



DOOM

2016

DOOM (2016) Jump - By Quicksilver

Welcome to the world of DOOM, where the UAC megacorporation harvests Hell for energy and demonic invasion is a regular occurrence. You will find yourself placed in either Mars or the nearby hellscape, shortly before the BioScience director of the Mars base, Olivia Pierce, is set to begin a final demonic incursion in an attempt to gain demonic divinity. But that's not particularly important. What's important is that there's gonna be a shitload of demons soon, and you're gonna have to deal with that in one way or another. Get to it. You got ten years ahead of you.

You get 1000 CP to finance yourself.

LOCATIONS:

Roll 1d8 or pay 100 CP to choose.

1 - Mars: Res Ops - The Resource Operations Center was one of the first facilities the UAC built on Mars, covering everything from mining to communications and transportation. Attached to it is the Foundry, where both Argent Plasma and mined resources are processed.

2 - Mars: Argent Tower - The pride and joy of the UAC, the Argent Tower uses a portal to hell to harvest Argent Energy, powering all of mankind. Nothing could possibly go wrong here.

3 - Mars: Advanced Research Complex - This state of the art R&D facility is host to some of the newest technology the UAC has to offer. Considered to be Humanity's "Brain Trust," this facility does everything from BFG development to cybernetics.

4 - Mars: Free Pick - Pick anywhere on Mars to start.

5 - Hell: Kadingir Sanctum - A sprawling network of tunnels that connect the wasteland of the Umbral Plains to the Great Steppe. Inhabited by every type of demon, this place serves as both a place of worship and vilification, where revered heroes and reviled foes alike are buried in tombs throughout.

6 - Hell: Great Steppe - A land in hell where the Demons place their trophies, taken from the conquered. Massive works of architecture, such as the Necropolis, within which hides an artifact the Demons will go to great lengths to protect. These ruins stand as proof that all civilization will falter before Hell.

7 - Hell: Argent D'Nur - The ruins of a once mighty and powerful civilization, what was once the pristine world of Argent D'Nur has been conquered and absorbed into Hell itself, leaving within the Well, a powerful font of Argent Energy that has enabled the demons to spread their dominion much more quickly.

8 - Hell: Free Pick - Pick anywhere in Hell to start.

If you wanna swap gender, go nuts. It's on the house. Your age could be anywhere from your mid twenties to centuries, so there won't be a roll. Ballpark it and be reasonable to your origin. Speaking of which...

ORIGINS:

FREE - Drop-In - You wake up on a stone slab, chained to the inside. You break out, grab a pistol, and start gunning down any demons you see.

FREE - UAC Researcher - You are a high level researcher for the UAC, tasked with furthering its goals, goals you may not actually be privy to.

FREE - Demon of Hell - No, Jumper. You are the demons.

Each origin gets a 50% discount on all perks in both of their perk trees and items, with both 100 CP perks and their 100 CP item free.

PERKS:

Drop-In Perks:

Series A: Combat

100 - Combat Training - The UAC has a variety of colorful, expressive machines meant solely for the purpose of killing things. With this, you are innately aware of the optimal use and function of every single one of them.

200 - What Do You Mean, "Reload?" - Don't worry about such things, Marine. As long as you have the ammo on your person, it'll be loaded in your gun when you pull the trigger. No need to swap mags.

400 - Fortune and Glory - Because bullets ARE too good for your enemies. If you deal enough damage to bring a foe to near death, you'll stagger them, at which point you can perform a devastating (and gory) melee execution to finish them off. For every enemy you kill in this way, you are more likely to find medical equipment and ammunition on their corpse.

600 - If You Want a Job Done Right... - You gotta do it yourself. You are now a one-man engine of death and carnage, fearless but not cocksure, enraged but not blindly so. You have been trained in murder and bloodshed, tempered and reinforced by ages of experience, and so long as your body can keep up your training will not fail as you literally decimate your foes.

Series B: Utility

100 - Pathfinder - Look at you, finding your own way around. You're very adept at spotting secret areas, hidey holes, and alternate methods of getting around wherever you are. You're also rather good at finding supplies and such that others may have stashed away. And hey, what's theirs is yours!

200 - Hell Devours the Indolent - You're not really the type to stand still in a firefight. Run and Gun is the way to go. You run faster, jump farther, and tire out less easily. There's a lot of ground to cover, hop to it!

400 - Impact Compensation - Because being afraid of heights is lame. Now, you can walk away from more or less any fall without so much as a scratch. Though... mind your landing zone, spikes and fire and such will still hurt as much as they would normally.

600 - Praetorian - You stand as the best that humanity has to offer. Enjoy being a literal wall of muscle and sinew as you tear the demons apart. Your strength, endurance, and agility are nigh-unmatched, only the greatest of humans could dare to compare themselves to you, and only the highest echelons of the demonic threat can surpass your raw strength.

Researcher Perks:

Series A: Cult

100 - Mythos Lore - You have been given knowledge of the truth of what the UAC stands for. The truth and power of what lies beyond that portal. The conquered world of Argent D'Nur and how it fell before the might of Hell. The many varieties of demon that serve in the forces of Hell, a vast army that conquers all. And with this knowledge comes renewed purpose, for you know now of humanity's destiny and how to attain it, or if you so choose, how to avert it. You now know the truth of FEAR: False Emotions Appearing Real.

200 - Iron Mind - Because being influenced by outside parties is NOT how you like to run things. Never will the forces of hell, or any other, influence your mind without you knowing. Though this rock-solid mental defense can be broken with incredible effort, it CANNOT be broken without you knowing, giving you time to react.

400 - Cult Occult - It's rather easy to unify your subordinates when you have something to rally them around. For you? Wrapping people around your finger, getting them to truly believe your cause, whether or not you believe it yourself? It comes as easy as breathing, and only rarely will you suffer a nonbeliever, even more rarely a traitor. All others will gladly die for your cause. In time.

600 - Rise of Lazarus - The UAC's most closely guarded secret, the Lazarus Facility is a laboratory where demons are taken apart, put back together, and sometimes even created from "forcibly volunteered" employees. With access to these labs comes a great amount of knowledge regarding demon biology, both medical and arcane. You are capable of running your own demonic experiments, and are also taught the science behind the Lazarus Wave, a corrupted type of Argent Energy that turns humans into demons. Of course, as is, you have no control over these demons, and the original human is more killed and reanimated than transformed, but doing so furthers the UAC's cause, so don't delay!

Series B: Science

100 - The Doom Wiki - You've been hired as an employee of the UAC, and you definitely know your stuff. The futuristic technology of this world is at your disposal, and though Argent technology may be beyond your grasp, little else is beyond your capacity to modify or repair.

200 - Gunsmith - When you derive your profit by extracting energy from a portal to hell, demonic incursions are the flavor of the week. As such, the UAC has a large army of security personnel, working around the clock to stop demons from killing too many employees. And you? You're one of the guys who makes the weapons they use to kill demons. From the lowly pistol to the mighty rocket launcher, you build stuff that blows up bad guys. Argent weaponry may be a bit beyond you, but all else? Heavy Ordinance is your jam.

400 - Argent Power - Now you've hit the big leagues. Argent Energy revolutionized many aspects of technology, and now you can incorporate it into your own designs to provide extra power, whether it be a gun or a cell phone. Energy weapons, using plasma instead of bullets, fully articulating powered robots, and more! With Argent Energy, what was once impossible becomes doable!

600 - Argent Cybernetics - The pinnacle of modern technology, Argent Energy powered Cybernetics can enhance anyone, from a normal human to demons themselves, making them faster, stronger, smarter, and deadlier. Now you too can harness these technological marvels for your own purposes, whether you're upgrading yourself or enhancing others.

Demon Perks:

Series A: Demonic Power

100 - Hellfire - The bread and butter of any demon who doesn't want to get into close range. You can call up demonic fire into your hands and throw it at people in the form of fireballs. They do an impressive amount of damage and travel in a slight arc. At first fireballs are all you can do, but over time you can train and learn more, acquiring new abilities as you go.

200 - Management - What kind of demon are you without underlings to serve you? You can now control other demons below you in the hierarchy with ease, a certain force of will making sure they know you're the one giving orders and that they best obey if they value their continued existence. What kind of boss you actually ARE is up to you, but good or bad you will find it easier keeping your troops in line. In addition, your troops will operate with better tactics and squad efficiency.

400 - Turncoat - Treachery resides in all things, and you shall set it free. Why bother with a protracted, drawn out offensive when you can convince one of your enemy's number to betray their allies? You can now instinctively tell who amongst your foes will be vulnerable to such offers, and where to have them strike to cause the most disarray. A knife in the back leaving the enemy unprepared for a sword to the neck.

600 - Rune Magic - The most common form of magic in hell, Runes are used for traps, sealing, sacrifice, short range teleportation, and much more. Moreover, when inscribed on the self, runes can be used to enhance strength, durability, maneuverability, stun your enemies, and more. However, you can only have one rune active at a time, although you may swap between different pre-inscribed runes at will.

Series B: Demonic Form

100 - Demonic Form - Ascension, in a sense. You are granted the form and power of a low-middle level demon in the forces of Hell. Perhaps a Hell Knight or Hell Razer. Either way, you are very deadly by default, and with time could become even stronger and rise in power through the hierarchy. Just look out for anyone wearing a Praetor Suit.

200 - Imposing - Welcome to the "Big enough to dwarf humans and tear your prey apart with your bare hands if you want to" club. With this, you grow in both height and physical stature, becoming tougher to take down in the process. This also comes with some inherent status in Hell as being above other, smaller demons, and is complete with a booming demonic voice that can sound exactly as menacing as you want it to.

400 - Empowered by the Well - When Argent D'Nur fell, Hell came into possession of the Well, a massive source of energy that powered all of Argent D'Nur. Now, a small part of the energy from that well is being used to directly innervate you and enhance your magical powers. Glowing runes and sigils may be involved as a part of this process. Although this can be achieved with rune magic, if purchased here the link cannot be severed and will persist across worlds, a shallow echo of the Well following you.

600 - Lord of Hell - There IS a place in hell reserved just for you. It's called the throne. Well, one of the thrones, anyways. You'll have to put up with many other contenders, but this is as high in the demonic hierarchy as you can go without seizing all power for yourself. This comes with great status in this world, and even once you leave this place you will maintain an air of authority and power that will be felt by everyone in your presence. As an added bonus, as a Lord of Hell, you more or less get to define what your demonic form looks like, and nobody is going to call you out on it, so have fun! When combined with "Imposing", you can become even larger and stronger, a goliath among other demons and rightfully so.

Nondiscounted:

100 - Group Hire - This is the companion import perk. 100 CP per companion, or 400 for a pack of 8. They get the same Origin as you, as well as the the 100 and 200 CP perks in both trees.

300 - Prophecy of the Seraphim - Your coming was foretold, wanderer. For whatever reason it may be, the Seraphim of Heaven have seen fit to grant you a blessing, enhancing your capstone perks

significantly. Although the UAC and the forces of Hell are now aware of your status, they may not know it's actually YOU that's the one in the prophecy. But depending on your actions, they'll know soon enough. The prophecy states that you will stand to become either the savior or ruiner of Hell, so the choice falls to you.

The following perks are upgraded, if you have them:

If You Want a Job Done Right...: You are the end. Those you raise your weapon to will fall, as you fall into a kind of flow, moving across the battlefield as more of a force of nature than a soldier. There will be those who stand a chance. Those who pose a challenge. Your might is not absolute. But in the face of the weak, the many? Before your might, your rage, they will fall. They will all fall. Rip and Tear.

Praetorian: Not only is your body brought even further above, reaching clearly beyond what is capable of humans, but you also come into possession of a full set of Praetor Armor, forged for you by a rogue (or loyal) demon. Within the suit, you are even more resistant to damage, and the suit can be upgraded as you kill enemies or absorb Argent Energy. It fits you perfectly and will only accept you as its wearer. Fitting armor for the ultimate warrior.

(The Praetor Armor can be upgraded / worked into other armor, but you will need a lot of time and know-how to do so.)

Rise of Lazarus: You have mastered the art of not only creating and improving demons, but controlling them as well. The demons you create through the Lazarus wave (or otherwise) can be improved to be even stronger than their base counterparts, and any demons born of the Lazarus Wave will immediately become subservient to you and follow your orders. Any Lazarus Wave system you use will have a 100% success rate of conversion, as well.

Argent Cybernetics: You have come far in your studies, and achieved the pinnacle of cybernetic technology. If you so choose, you can have your brain transplanted into a superstrong robotic body, replacing parts of your brain with cybernetics to make you even faster and smarter than before. All cybernetics you create are more effective and energy efficient than before, and you can transplant others into custom made cybernetic bodies as well, if you so choose.

Rune Magic: Your rune magic abilities are greatly enhanced, allowing you to have up to four runes active on yourself at once and allowing you to inscribe runes on others, each person capable of having two runes active at a time.

Lord of Hell: As a Lord of Hell, you are now capable of Ascending others, granting other people powerful demonic forms, the appearance of which is yours to determine, but can only be as powerful as yours is, conferring the "Imposing" perk if you have it yourself and so wish to impart it on others. This will not grant you power over them, and every time you do so you will be drained of energy and need to recover for several days before you are at full capacity again. Your demonic form also becomes more imposing and powerful, more beautiful to some, according to your own views on such things.

ITEMS:

FREE - Pistol - The UAC Energy-Matter-Gel Sidearm charges energy into a plasma gel that shoots and feels like a conventional bullet. However, it requires no ammunition, charging solely off kinetic motion.

Discount: Drop-In

100 - Crate of Guns - It's a crate of guns and ammunition! The ammo restocks every three days, and contains:

Combat Shotgun - Fires a spread of high velocity buckshot. Properly modded, it can charge up to fire multiple shells in rapid succession or launch an arcing explosive shot.

Heavy Assault Rifle - Shoots regular bullets, with a micro-missile launcher on the side or a tactical scope, when properly modded.

Plasma Rifle - Fires a rapid burst of plasma balls that deal both thermal and impact damage. Can be upgraded with a Stun bomb or a heat blast.

Gauss Cannon - A reliable powerful weapon with very few moving parts, firing steel flechettes through a magnetic coil. Can be upgraded with a scope or a plasma beam.

200 - Super Shotgun - A classic double barrel shotgun. Though it's a bit antiquated, and MUST be physically reloaded, it offers incomparable destructive power at close range.

400 - Chaingun - A minigun with three barrels. Enjoy throwing a literal wall of bullets at your foes. Watch out for overheating.

600 - Chainsaw - A magical chainsaw, capable of killing anything in a hideously gory fashion, so long as it has the fuel. However, its fuel supply is extremely limited, and the more powerful the enemy the more fuel it will take, until there's not enough capacity in the tank to take the biggest enemies down. This

chainsaw cannot benefit from anything that could expand its capacity, mundane or otherwise, and any attempts to modify it or its fuel system will revert it to a normal chainsaw until the modifications are removed. Use it in good faith, and it will help you when you're in a pinch. It runs off normal gasoline, which you have to refuel on your own time, and it can't be refueled while the chainsaw is running. As an added bonus, any enemy killed with this chainsaw will explode into a literal shower of ammunition for every gun you have on you. And blood and guts and such, but mostly ammunition.

(To answer the question, No. There is no way you can rig the chainsaw to kill the big enemies beyond its maximum fuel capacity. But for the vast majority of enemies, it will kill em straight dead. Make a good faith effort.)

Discount: Researcher

100 - Hologram Grenade - This box of ten hologram grenades restocks once a day, and creates a holographic decoy of the thrower. Good for distractions.

200 - Research Tools - A large chest of scientific tools for a variety of fields, from cybernetic installation to demon tinkering. You won't NEED them, but they will make your job much easier.

400 - VEGA Copy - A data chip with a limited copy of the station's oversight AI, VEGA. Though it lacks its original processing power and functions, it still maintains its personality and generally pleasant demeanor.

600 - BFG-9000 - The brainchild of the ARC Facility, the BFG uses supercharged Argent Plasma to make anything in the general direction of the business end explode in a blast of lightning and gore. Fun!

Discount: Demon

100 - Testament - A series of tablets, explaining the history, politics, conquests, and failures of Hell. Useful for knowing your enemy or understanding your allies.

200 - Armor - Perfectly cut, made to fit, enchanted to be durable. It's no Praetor Suit, but it's as close as you can get. And it looks positively HELLISH. A clear reminder to your enemies of exactly who they're fucking with.

400 - Trial - A small pedestal inscribed with runes that, when activated, will warp you to a small arena. Though you cannot store anything here, nor take anything out, a variety of different types of demons can be summoned to test your fighting prowess against. Keep your blade sharp and your skills sharper.

600 - Blade - Forged in the fires of hell, enchanted with rune and spell. As a blade, it is matched by none other in this world. It carves through armor and flesh alike as a hot knife through butter. Once made for the Doom Marine out of fear and respect, it has now fallen into your possession.

DRAWBACKS:

You may gain up to 1000 more CP via drawbacks.

100 - DOOT - ...Why do all the Demons have trumpets? Why is it so loud? Why are Revenants wearing battle standards of the Skeltal Army and recruiting for the Skeleton War? WHY CAN'T YOU ESCAPE ALL THIS GOD DAMN NOISE?

100 - Intel Integrated HD Graphics 3000 - Welcome to CLASSIC MODE! Everything is pixellated and blurry, everything sounds a bit canned, and your vision is constrained to a small rectangle.

200 - Too Late - You can no longer prevent Olivia from firing the Lazarus Wave and the subsequent Demonic Incursion. Alternatively, if you are a Demon intending to conquer mankind, you cannot stop the Doom Marine from arising and finding his way to Hell again.

200 - Locks and Locks and Locks... - Everywhere you go, everything is locked down tight. You're going to need keycard after keycard or skull after skull just to make your way around. And you're gonna have to FIND them.

400 - Stingy - You better have a plan, because not only will ammunition be extremely hard to come by, but until the end of your time here you will not be able to benefit from any ability or tech that would be able to work around this limitation. Furthermore, you are limited to weapons you either have purchased here or scavenged from the world. Conserve ammo, use the Chainsaw if you have it, and remember that the Pistol is NOT the best weapon ever.

400 - Exoskeleton - Due to a condition that would have left you in a wheelchair, a mechanical exoskeleton has been grafted to your body, leaving you with excruciating pain at all times, although otherwise you're as strong as ever.

600 - DOOMed - He is coming for you. He cannot be stopped, only delayed. The fury of an angry god drives him, and nothing will cause him to give up in his quest. The Doom Marine is after you. Be afraid.

600 - Ultra Nightmare - Your foes will be numerous, durable, and hit hard. There will be no room for error, or you will certainly die. Welcome to DOOM. Stay on the move.

800 - HUGE GUTS - No outside powers or items. Just what you have here. Rip and Tear.

Exit options:

Go Onward - Life is a highway, and you want to ride it all night long.

Go Home – You hang up your guns and go home. You're tired of this place. If only you could talk to the monsters.

Go to Hell - You stay here. And wind up in Hell if you weren't there before. Time to add a new legend to the Testaments.