it into a reliable medium ranged weapon, turning your opponents into swiss cheese before they even get to you.
 - Senjutsu Sabre(-30): Appearance wise, this makes your Kanabo have a slight glowing white aura around it whenever it isn't in an illusion. Though all Oni can input Senjutsu into their Kanabo to make it hit harder, you can take it to an extreme, able to make a Senjutsu construct around your Kanabo, making its range and potential hitting power far more. You can also charge your Senjutsu constructs into the tip of your Kanabo, launching it off as a powerful kinetic blast. Do be warned, the Senjutsu constructs are not indestructible like your Kanabo. Though if they do come close to breaking you can just blast them with its power and replace it.
 - Attrition Weapon(-30): Appearance wise, this makes your Kanabo's spikes slightly more curved, giving an ominous appearance. Your Kanabo now has the ability to siphon away the stamina of your opponents every time you hit them into yourself, the harder the hit the more stamina this will steal, gradually making them closer and closer to exhaustion and unconsciousness. It's said that fully matured Oni with this ability can hit their opponents into week long comas of pure exhaustion with one swing.
 - You Don't Want A Kanabo?: Appearance wise, well, the changes are self-explanatory. You now have the ability to change your Kanabo into any blunt-force weapon, while still keeping its indestructibility. With training you can even do this mid combat, switching from a Kanabo to Brass-Knuckles in the middle of an attack to catch your opponent off guard.
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Senjutsu: As established, Oni can only use Youjutsu to make themselves look human, but are the masters of Senjutsu. Though compared to their youkai kin they can struggle with the sensory abilities granted by Senjutsu, Oni are able to use Senjutsu amplification like breathing, empowering their already impressive physiques even further for combat. Oni can purchase abilities from the Senjutsu part of the Youkai Section. Oni also can possess unique Senjutsu abilities that other Youkai are unable to use, what unique abilities do you possess?

- A Body Made For Battle(-60): At a base level you are now decently more durable than your Oni kin of the same age. With this ability, whenever you use your Senjutsu to defend against physical or a type of magical damage, the next time you sleep your Senjutsu will course through your body and *very* slightly mutate it in order to be permanently more resistant to that type of damage. Though mutations against physical attacks differ from magical ones, with physical attack resistance applying to all manner of physical attack from blunt force, cutting, piercing, or shooting while the magic resistance adaptation only helps against that specific type of magic, for example if you slightly adapt to an Angel's Holy Light, it doesn't help against a Fallen's Light Magic. Though this is still an incredible ability as even the slightest bit of resistance can completely change a battle's outcome. Legend has it that Shuten Douji and Otakemaru after living and battling for thousands of years have a passable resistance to every magic that has ever been created.
 - Press the Offensive(-60): At a base level you are now slightly faster than your Oni kin of the same age. Your Senjutsu enhances all of your senses and speed by a large margin in order to instinctually best capitalize on any weaknesses your opponents may have with your Kanabo blows with the utmost efficiency. Legend has it that whenever Shuten Douji and Otakemaru fight, their blows are so precise and fast that even with their massive physiques they can still swat all the individual raindrops annoying them during their fights with no penalty to efficiency in battle.
 - Crippling Assault(-60): At a base level you are now slightly stronger than your Oni kin of the same age. Your Senjutsu now not only flows throughout your body, but resonates through your opponents via pseudo-shockwaves whenever you hit them with it, causing internal havoc and resulting in every blow being more effective and crippling than the last. If your opponent doesn't have a means of healing from internal injuries or isn't ludicrously durable like an Oni then they are likely to die within hours. Legend has it that Shuten Douji and Otakemaru can barely tap a mountain with their pinky and cause it to shatter to rubble via these waves. If You have Ki Disruption, this ripple even extends to their very soul, permanently crippling all who don't defend with magic in only a couple blows, no matter how powerful. If you have Purification these waves will be especially effective on Devils and Vampires.
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Kappa:

The Kappa rule the rivers of Japan, led by the Supreme Youkai Kuzenbo. The Kappa value honor and promises above all else, and thus are used as mediators and promise-keepers for the Japanese factions. Their shells have a unique property of magical resistance that grows even stronger with age, power, and Senjutsu. The Kappa mainly use Senjutsu to harden their shells even further to make opponents hurt themselves upon hitting them. They also can use Youjutsu for illusions, and have an impressive water affinity with it. The amount of power a Kappa has is denoted by how hard and spiky one's shell is, with juvenile Kappa having smooth shells while Kuzenbo has a nigh-indestructible shell covered in spines.

Kappa Baseline: Kappa at a baseline are superhumanly strong, able to lift and throw cars. Their most impressive aspect of course is their durability, with their shells and scales able to completely negate small arms fire, and the back of their shells able to deflect large arms fire and even withstand a shot from a tank without breaking, albeit there will be some serious damage.

Kappa Shells: As established, the pride of a Kappa and their most powerful asset is their shell, with each and every Kappa having a unique shell. These shells at a baseline can have their Senjutsu channeled through them to make them even tougher. Kappa can purchase abilities from the Senjutsu part of the Youkai Section. A Kappa's Shell often gives powerful abilities to the Kappa, what abilities does your shell have?

- **Sumo Shell(-30):** This ability allows for a Kappa's shell to absorb kinetic energy into their bodies, which can then be used for enhancing physical blows along with Senjutsu for devastating effect. With training this can also be used to add kinetic energy to water blasts from Water Youjutsu. If you have Senjutsu Regeneration, you can use this kinetic energy to heal yourself.
- **Deflector(-30):** This ability allows a Kappa to send shocks of Senjutsu that nigh-instantly hit someone after they hit their shells with either a physical or magical attack, with the Kappa being able to send as much or as little Senjutsu as they wish. These shocks can also have the properties of Purification or Ki Disruption if you have those abilities.

- Sturdy Shield(-30): This ability allows for a Kappa to use both their Senjutsu and Water Youjutsu in order to make their shells tougher in combat, giving even more resistance against physical and magical threats. This also allows for the Kappa to use their Water Youjutsu to shoot blasts of water from 360 degrees and gives increased Senjutsu sensitivity, allowing the Kappa to detect intruders far easier. If you have Extrasensory then these blasts will have pinpoint accuracy.

Water Youjutsu: While a Kappa's most powerful asset is their shell, their unique Water Youjutsu certainly comes in at a close second, allowing them to shoot jets of water that can pierce even heavy mundane armor at a baseline. Though the Kappa are most known for their unique abilities within their Water Youjutsu, what unique abilities can you use?

- Watery Grave(-30): This ability allows the Kappa to generate whirlpools with their Water Youjutsu both on land and in the air in order to drag whatever poor soul is their target in whatever direction they like, typically towards or away from themselves.
 - River Sumo(-30): This ability allows the Kappa to generate and control constructs made from Water Youjutsu. This ability is typically used to make sumo rings where intruders can't get in. Along with that the Kappa use this ability in order to surround themselves with water, generating bigger versions of their hands and shells for both offense and defense.
 - Ocean's Tirade(-30): This allows the Kappa to vastly increase the amount and firepower of their water blasts but use the same amount of Water Youjutsu as their kin, a simple yet incredibly powerful ability that allows Kappa to blast pressurized water that can easily pierce magically enhanced armaments as long as their wearer isn't far more powerful than them.
 - The 9,000 of Kappa Mountain(-30): This allows a Kappa to use the healing and cleansing properties of Water in order to support his allies, vastly boosting their Regeneration much like the Senjutsu ability of the same name. This also allows a Kappa to make large spherical cocoons of Water Youjutsu in order to stimulate this effect, as well as of course drowning enemies in it.
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Werebeasts:

Less of a race and more so a wide-spread curse turned into a culture, Werebeasts are normal humans that can turn into humanoid beasts at will. Werebeasts sport an impressive regeneration factor, being one of the few supernatural beings able to regenerate lost limbs with enough time. Werebeasts do have a weakness to silver which temporarily negates their healing factor. The most powerful Werebeast is the Half-Angel Werewolf Van Helsing, a former hunter of Vampires who now dedicates his strength to protecting his kin

across the world from threats mundane and supernatural. A werebeasts' power doesn't have any clear physical denotation, which makes them all the more dangerous as you never know when you're running into somebody who has just undergone their first transformation or Van Helsing himself.

Werebeast Baseline: Werebeasts when they are untransformed depend upon whom they are transformed from. Though no matter what you did transform from, your physical abilities are vastly enhanced along with your senses. You also gain the best regeneration factor in the supernatural world, making anything sans limb loss look like it didn't even happen, and lost limbs will grow back in mere minutes. Also, no matter what kind of Werebeast you are, you are not restricted to carnivory or herbivory. Though you will have a food preference closer to that of your animalistic form.

Lycanthropy(-30): Once only used to refer to Werewolves, the term Lycanthropy now applies to all Werebeasts, and is the curse that you have been infected with. Go to either the Human or Hybrid sections of the **Racial Mechanics** and come back here after making a build. Now, what kind of Lycanthrope are you? Each of the Lycanthropes can vary wildly within their type, though all are generally the same strength and power.

Werebeasts: These are by far the most common variation, hence their race being named after it, with the people cursed with this version of Lycanthropy able to turn into an anthropomorphic version of any mammalian animal. This class is the jack-of-all trades, able to have excellent senses and regeneration, though are generally land-locked.

Wereavians: These are the only type of flying Lycanthrope, taking the form of anthropomorphic avian species. This class has the most powerful eyesight of all Werebeasts, and generally have the strongest grip strength with their talons as well. However, they also have the weakest regeneration, with broken wings taking them out of flight rather than being able to take fire without worry

Wereptiles: These are the other generally land-locked Lycanthropes, taking the form of anthropomorphic reptilians. This class has either the most durable bodies, being covered in thick scales or shells, or the relatively unique feature of immensely toxic venom that can even overtax the regeneration of other Lycanthropes, let alone other supernatural Races.

Werephibians: The last but certainly not least of the Lycanthropes, these take the form of amphibious species', with the obvious benefit being that they can stay underwater indefinitely without worry of drowning. They also have by far the best regeneration of all Werebeasts, able to fully restore chopped off limbs in seconds, though this comes at the cost of having the most fragile bodies of the Werebeasts.

Ancient Werebeasts(-30): These Werebeasts are based upon extinct animals, and are larger, stronger, faster, more durable, have better healing, and are overall just more powerful than their modern day kin. After all, when the world was covered in ice, it was the beasts who ruled this world, and that is true even for DxD. Plus their regular animal forms are also more than able to hold their own in a fight unlike most of their kin.

Were-a-Saurs(-30): I'm sure that some magic bullshit that makes dino-people possible exists and it shall. You can now take the form of one of the former uncontested reptilian rulers of the world, with all of the boosts to power and lethality that entails. You are still warm-blooded by the way.



Vampires:

In Europe, it is the Sanguine who rule the night. Vampires are quite possibly the most arrogant creatures in the world sans Evil Dragons and certain Gods. The Sanguine are ruled by the Royal Carmilla and Tepes Families, with them being dominated by Female and Male vampires respectively. These houses are led by the immensely powerful vampires Karnstein Carmilla and Vlad Dracula Tepes, each rivaling the Satans in potential power when gorged on blood. Vampires are harshly discriminatory towards any being that isn't a vampire, only giving minor politeness to immensely powerful beings such as the Supreme Yokai, Dragons, Gods, and the Satans. Unlike the myths, vampires do not die in the sun, but they do grow quite lethargic under it so they tend to avoid it whenever they can. They are also the sworn enemies of Werebeasts, seeing them as even

worse versions of humanity along with being hunted extensively by their leader. A Vampire's Power is denoted by a toggleable chilling aura they give off, with a juvenile vampire barely even making a difference, while being near Carmilla or Dracula feels like being in Antarctica naked.

Vampire Baseline: Vampires as a baseline have superhuman strength and can throw around 1 ton of weight, and if they are gorged on blood they can throw large semi-trucks. Baseline Vampires however do go down to Peak Human in the sun even if they are gorged on blood. Vampires can create and control swarms of insects and bats. They can also turn their bodies partially or wholly into a swarm of bats. Vampires create more of themselves or can enslave people to be Ghouls by biting their victims on the full moon, so make sure not to feed that day unless you need another servant or two.

Vampiric Powers: Vampires are known for their many, many unique abilities cataloged throughout the ages, which ones do you have?

- **Chilling Fog(-30):** This ability grants the Vampire the power to generate and control a nigh-endless amount of chilling mist. This mist is extremely versatile, with Vampires able to sense any being within the mist they are controlling, and being able to shift this mist into any form they like, making solid weapons and barriers out of air while the opponent can't even see what's going on.

- Hemomancy(-30): This ability grants the Vampire control over their blood and the blood of others once it is out of the body. Vampires can use this in order to form any shape they want out of the liquid, though often they use a slight amount of the reserves within their body in order to inflict small cuts on the opponent, where it then quickly turns into a positive feedback loop of more blood making more cuts until the opponent is dead. If a Vampire is not cautious and uses too much of their reserve it can result in weakening themselves, but the benefits are more than worth it.
- Telekinesis(-30): This ability grants a Vampire the power to move objects and themselves with their mind, with the more weight or magical power the target has the more difficult it is to move. Vampires often use this to “juice” their victims whenever they bite them, draining them of all their blood in less than a second by forcing their blood into their fangs.
- Umbrakinesis(-30): This ability allows Vampires to generate, manipulate, and assimilate with the element of Darkness, allowing them to form the shadows into whatever form they wish and dive into them to avoid the sun. Vampires most often use this to set up well-planned ambushes for their targets of a hunt.
- Hypnosis(-30): This ability grants the Vampire the power to instantly hypnotize anybody significantly weaker than them and mentally throw off anybody at their level if they look into their eyes. This is most frequently used to get away with feeding on regular humans, erasing their memories if they ever get a bit too nosy.
- Phasing(-30): This ability grants the Vampire the power to turn intangible at will, able to phase through any non-magical object or blow as if it wasn't there at all. Vampires most often use this to directly fly to wherever they wish to go during the night, bereft of any worry of obstacles. This is also immensely useful in combat, practically guaranteeing an instant kill on any opponent not protecting themselves with magic via internal damage.
- Mirror World(-30): Usually Vampires not showing up in photos or reflective surfaces is an identifier at best, now you are able to harness this latent ability, able to assimilate into and travel between reflective surfaces. This is typically used to ambush humans, and also to fuck with their mental state, because as it turns out cortisol in the blood makes it taste better, who knew?
- Swarming(-30): While Vampires already have the talent to turn into a small swarm of bats, this allows you to turn into immensely large swarms of bats and rats, often consisting of entire colonies of tens of thousands of bats and rats to both blot out the sun and any hope of survival for their human prey. As long as at least one hundred of these

creatures remains alive, you shall reform perfectly. If not, then you'll be able to regenerate from whatever wounds sustained unless every single animal is dead.



Demigods:

(-120)As much as I try to avoid it in this narration, DxD is quite the lurid and erotic place. With women being beautiful beyond compare and relationships progressing towards lewdness far faster than they logically should. Combine that with mythological gods roaming about, and you get a LOT of demi-gods. Essentially every powerful God probably has at least dozens of children running about. They likely go to the Hero

Faction if they're orphaned, or just live relatively normal lives unless they're being hunted down by other factions. Demigods cannot be born with Sacred Gears, as they already have divine energy flowing through them, though reincarnations or significantly distanced descendants can.

Demigod Baseline: Demigods vary the most widely of all supernatural races, with their parentage leading to vastly differing ranges of physical ability. If not specified, Demigods are superhuman in physicality, capable of tossing small cars and punching hard enough to dent bank vaults. All Demigods can also shrug off small arms fire with ease.

Divine Heritage: Due to the sheer amount of Demigods running about, You have the option to pick your divine parent, gaining abilities based upon their mythos. There are four main things that a Divine Heritage can be composed of to make a Demigod and their awesome power. You may pay the price for the last one if it applies to you.

- Conceptual Attribution: All Gods are linked to certain concepts that they represent, like Zeus being God of the Skies, Lugh being the God of Light, and Shiva being the God of Destruction. From this, their half-mortal children derive power, able to attune naturally and have incredible talent in all things relating to the chosen concept. These conceptual links can be as simple as being better at managing parties for a child of Dionysus, or as

supernatural as being able to manipulate Light just like an Angel for being a child of Lugh.

- Divine Feats: Gods are made from the mortal perception of their myths, and their children are no different. This allows a Demigod to gain power from a specific part of the mythos of their parent, especially if it pertains to the nature of the children that the God or Goddess would have. A notable example is Loki, with all of his children turning into apocalyptic monsters. This doesn't have to be so esoteric, for example children of Athena can have the ability to manipulate Olive trees or spiders due to their mother's demonstrations for doing so.
- Popularity Contest(-10): While Minor Demigods can certainly be powerful combatants in their own right, there's always an extra "oomf" whenever a child of Thor, Poseidon, or Amatarasu takes to the field of battle. Gods are immortalized by their legends, with the most powerful of Gods being much more well-known due to the power that seeps in within every word spoken about them, and that power also applies to their children. Even without directly inheriting the powers of their parents, Major Demigods are more often than not far more gifted than their peers in raw power.

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- Pantheons: Gods are centralized into a multitude of different Pantheons, with all children coming from a Pantheon sharing some unique traits irregardless of their specific parentage, these are as follows:
 - Greco-Roman: From Julius Caesar and Alexander The Great and many more, The Greeks and Romans birthed arguably the greatest conquerors of all time, and you are now no different from those grand souls. You are a born warrior and leader of men and women who is incredibly talented in all matters of combat and rulership, able to navigate the intricacies of both a battlefield and a senate with all the grace of a born ruler.
 - Norse: All children of the Nordic Pantheon are able to use Norse Runes, which is an upgrade of Human Magic that uses Runic Symbols instead of calculations to much greater effect than normal magic. Each of these magics will cost (-30) due to their increase in power and efficiency from their "normal" counterpart.
 - Egyptian: The age of Pharaohs is long past, and as the once mighty Ozymandias demonstrates, their empire is nothing but sand and broken statues. You however prove this notion wrong with your presence alone, the undefinable yet unmistakable aura of a Pharaoh radiates from your very being, with the exact effects varying from parentage but always being beneficial for channeling magic. For example, a child of Amun-Ra may

have an aura that allows you to channel the element of the Sun, while Seth may have a domineering aura that can be channeled to make natural disasters

- Japanese: The Kami are in fact the progenitors and inventors of Youjutsu and Senjutsu, so of course their children can use the vaunted techniques. You can now purchase perks from the Senjutsu section of the Youkai section, and gain an elemental Youjutsu corresponding to the Kami you chose, with Susanoo giving Storm Youjutsu, and Amatarasu giving a Sun Youjutsu.
- Babylonian: The Babylonians were the first, and within your soul is the burning desire to make them the last. Your willpower is practically endless, whether it be going on a foolish quest for immortality or fighting the world itself your conviction shall not falter, and you shall not fail. Your powers will be able to be used at maximum capacity until the moment you die and no less.
- Hindu: While Hinduism may have many, many Gods, from the mighty Trimurti to the most minor of Gods that are only mentioned once, all have a place within Samsara. You gain a unique cosmic “contentness” with all that was, is, and will be that allows you to keep a cool head even in the most dire of straits and allows you to master yourself and your abilities far faster than even most other Demigods.
- Unlisted: While the most popular ones have been listed above, you may make your own Trait for any that you wish to be a child of that isn’t already written, as long as it follows the basic principles of their mythos.





Hybrids:

All supernatural races, besides Dragons, Werebeasts (because they are already purely human and have to spread their “curse” to make more Werebeasts), Demigods(They are already hybrids), and Evoltudes can produce viable offspring that inherit their supernatural genetics with human beings. These hybrids are capable of using the full power of both Humans and whatever they are half genetically composed of. However hybrids are far more unstable and it takes a significant amount of time to master one of their powers let alone both. Also whenever a Devil or an Angel uses an Evil Piece or Brave Saint Card to reincarnate a human they fully become whatever race they are reincarnated into. But if a hybrid is reincarnated it

results in a rare double supernatural hybrid in which they keep their powers and genetic features from their supernatural parentage along with Devil or Angel powers as demonstrated by Akeno Himejima, who is a Reincarnated Half Fallen Angel Half Devil. Hybrids can also be born with Sacred Gears as demonstrated by Vali Lucifer.

Hybrid Baseline: The Hybrid Baseline entirely depends on what you decide to do with your build after this point.

What Hybrid Are You?: Go to the Human and any other section in the **Racial Mechanics** part of the CYOA besides Werebeasts and Demigod (Though you can give your Hybrid build Lycanthropy for an extra -30 points) and make a build, you are able to spend your points between both Human and whatever other Race you chose, with your Baseline starting out Human, though able to reach the other more powerful one with minimal training.

Evoltudes:

(-500): Evoltudes are nigh-invincible biomechanical beings of pure destruction, made by their God Regalzeva to conquer entire universes on their own. If you decide to become one of these mighty beings, choose 3 concepts. You now have immense power over these concepts and can use them practically however you wish. In terms of power, you are essentially every single Endbringer combined into one superbeing, but unlike Endbringers, Evoltudes don't hold back. Though they can be killed via complete incineration, anything less will be instantly regenerated back to full health.

Factions:

Note: These descriptions are based on the time of Canon, thus while some things hold true, if you wish to learn the further history of these factions in order to play a Scenario that is not Canon, I would recommend going to the wiki which is linked here:

https://highschoolxd.fandom.com/wiki/Main_Page

Hero Faction:

Allowed: Humans, Demigods, Werebeasts. Also, you must have either the Genius, Multitasker, or Prodigy General Perks in order to join.

Location: Usually within the Sacred Gear [Dimension Lost] though it can be within a base in Siberia.

Faction Summary: The Hero Faction wishes to liberate Humanity by gathering the best and brightest of the species and training them to the unlimited potential that they just know they have

to combat the supernatural threats of the world. **The Hero Faction is relatively new so if you are playing on any Scenario before Canon, they do not exist.**

Faction Leaders/Important Members:

Cao Cao: Cao Cao is the modern descendent of the legendary Chinese Warrior of the same name. Cao Cao is the glue that holds the faction together, providing motivation for Humanities' best to push themselves to the absolute limits and beyond, though as much as he may dissuade he is incredibly arrogant, believing himself and his group to be the ones gifted with the burden of saving humanity. Cao Cao however more than backs this up with his combat prowess, being a legendary fighter and possessor of an Abyss-Side Balance Break [True Longinus], the most powerful of all Longinus Sacred Gears, The Holy spear imbued with the Will of the Biblical God, quite possibly the most effective weapon of all against Devils and Vampires, burning them just from its presence. Cao Cao Is more than willing to prove true its reputation as being a God-Killer. He also despises any race that isn't at least half human due to innumerable abuses he knows for a fact that each and every supernatural race has committed against Humanity.

Georg. A descendant of Georg Faust, he generally follows Cao Cao and his ideals, though is significantly less arrogant and wrathful and generally advises him and the rest of the Hero Faction. He is a monstrous prodigy of Human Magic, Specializing in all six types and completely mastering them. He is also the user of a Longinus Abyss-Side Balance Break [Dimension Lost] which allows him to generate a purple mist to transport whatever goes into it wherever the user wishes. It also has an unassailable pocket dimension within it the size of a Country, which is primarily where the Hero Faction is resided, though if the dimension collapses whether due to his death or someone Georg has a contingency where everything will be safely transported to a large uninhabited space in Siberia. Though he is more measured, he still despises all non-human races for their crimes.

Leonardo(if you are playing on Evil Dragon War or later, his Balance Break has been forcefully awakened): The youngest member of the Hero faction and wielder of the Longinus Sacred Gear [Annihilation Maker]. His Sacred Gear allows him to create powerful monsters out of his shadow using his imagination. Not much is known about him besides the fact that he despises supernatural creatures for taking his family from him. He's more than willing to open up to his peers in the Hero Faction because they are people who can more than empathize with his situation.

Hero Faction Pros/Cons:

Pros:

- Humanity First: Members of the Hero Faction are all incredibly supportive of each other and see each other as family, and would never consider treachery or backstabbing one another as they all share a goal and motivation. The Hero faction also has some of the best quality of life outside of Noble Devils, with every person being a prodigy in whatever they pursue, the chefs, architects and more are all outstandingly good at their jobs. Combined with magic you won't be wanting for anything, as everyone works towards the goal of liberating humanity.
- Know Thy Enemy: Every member of the Hero faction receives an extensive education on the strengths and weaknesses of all types of supernatural creatures and how to exploit them best. Hero Faction members also receive excellent training, constantly learning and sparring with people at or slightly above their level until they are able to more than match the combatants of other Factions.

Cons:

- Rip and Tear Until it is Done: Most every member of the Hero Faction knows first hand the terror the supernatural world brings to humanity. Whether having their families being taken away by Devils or Fallen angels because they saw them as attractive, their parents being tricked into debt and suicide by Youkai, their siblings beaten to death by Oni, and their pets being drowned by Kappa. The Hero Faction **HATES** the supernatural and will kill any of them on sight unless they are children. They are also quite well educated too, so if you say out loud that maybe you shouldn't kill Devils you just signed yourself up for a 2 hour long anti-diversity seminar about why these filthy abominations aren't made in God's image and you are. Unless you're reluctantly working with The Church you're surrounded by only enemies. There Will Be No Peace With Humanities Oppressors.
- New Kids On the Block: While every member in the Hero Faction is a prodigy in their own right, they are by far the smallest Faction, only having around 700 members in total. And while sure they have magic and resources, the Hero Faction can't really compete with the sheer industrial manpower other factions like the Devils or Grigori possess. Thus the Hero faction has to rely almost exclusively on elite strike teams and the versatility of

Georg's [Dimension Lost] in order to do anything on a macro scale of warfare and every loss is costly to the Faction as a whole.

Faction Artifacts: The Hero Faction has collected many useful things from slain or defeated within their short time, and they are more than willing to share with their comrades in order to help their fellow members.

- Gorgon's Eyes(-10): Harvested from the aforementioned creature, when consumed, it grants you the boon resistance to poisons, curses, and other status effects magical or mundane.
 - Dragon's Blood(-10): Drinking the blood of a Dragon grants you a permanent boost to your regeneration, allowing you to recover from just about any battle that you didn't lose a body part in with only a couple hours of rest. Though this regeneration doesn't really impact combat all that much unless you're taking long breaks in a war.
 - Divine Ichor(-10): Drinking Divine Ichor makes it so that you will physically never have to hunger, thirst, or sleep again. Though of course you can still do those activities if you so wish.
 - Dragon's Bonemeal(-10): Consuming the bonemeal of a Dragon grants you more clarity in your mind, allowing you to cast magic or react in combat a decent bit faster than your peers. Though obviously this doesn't overcome a gap in physical or magical ability, it can possibly turn the tides of intense and close battles.
 - Heroic Weapon(-30): You now possess a melee weapon imbued with two elements or concepts of your choosing, unless they are opposites like Holy and Unholy. This weapon is bonded to your very being, and grows alongside you. Give this weapon a name, and someday perhaps that name will be as famous as Caliburn or Gae Bolg.
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Grigori:

Allowed: All

Location: The Underworld, though far, far away from Devils and Gods of the Underworld.

Faction Summary: The hedonistic home of the Fallen Angels, though all are allowed in if they are invited. This serves as a safe-haven for outcasts for all walks of life or species, serving as the most diverse place on the planet. Though they are not to be underestimated, as their hedonism and Sin also mean that they wish to be the very best at what they do and thus combatants are constantly training and scientists are constantly researching, both in order to improve themselves.

Faction Leaders/Important Members:

Azazel(If you are playing on Scenario Evil Dragon War or later, Azazel is the Vice-Governor General): Azazel is the Governor-General of Grigori, the first Fallen Angel, and by far the most powerful Fallen being the only one with 12-Wings, able to rival and match each the Seraphs and Satans in a duel. Though it is not his power nor his influence he is known for, rather his staggering genius. Azazel, while usually laid-back is quite possibly the Smartest Being in The World, only being rivaled by Ajuka Beelzebub, Inventor of the Evil Pieces. Azazel dedicates his efforts to researching and replicating his Father's(The Biblical God's) System and Sacred Gears and thus tries to recruit powerful Sacred Gear Users, which has been quite successful on both fronts. Behind his relaxed face is constant calculation and scheming, and the worst part is nobody besides him knows what goes on within his ingenious mind. That being said, he does genuinely care for all that are under his and his faction's wings and will not hesitate to risk his life in order to protect that which he cares about.

Shemhazai(If you are playing on Scenario Evil Dragon War or later, Shemhazai is the Governor General): Although Azazel is technically the leader of Grigori, it is Vice Shemhazai's mind-boggling work ethic that holds Grigori and its disparate pieces together. He isn't that much of a combatant as he's constantly swamped with bureaucratic work, but he is still a 10-Winged Fallen Angel and a force to be reckoned with.

Kokabiel(If you are playing on Canon, Kokabiel has rebelled from Grigori): Kokabiel is the ever-enraged Military General of Grigori, constantly frustrated that he didn't get more glorious bloodshed in the Great War and was forced to retreat. He's a 10 Winged Angel and knows exactly how to use his power most efficiently. Notoriously calloused towards his subordinates he trains them to the peak of combat and then some in order to try to replicate the "glory days" of

the Great War. Be cautious around him, he's always one insult away from impaling someone on a Light Spear.

Baraqiel(if you are playing No Canon, Akeno is not alive and he's even more depressed and angry): A solemn and stoic man who once served as one of Heaven's greatest generals, a 10-Winged Fallen capable of using Holy Lightning. Though that's all long behind him and now he tries to live a quiet life in Grigori, training people to protect their families as he once failed to protect his own.

Tobio Ikuse: Tobio is quite possibly the most prodigious Sacred Gear user of all time, awakening his Balance Breaker the Day he was born. Tobio now wields the Longinus Abyss-Side Balance Break[Canis Lykaon] which he further hones to this day. Canis Lykaon is an Avatar-Based Sacred Gear which manifests as a large wolf with a blade in its mouth. This Sacred Gear allows Tobio to create any type of bladed weapon he wishes out of generated shadow which can cut nearly anything, essentially giving him a far far better version of Blade Blacksmith. He can also coat himself in this shadow which amplifies his abilities even further for his Balance Breaker. He is the Leader and Founder of Team Slash/Dog, Grigori's elite strike team which serves as a deterrent for other factions.

Lavinia Reni: Another one of the founding members of Team Slash/Dog, Lavinia is an immensely talented Human Magic User and user of a Longinus Abyss-Side Balance Break[Absolute Demise], an Avatar-Based Sacred Gear that manifests as a 10ft(3m) tall doll of ice that takes the form of a beautiful woman in a dress that can use immensely powerful Ice Magic, only surpassed by the current Satan Leviathan herself.

Grigori Pros/Cons:

Pros:

- Darwinian: People in Grigori are constantly looking to improve themselves because of being slighted by the world, whether it be warriors training themselves hellishly to right their personal wrongs or scientists trying to just unlock that new formula. If you're

passionate about something you'll always have all manner of competition to hone your skills against, potentially making both bitter rivals and lifelong friends along the way.

- Haven for Rogues: If you've got the proper drive and the street-smarts, you're basically 100% guaranteed to thrive in Grigori. There's always some niche that you'll find to be flourishing. There's also incentive for competitions to get new talent everywhere in Grigori, tax reductions, subsidies and much more that's given to those willing to take it in Grigori.

Cons:

- Its a Fucking Den of Rats: That being said, if you leave yourself open for an instant in any way whether it be physically, emotionally, hell even sexually in Grigori without being lifelong friends with the person, your gonna get fucked. Sometimes literally. Everyone acts nice but there is always an underlying understanding that you might get everything stolen from you in an instant. Even outside of personal interaction, in the business world there's schemes upon schemes that make Human corporate monopolies look like innocent school children. NEVER let your guard down in Grigori. EVER.

Faction Artifacts: Grigori's constant drive for improvement and wanton experimentation has led to the developments of many "useful" machines and substances, which of course can be bought at the right price, that being 10 CYOA points.

- Get In the Fucking Robot(-30): Some certain Fallen Angels watched Evangelion, and thought it was really cool. So they made and sold biomechanical abobinations that would 100% send them to Hell if they weren't already there. Now you can have a cyborg flesh golem homunculus whatever-the-fuck that's completely loyal to you. It (or whatever you decide to name it) runs off of the magical power you let off in your sleep, and is about your level in power and grows in power along with you. It can be up to about a grizzly bear in size, but besides that you can make it whatever you want it to be.
- Artificial Sacred Gear(-30): No matter what Race you are, you can now make a Common Sacred Gear. It will have all of the functionality of the original, including Balance Break. However you cannot buy Abyss Side or X-Side Balance Break for the Sacred Gear.
- The Olympics(-10): Congratulations! You now have Fallen Angel steroids. These steroids are the good shit, not like that crap that Humans use that shrink your balls. This grants a slight permanent boost to your physical strength, allowing you to win struggles of physical force amongst your peers of the same general level of power unless they have a unique constitution suited to physical strength or have physicality-enhancing magic.

Great King Faction:

Allowed: Noble Devils.

Location: The Underworld

Faction Summary: The “traditional” of the two Devil Factions, they have most of the political influence in the Underworld because their policy of Noble Devil Supremacy is quite well-received by the Devil Nobility as it turns out.

Faction Leader:

Great King Zekram Bael: While not as physically or magically powerful as the current Satans, only being an Ultimate-Class Devil, he more than makes up for it with overwhelming charisma and intimidating presence. The Great King is able to silence a room of even the most powerful beings in the world (excluding the Dragon Gods) with a mere grimace on his face. The Great King’s political acumen is bar none the Greatest in The World with no competition, able to perfectly maneuver and manage the grudges and conflicts of the 72 Pillars along with foreign diplomatic relations with the Supernatural World like breathing. If The Great King wills it, it shall be done.

Great King Faction Pros:

- The Rich Get Richer: As long as the Great King Bael is in charge, the 72 Pillar Houses can be sure that their wealth that they earned is secure and safe, and that the traditions of Devil Society are made sure to be upheld for the good of the race. Devil Kind will persevere with all its might until it’s dying breath to make sure that undesirables are treated accordingly and that the hierarchy may change, but that those changes are earned with might and merit alone.

Faction Cons:

- And the Poor Get Poorer: Though of course things are just perfect in Devil and *nothing* needs to change, so why advocate for it? You already have everything you could ever want! Who cares about those Lower-Class and Reincarnated Devil’s being the majority of the population and are actively being treated worse than human peasants 500 years ago?
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Faction Artifacts: If there's anything that Devil Nobles have, it's a LOT of stuff. You now have some of that.

- Demon Sword(-30): This is a powerful weapon bonded to you, which has the Unholy element infused into it, making it especially lethal against Angels and Fallen Angels. Your sword also has once "concept" or element infused into it, like "sharpness" or "fire". These swords are vastly more powerful than the ones produced by Sword Birth, and can regenerate once broken. These swords also teleport to their master's hands no matter where they are if they want the sword in their hand. The magic these swords have are also impacted by your Sin or Sins. How this affects your sword is up to you. Give this weapon a name, perhaps this name will be as famous as Gram or Balmung.
 - Ancient Grimoires(-10): These Grimoires teach the secrets of your Devil House's House Devil Magic, allowing you to use it far more effectively and efficiently.
 - Phoenix Tears(-10): Your Noble House has a steady stock of Phoenix Tear potions, which instantly heal any damage that isn't limb loss, and can be carried in packs of three at a time wherever you go. If you are part of the Phenex Household, you can not only take this Artifact for free, but your tears also have the same effect as the potion now, without any magic rituals.
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New Kings Faction:

Allowed: All Devils

Location: The Underworld

Faction Summary: The “progressive” of the two Devil Factions, the current Satans have far less political support because of advocating for controversial things like “Inherent Devil Rights” and “Stop Enslaving Humans to Make Harems” and other such very controversial topics that the nobility don’t like. Though they make up for their lack of numeral support with being very close-knit allies, foreign support, new inventions, and of course raw physical and magical power.

Faction Leaders:

Sirzechs “Lucifer”: Formerly Sirzechs Gremory. The De Facto “Leader” of the Four Satans, Sirzechs and his Peerage are the face of the New King’s faction, managing their political movements in the Underworld with limited success due to the Great King outplaying him most of the time. Though his real might lies in his ludicrously prodigious affinity for The Power of Destruction and the Gremory Magic of Lucky, able to refine it to a point where he literally transforms himself into the conceptual version of The House Devil Magics and becomes a Super Devil of Destruction. Sirzechs is able to Destroy Reality, killing all but the most powerful of beings and inadvertently affecting causality, where his Lucky magic can manifest improbabilities in his favor through sheer power alone.

Ajuka “Beelzebub”: Formerly Ajuka Astaroth. Ajuka is a genius without compare, only being rivaled by Azazel. Ajuka serves as a one man RnD department for the entirety of the New Kings Faction and arguably the Underworld as a whole. His greatest invention is the Evil Pieces, allowing Noble Devils to reincarnate people into Devils. Though his greatest invention shows his greatest flaw as well, Ajuka is extremely impulsive with his inventions. The Evil Pieces now serve as another way for Nobles to oppress and enslave people, the very thing his faction fights against. Just like Sirzechs he is a Super Devil, but his is based on the Astaroth House Devil Magic of Conjurer, and doesn’t transform into a concept. Instead Ajuka is capable of exponentially increasing the efficiency of his Devil Magic through calculations and even rewriting reality. through his Unique Magic: The Kankara Formula, The Equation of Military Supremacy.

Serafall “Leviathan”: Formerly Serafall Sitri. Serafall is the Foreign Relations manager for the New Kings Faction and manages nearly all diplomacy with the other Supernatural factions, and has so far been doing a great job, allowing the New King’s Faction to have an amicable relationship with Azazel and The Youkai despite their differences. Though she’s very spiteful towards Gabriel for being labeled the Most Beautiful Woman in The World. This is a good time to mention her ...quirks.... You see despite being over 500 years old, as of recently she’s apparently made herself into the quote, “Magical Girl Levi-tan”. She even has a surprisingly popular TV show on Devitube as the personality. Serafall’s Super Devil form is that of an Ice Super Devil, able to freeze or at least brittle all but the most powerful beings and magics.

Falbium “Asmodeus”: Formerly Falbium Glasya-Labolos. Falbium serves as the chief military advisor within the New Kings Faction, as there is no war right now he mainly operates domestically, “investigating” potential threats to Devil kind within the Underworld and of course napping. A lot. Falbium is a Super Devil just like his peers, having mastered his House Devil Magic of Absolute Defense to the point of being able to take a nap in Heaven without a scratch on him unless the Seraphs get involved. He also was known to completely incinerate thousands of combatants within the Great War and Devil Civil War with each activation of his Absolute Offense ability.

New King Faction Pros/Cons:

Pros:

Powerful Backers: The New King’s factions are backed by the Four Satans, the most powerful Devils of all time. Devils will respect that intrinsically, and in desperate times it will be the Satans the Devils will come for security and protection in the end. Ajuka also constantly provides new inventions to the Devil Populus, gaining a constant flow of support from the lower classes of Devil Society.

Progressive: If you are a Reincarnated Devil or Low-Class Devil, the New King’s Faction actually cares about you, which is one hell of a rare thing in the Underworld. The New King’s Faction will actively protect your inherent rights, and won’t leave you for dead or actively plan to assassinate you. If you’re a Noble Devil, they will actually try to make you into a decent person, and not actively screw with your life.

Cons:

You Some Kinda Liberal?: As much as I may clown on the Great Kings Faction for being even worse versions of boomers, there is a reason why they have their level of support. The Great King's faction are adept politicians and administrators, able to run Devil Society and all of its intricacies and industries smoothly, and quite frankly as ingenious as Ajuka is he's not capable of the sheer logistical feats and politicking of Zekram. Meaning that the New King's Faction mostly runs on promises and idealism, which no matter how many they actually fulfill will give the Great King Faction political ammunition against them.

Faction Artifacts: Due to Ajuka's constant advancements, you now have access to top-of-the line magical goodies due to being on his side.

Mutation Piece(-30, This can only be bought by Noble or Reincarnated Devils

If you are a Noble Devil: You can buy this in order to significantly empower one member of your Peerage, if they are a pawn their Promotion goes to the next stage or is much more powerful and if they are not then their respective buffs are much more potent, with Knights being able to react to and block supersonic projectiles, Rooks being able to throw semi-trucks and shake off Anti-Tank rounds, Bishop's Magic essentially never running out, and the Queen having all of the previously mentioned buffs. This buff only gets better as you and your peerage grow. You can purchase this perk multiple times.

If you are a Reincarnated Devil: Your piece is now a Mutation Piece, which gains one of the buffs mentioned above.

- Deviputer(-10): You now gain something akin to a much better version of a top-of-the-line computer that runs on your Devil Magic. This computer has unlimited wifi with no issues, unlimited storage, unlimited RAM, and basically everything else you can think of. This also connects to Devitube and the Extranet, allowing you to catch up on any supernatural news you missed.

Khaos Brigade:

Allowed: All.

Location: A pocket Dimension in the Dimensional Gap.

Faction Summary: The Khaos Brigade is a combination of numerous other Factions that have been pushed into irrelevance that either wish to take over the world or become stronger.

Faction Leaders:

Ophis, Dragon Goddess of the Infinite: Along with The Great Red, Ophis is the most powerful being in all of DxD, able to output a functionally... well, an infinite amount of magical power. She seeks warriors with the potential strong enough to kick her rival Great Red or as she calls him, Baka-Red out of the Dimensional Gap so she can have the silence she so desperately craves. She of course has no clue as to the nefarious goings on within the Khaos Brigade and rarely ever interacts with them, just teleporting new “strong people” into her pocket dimension whenever she pleases and occasionally watches them interact, not knowing what friendship or any other emotion is.

Rizevim Livan Lucifer: Often considered the “Real” Leader of the Chaos Brigade, Rizevim is the son of Lucifer and is every bit as powerful as his old man, and has his Satan House Magic, Miracle Defiler which makes anything but the most powerful Sacred Gears, Angels, and Demigods completely unable to touch him with their power, let alone fight the monstrous Devil. Unlike his father who had *some* redeeming qualities, Rizevim is a batshit loon who believes that every Devil should be the worst possible being they can possibly be and will not settle for anything other than being the worst possible sadistic piece of shit 24/7/365. Surprisingly he’s quite popular under his little Sub-Faction that he’s formed within the Khaos Brigade called Qlippoth, which seeks to conquer everything by freeing Trihexa and conquering the ExE world with Trihexa in tow. Good luck with that one buddy. But first he wishes to conquer this world, or not really? He kinda just thinks it's the most “evil” thing he can do so he’s doing it. Did I tell you he was insane?

Khaos Brigade Pros/Cons:

Pros:

Freedom!: The Khaos Brigade can pretty much do whatever they want. As long as they go towards the general goal of getting stronger, Ophis doesn’t really care what they do, even if it’s extremely morally reprehensible.

Cons:

Laziness Kills: However, if you don't work towards the general goal of being stronger, Ophis might just incinerate your mind, body, soul, and possibly some other things you didn't even know about.

Faction Artifacts: As much as Ophis and Rizevim like people to have their own initiative in doing things, there are some rewards for being within the Khaos Brigade:

- Snake of Ophis(-30): As a mark of "loyalty" to Ophis's cause, she will bless her followers with an infinitesimally small bit of her own power, which ends up significantly boosting the Magical Power of the person in question, though this only increases their raw power and not their prowess in using their Magic.
- Territory(-10): As much as either the Great King's Faction or New King's Faction may not want to admit it, The Old Satan's have a large amount of territory within the Underworld. You now have a very small amount of that territory to do whatever you want in, which is about the size of Chicago.

The Church:

Allowed: Angels and Humans.

Faction Summary(If you are playing the Scenario: The Great War, The Biblical God is alive):

After The Biblical God's Death, The Angel's made sure to keep it secret in order to maintain the faith from their followers and thus maintain the Biblical God's System, the last remaining gift He left to humanity. Though Heaven and The Church are very disconnected, they work together to protect humanity from the creatures of the supernatural world.

Faction Leaders:

The Four Great Seraphs: Although they are indeed separate people, the Four Great Seraphs work as one for the same cause: maintain the Biblical God's System. Micheal is the first, he is the only Archangel, born with twelve and eventually working towards a staggering 14 wings. Micheal is the amicable Leader of Heaven and the Angel of Faith. Uriel is the most powerful of the 3 Seraphs with 12 Wings, and has complete mastery over the element of Holy Fire, which he has evolved into the legendary Fire of God. Uriel serves as the Grand General of Heaven, maintaining the borders of Heaven against any invaders and is the Angel of Patience. Raphael also has 12 Wings, and is the one who blesses the most powerful of Holy Weapons, including the legendary Excalibur and Ascalon. Gabriel is the 4th Great Seraph, and has been declared with substantial backing as The Most Beautiful Woman in the World, so beautiful that on occasion Angels have turned Fallen by looking at her. She doesn't really do much outside of general maintenance of her Father's system and is very shy of any social interaction ever since The Great War. Gabriel is the Angel of Chastity, which is fiercely guarded by her brothers who all will kill anybody foolish enough to try to enact their lusts on her.

Dulio Gesualdo: The Strongest Exorcist in The Church, an immensely kind man who has been reincarnated into an Angel, and is the User of the Longinus Abyss-Side Balance Break[Zenith Tempest], which allows Dulio to have extreme powers in Fire, Wind, Water, Earth, and Ice Magic, allowing him to have complete control over the weather and nearly all Elemental Magics. Dulio works with the Church in order to help people across the world, being especially kind to orphaned children as he once was in their shoes.

Vasco Strada: Known far and wide as the Strongest Human Alive, Vasco Strada is the most powerful Human in the world with no Sacred Gear nor other augmentations. Vasco has mastered Exorcism to its very peak of power, able to do battle with even Kokabiel during World War II . Vasco has only gotten far stronger since then. It's said that he can even do battle now with Azazel, but this is only speculation and the man has never confirmed it via a battle. Vasco may

be the Strongest Human Alive, but it is his wisdom that he uses to help the Church, offering guidance to the newer generations in the way only a kind old man could. Though that isn't to say he isn't up for a fight, it's just that nothing has really required his fists and not his words in a long time.

Church Pros/Cons:

Pros:

A Force For Good: If you genuinely want to help the world, the Church is the place to be. You get the opportunity to help and heal people across the world as ordained by God.

A Righteous Crusade: If you hate evil, then the Church is also the place to be. You will be able to fight and purge the evils of the world like Devils and Vampires and be the bulwark of humanity set by God.

Cons:

All isn't as it seems: The Church has done some truly reprehensible things much like reality, like excommunicating anybody who ever questions their doctrine, and using their money meant for charity for...less than charitable things. They also have many secret labs dedicated for experimenting on children to bolster their forces. While the majority of the people of The Church are genuinely good people, there's always a crook within the positions of power to screw things up.

Faction Artifacts: The Church Provides for it's noble warriors.

- Holy Sword(-30): Much more powerful than regular Light Weapons or even ones generated by Blade Blacksmith, these weapons are imbued with both the Holy element, along with one "concept" or element of your choice, like "sharpness" or "water". How this affects your sword is up to you. Give this weapon a name, and perhaps someday that name will be as famous as Excalibur or Durandal.
 - Holy Water(-10): You now gain a small flask that effectively contains infinite Holy Water, which burns Devils and Vampires like acid and heals the wounds of Humans and Angels.
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West/Kyoto Youkai Faction:

Allowed: Youkai, Oni, Kappa.

Location: Urakyoto

Faction Summary: The Youkai live in a parallel dimension veiled over Kyoto called Urakyoto, which acts as a Safe Haven for Yokai in the West-side of Japan. The West Youkai faction are much more amicable with the Three Factions and other supernatural entities than their Eastern Counterparts.

Faction Leader:

Yasaka(If you are playing Canon, then her daughter is around.): Yasaka is the Supreme Youkai who leads the Western Youkai Faction, a Nine-Tailed Fox who has immense magical power and mastery over the unique element of Fox Fire. She is known for being exceedingly kind towards people she interacts with positively, and is more than willing to share a cup of sake with anybody who is willing to talk things out. Though Yasaka shows absolutely no mercy towards hostile forces or discovered traitors, incinerating them without a second thought.

West Youkai Faction Pros/Cons

Pros:

Diplomatic: Yasaka, and the West Youkai Faction in general are far more cordial with the Three Factions than most, having solid relations with the New Kings Faction, Grigori, and Heaven. This allows the Youkai in Urakyoto to generally be safe from the heavy hitters of the Devil Faction.

Cons:

Asking for Trouble: While Yasaka and the West Youkai Faction may be cordial with the Three Factions, others are not as lenient with them, and thus Yasaka and the West Youkai Factions is often thrown under the bus and used as a scapegoat by the Great King Faction and the more radical sects of Grigori to use as political ammo. Combined with the inherent risk of allying with by far the most unstable set of factions in all the world, you're bound to run into trouble with at least somebody whether it be a member of the Three Factions or other Youkai.

Faction Artifacts.Tsukumogami(-30): While neither of the Youkai factions may not have any special objects, that is because objects older than 100 years old that are bathed in the energies of Urakyoto or Urakanto are reincarnated into Tsukumogami, loyal friends and allies to the families that own them. These objects can be any inorganic technology, from tools, to lamps, furniture, and even walls. These beings are tied to you, able to both share an empathetic link along with growing in power alongside you.

East/Kanto Youkai Faction:

Allowed: Youkai, Oni, Kappa.

Location: Urakanto

Faction Summary: Essentially a mirror to their Kyoto counterparts, the Kanto faction lives in the parallel dimension Urakanto veiled over Kanto as a safe-haven for all Youkai. Though unlike the Kyoto branch, they are immensely insular and despise the Three Factions for being within territory that is rightfully Youkai Territory.

Faction Leader:

Tamamo-no-Mae: Tamamo-no-Mae is the merciless Supreme Youkai leader of the Eastern Youkai Faction, another Nine-Tailed who will burn any Non-Youkai within her territory with Fox Fire without hesitation. She has a constant cold war with the Three Factions within Kuoh and constantly tries to give the city back to their rightful owners, The Youkai. However she can't quite wage war for Kuoh, as if she did the full wrath of the Three Factions would be upon her, which even she knows is not something she alone can deal with alone, and thus she is constantly trying to get her fellow Supreme Youkai to fight for a fully independent Japan, free of Crow, Dove, and Bat filth. So far she's had little luck in convincing her peers to fight for the cause, with Shuten Douji and Otekamaru only wanting to fight for the sole reason of testing their Kanabo on the greatest fighters of the Three Factions, Kuzenbo not caring until the Three Factions actively attack the Youkai, and Yasaka actively trying to do the opposite. Though if she could get a certain Fallen riled up enough to attack them...hm....

East Youkai Faction Pros/Cons:

Pros:

Isolationist: Within the East Youkai Faction, Youkai take care of each other.. This is quite possibly the best place to be born and raised as a Youkai, as The East Youkai Faction is an extremely high-trust community that always puts the needs of Youkai first and never compromises on measures to keep other Youkai safe and sound.

Cons:

Warmonger: Kuoh used to be East Youkai Territory, and Youkai used to live and play there but now there's nothing but Crows, Bats and Doves. The East Youkai Faction will not rest until Japan is safe from the Three Factions and their endless warring, and will drive them out of Japan no matter what it takes.

Faction Artifacts, Tsukumogami(-30): While neither of the Youkai factions may not have any special objects, that is because objects older than 100 years old that are bathed in the energies of Urakanto or Urakanto are reincarnated into Tsukumogami, loyal friends and allies to the

families that own them. These objects can be any inorganic technology, from tools, to lamps, furniture, and even walls. These beings are tied to you, able to both share an empathetic link along with growing in power alongside you

Yakuza:

Allowed: Oni

Location: Japanese Underground

Faction Summary: In order to finance their alcohol and gain a more than comfortable lifestyle where they can use their brute force to their advantage, the Oni made the Yakuza, an organization ran by Oni who would hijack the Japanese economy and coerce people by force into doing whatever they want, and so far it's been going great. Oni disguise themselves as bulky Japanese men with Tattoos, while their Kanabo turn into baseball bats with Illusory Youjutsu, or just kept as Kanabo without any supernatural features.

Faction Leaders:

Shuten Douji and Otekamaru: While these two Oni Supreme Youkai are different people, they basically do the exact same thing, which is beat things and people with their Kanabo. Though they aren't complete brutes, as they are more than capable of smart things like running the entire Yakuza, but they focus their intellect far more on fighting and killing than anything else, both being arguably the best physical fighters in the world.

Yakuza Pros/Cons

Pros:

Crime Pays: The Oni within the Yakuza live very comfortable lives, having constant access to great food, booze, women, good fights, and whatever else they might need or want. The Yakuza also have powerful connections, able to bribe people to get out of any legal consequence and can continue what they do with impunity.

Cons:

Don't Get Caught: As powerful and feared as the Yakuza is on the mundane level, within the supernatural world it's just seen as a ring of petty thugs even if some of the top fighters are very strong. If the Yakuza does anything to majorly piss off any of the other Factions (besides The Hero Faction who want them dead anyway), they are in for a major reckoning. Though they would be able to more than hold their own, it would mean the dissolving of the luxuries that being the Yakuza gives them.

Tepes Royal House:

Location: Romania

Allowed: Male Vampires

Faction Summary: Ruled with a cold iron fist by Vlad Dracula Tepes, the Tepes faction is the male-dominated side of the Two Royal Vampire Factions, claiming that that Dracula is the true blood Heir to Cain the Immortal, who supposedly died in the Great War while reclaiming Romania for the Vampires from the Three Factions. The Tepes Royal House and its members are bitter rivals with the Carmilla House, who claim that Carmilla is the true blood Heir to Cain.

Faction Leaders/Important Members:

Vlad Dracula Tepes: The Patriarch of the Tepes Royal house, Dracula is a vampire with immense power, with a special fondness for using Hemomancy, Chilling Fog and Umbrakinesis to impale his opponents, then use Telekinesis to float their dripping blood into a wine glass like the sophisticated noble being that he is. He is cold and cruel to all, but he saves the worst of his cruelty for the female members of his house which is almost equal for filthy Non-Vampires. Vampires tend to look alike, thus female vampires constantly remind him of that hateful woman Carmilla and thus any cruelty towards them is justified within his mind.

Valerie Tepes(If you are playing any Scenario before Canon, Valerie is not yet born): Though there is an exception towards Dracula's cruelty towards the female members of his house, and that is his Half-Human daughter Valerie. Though it isn't like he isn't disgusted with her deep down, though he'll never let her know that as she is the user of the Longinus[Sephiroth Graal], which is able to alter life and souls, thus is able to remove a Vampire's weakness and make them even stronger and have a definitive edge over Carmilla. Though Valerie is no useless pawn, as she seeks to move away from her father's iron grip, though it's not likely to happen anytime soon unless drastic methods occur.

Tepes Royal House Pros/Cons:

Pros:

Tepes Takes Care of their Own: While the Tepes House is indeed filled with cruelty, it generally sets a high standard of living for all Vampires within the House, allowing them freedom to hunt and spar with their magics as they please. Vampires within the Tepes House are also given maids to do whatever they like with. As long as you don't piss off Dracula, you'll be more than fine.

Cons:

The Impaler: That being said, Dracula still sets exact rules within the house of what you do and don't do. You don't respect Female Vampires, you don't go out hunting when he does, you don't touch or look at his entourage of maids, and don't even think about saying let alone doing anything rude towards his daughter. If you don't follow that and a whole host of other rules, The Impaler will show you exactly why he's called that.

Faction Artifacts: The Tepes House has to have *some* incentives to keep their subordinates happy and obedient don't you think?

- Maid(Free): You now gain a Female Vampire Maid around half your level of strength that you can do whatever you want with. This maid isn't technically mentally required to be obedient to you, but she's been indoctrinated from birth to do so. She has 2 Vampiric Powers of your choosing for free, but more can be purchased for (-30) each. This can be bought multiple times for (-10).

Carmilla Royal House:

Allowed: Female Vampires

Location: Romania

Faction Summary: Ruled within the cold palm of Karnstein Carmilla, the Carmilla faction is the female-dominated side of the Two Royal Vampire Factions, claiming that that Carmilla is the true blood Heir to Cain the Immortal, who supposedly died in the Great War while reclaiming Romania for the Vampires from the Three Factions. The Carmilla Royal House and its members are bitter rivals with the Tepes House, who claim that Dracula is the true blood Heir to Cain.

Faction Leaders/Important Members:

Karnstein Carmilla: Carmilla is an immensely powerful Vampire, with a special fondness for using Hypnosis, Teleportation, and Phasing to go where she pleases whenever she pleases and revels in the freedom her powers give her and the dominion it gives over others. Carmilla is distant and manipulative to all, but she is especially cruel to the male members of her House, actively encouraging treachery and backstabbing to those Male Vampires who would wear anything even close to the visage of that bastard Dracula.

Carmilla House Pros/Cons:

Pros

Carmilla Takes care of Her Own: Essentially the same as the Tepes House, as long as you follow the rules and do exactly as Carmilla says when she says it, you can basically do whatever you like, and you get a host of butlers to do whatever you like with.

Cons:

Carmilla's Web: Unlike Dracula, Carmilla is far more subtle in controlling her vampiric kin, whether it be through Hypnosis or through scheming, everything that happens in the Carmilla House is through Carmilla's will and whimsy.

Faction Artifacts:The Carmilla House has to have *some* incentives to keep their subordinates happy and obedient don't you think?

- Butler(Free): You now gain a Male Vampire Butler around half your level of strength that you can do whatever you want with. This butler isn't technically mentally required to be obedient to you, but he's been indoctrinated from birth to do so. He has 2 Vampiric Powers of your choosing for free, but more can be purchased for (-30). This can be bought multiple times for (-10).
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The Pack:

Allowed: Werebeasts, Humans

Location: Global

Faction Summary: As the curse of Lycanthropy has spread throughout time, Werebeasts of all shapes, sizes and creeds have come together to form a unified safe haven for their kin called The Pack in order for them to live a relatively normal life without being discriminated against or even hunted down.

Faction Leader:

Van Helsing: Van Helsing was once the most prolific Vampire Hunter in all of Europe. During the Middle Ages, the Half-Angel eventually got into a pitched battle with Vlad Dracula Tepes and in order to be able to live he was given the “curse” of Lycanthropy to regenerate from his wounds. Since then he has of course gotten into more conflicts with Vampires, but he’s spent most of his very long life gathering other Lycanthropes, once only in Europe to stop them from getting harvested by Vampires for their regenerative abilities, now he is known as the leader of Werebeasts all over the world.

The Pack Pros/Cons:

Pros:

The Pack Sticks Together: Members of The Pack are an incredibly close-knit high-trust community where everyone knows they will be safe if they stick together, and will be saved if they don’t. The Pack also extensively hones their member’s abilities, going on hunts or having brutal sparring matches due to their regeneration. Their global nature also doesn’t impact their camaraderie at all as some are Human Magicians that can use Teleportation to go to their brethren across the world.

Cons:

In The Sticks: The Pack has the least luxurious quality of life of all the factions as they reside and live off the bounty of nature, living in huts and bonding around campfires. It’s cozy, but sleeping on stacks of hay for pillows gets old real quick.

Faction Artifacts: While The Pack usually live a primitive lifestyle, they aren’t without their unique items that they share around.

- Totem of The Wild(-10): This totem contains a modified Warding spell, which progressively breaks down any non-magical technology and infrastructure, turning anywhere back to the wild.
 - Sasquatch Skin Cloak(-10): This cloak allows you to be incredibly stealthy, hiding even from magical means of detection like Senjutsu.
 - Rusting Oil(-10): You can use this to rub on your fur/scales/skin, which rapidly rusts any Silver projectile or weapon that comes in contact with it, allowing you to take a hit from them on that area without losing your regeneration, though this only works once with melee weapons and three times with projectiles until you manage to re-apply it again.
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Kuoh University:

Location: Kuoh, Japan.

Allowed: All, but they must maintain human disguises.

Faction Summary: This strange place is the Three Faction's main base in Japan, thus in order to both educate the new generation and to gain a better hold on Japan, the Three Factions have sent young people from their factions to this school. Young Noble Devils and their Peerages are sent here in order to learn about the Human lifestyle so they can make the most profit when they're older. Angels are sent here in order to help the humans in Japan, along with being Missionaries to convert new people into Christianity. Fallen Angels are sent here in order to study everything new they can find, their hunt for new knowledge being never-ending. Of course the Youkai Factions have sent their own as disguised humans for they can keep tabs on the Three factions for their own reasons. The Pack send some of their kind here too in order for them to get an education from a prestigious university, and to interact with other supernatural peoples in a relatively safe setting. Both of the families Vampires sent off some of their children out of spite for the Werebeasts, to make their and any other inferior species' life miserable while getting to taste all kinds of different blood stock. Overall this Chaotic Melting pot is bound for lots of interesting conflicts.

Kuoh Academy Pros/Cons

Pros:

Melting Pot: You're practically guaranteed to have fun in some way here, whether you're a student or a supernatural entity, the pure chaos this place has makes this the perfect breeding grounds for uncanny friendships, legendary rivalries, or even yucky lewd stuff like handholding if you're into that kind of thing like a freak.

Cons:

Melting Pot: While the chaotic aura of this place can certainly result in a lot of fun, just as often it results in the opposite, with constant fighting and 1,000 year old grudges between ancient fossils being projected through college students. Good Luck.

Unique Faction Mechanic, Double Agent: If you have Kuoh University As your Faction, you may choose another faction to be a part of, though you will of course still be attending Kuoh University.

Factionless:

You don't have a faction, that's it. You're a free man or woman.

The End