Helluva Boss

By: u/PriorPossible834



Welcome to Hell Jumper! This is a world full of Sinful Souls and Hellborn Demons all trying to survive in a generally lawless and extremely unequal and unjust society- one set of Demons trying to earn a living in this system are the good imps of I.M.P (the immediate murder professionals) a merry band of lesser Hellborn who make use of a powerful Grimoire to access the mortal world to assassinate mortals on behalf of the Sinners.

Take these **1000 CP** to create your new life in this world.

Race

Human (+400)

You're a normal human… a normal *alive* human, you know what it's like to be one of these I'm sure, you have no supernatural powers and you really can't defend yourself against Demonic or Angelic forces, in addition it would be a very serious crime for you to ever visit Hell so you'll be separated from the plot for the most part.

Imp (+200)

The lowest of the low as far as Hellborn go… you were created by Satan himself to be a obedient servant caste, and you lack many of the supernatural advantages possessed by other Demons, you are no stronger or faster than a mundane person, you're much shorter as well and possess an equivalent lifespan… Perhaps the only actual advantage you have is an immunity to fire.

Hellhound (+200)

You actually are slightly superhuman, you have physical abilities in excess of peak human condition even without training and can grow further with time, you also have canine senses. The trade off for this is that you aren't treated like a person in most cases, you'll get medical care from the Vet, if you were a orphaned child you'd be sent to the pound- and you can forget living on your own anywhere but the Gluttony Ring (where your creator Bee-zelbub dwells)

Incubi/Succubi (+100)

You're a demon who's *slightly* higher up the chain than the aforementioned options, though you are still just as mortal as Imps or Hellhounds, being killed even by Non-Angelic Weaponry you *are* ageless and have natural Magical Abilities that allow you to induce lust and take on a human form as a disguise- your kind typically has access to the Mortal World which you use to spread the Sin of Lust to the populace though it's up to you if that's your source of employment.

Possessor (+100)

Native to the Envy Ring you are an aquatic Demon with a striking resemblance to snakes, you have the natural ability to breathe underwater and the magical ability to possess others though this requires a battle of wills to do successfully.

Sinner

You're a Mortal Soul who was sentenced to Hell after your death, this has confined you to the Pride Ring of Hell but comes with non-negligible benefits, to begin with you *cannot* be killed, saved by powerful magic or Angelic Weapons your body slowly recovering from anything else done to it. Second, you can gain power through your sinful nature that allows you to gradually develop unique magical abilities formed from your personality and sins. Lastly you have the ability to forge contracts with others, gaining authority over their Soul which not only forces them to obey you but also grants you a slight increase in power.

Angel (-100)

You're an Angel, you're… more or less the equivalent of a Sinner but a vastly superior version- firstly while a Sinner could *regenerate* from anything short of powerful Magic or Angelic Weapons you can't be *harmed* by anything short of powerful Magic or Angelic Weapons… this means that for the most part nothing in existence will be able to make you even feel pain. In addition to this you have more powerful Magic than the average Sinner, you gain power from your Virtues, and your powers are all considered 'Holy' which lets them kill even higher demons.

It must be emphasized that you are nowhere *near* Lucifer's Level… Other purchases may put you closer but as a Mortal Soul you begin this Jump on the level of an average exorcist even if you've fallen.

Goetia (-200)

You're Demon Royalty and a member of the Ars Goetia, as a Demon Prince you have extremely powerful magical abilities along with immortality on par with the Sinners and the Angels, as Demon Royalty you have powers far in excess of a mortal soul allowing you to defeat even the strongest of Sinner Overlords with relative ease.

Sin (-800)

You are the Eighth Sin… perhaps Vainglory or Sorrow? Or if you wish you may replace one of the existing Seven (Except Lucifer) as the embodiment of their Sin. The only people in Hell with more raw power than you are the Morningstar Family, and even then you'd put up a better fight than anyone else. As the embodiment of your chosen Sin you'll gain power from spreading it throughout the world of Man. You also have the ability to create new species of Hell-Born Demons using your Power as fuel, these races will innately be tied to you and your fundamental essence being 'made in your image' so to speak.

Origins

Drop-In (I.M.P)

You appear in this world with no history, connections, or resources beyond the ones you bring with you and what you buy here- but this means that you have nothing to lose and everything to gain! If you wish (and are either a Hellhound or a Imp) you may choose to begin this Jump as a member of I.M.P or if you're an Angel you may choose to be a C.H.E.R.U.B

Entertainer

You are part of Hell's thriving entertainment industry- perhaps you're a clown like the Jester Fizaroli? Or perhaps a singer like the Succubus Verosika? No matter the specifics of **how** you entertain your fellow Demons it will be your profession for the duration of your time here.

Upper Crust

You've got the wealth, the privilege, and the power- maybe you're just a weirdly rich Imp but the odds are good you're a Goetia or a Sin if you're taking an origin like this one. This is the origin for the wealthy elites like Stolas, Stella and Crimson (the aforementioned weirdly rich Imp).

Social Climber

Similar to the origin above, except you have slightly less status and you'd like a *lot* more to the point you're willing to lie, cheat, and even murder to get as much wealth and influence as you possibly can.

Party Animal

You don't really care about politics or fighting, you just want to have a good time with your friends! You're the type of guy who *loves* getting fucked up with friends and helping people get out of their shells, all in all you like to make life more fun.

Target

At some point you pissed someone off *real* badly to the point they're willing to hire hitmen, if you're a human and they're a Sinner Demon they might even be hiring IMP as we speak to take you out- fortunately you're a more dangerous customer than most would expect so at least you'll put up a hell of a fight.

Perks

You receive a 50% discount on all perks associated with your chosen Origin, discounted 100 CP Perks are instead free.

General Perks

The Only Way I Know How (100)

Song! Now you (like most Demons in Hell) are an extremely capable singer with a particular talent for improvising full theatrical numbers on the go- in addition you can expend a minor amount of energy to summon background music for yourself.

It's Hell And No One Fucking Cares (100)

You have the ability to 'toggle' a jaded outlook towards violence and injustice, this doesn't make you any more cruel than you otherwise would be. Instead it allows you to rationally realize when you can't do anything about the problems around you and detach yourself from them emotionally.

Face For Tv (100)

You have a face for Tv unlike a certain Overlord in Pride. You're attractive in whatever way you choose, you can be cute, seductive, masculine, feminine, whatever you want.

Have I Fucked This Many People? (100)

Well at least you're good at it, you're well endowed and skilled at sex which allows you to please even the most experienced and demanding partners.

Money Talks (200)

This is Hell, there's really nothing you can't get if you don't pay for it down here, and that's just how life works for you now in general as well. Now you will always have the ability to get in touch with a seller for anything you want to buy with only a moderate amount of effort, though the rarer the thing you want to buy the more you'll be gouged on the price.

Scams (200)

You're an adept Scam Artist and Confidence Man, you know everything from simple ploys to earn a quick payday and a quick meal, to the subtle art of the pyramid scheme and other long term ploys to net you a constant flow of cash at the expense of the suckers who put their trust in you.

Bounty Hunter (200)

When people need someone killed and are willing to pay you'll hear about it, having a constant mental list of all such targets sorted from highest value to lowest. If you kill or capture that person and deliver proof to the 'Client' (even if they didn't know who you were) they'll feel compelled to pay you fairly for the service you did for them and reach out to you personally in the future for any more work they need done.

Who Dares Threaten My Impish Little Plaything? (200)

You're *terrifying* when you want to be, the more power you have over someone in the moment the scarier they'll find you- if you are in complete control of whether they live or die in the moment? They'll never forget you as long as they live.

You're My Light (300)

When you and another person love each other you improve each other in turn, simply by being in love you and your partner will gradually begin to have your mental hangups fall away, your traumas fade, and any other toxic mental traits gradually lose focus as you slowly become better versions of yourself.

The more extreme the issues the longer this takes to make significant progress but it *does* work eventually.

You're My Heart (300)

Miscommunication has been the untimely end of *many* relationships but at the very least it won't be the end of yours- you have the ability to share your true feelings with someone, if you love them you can show them that, if you hate them you can make that clear as well. After you allow someone else to see your heart they may choose to show their own giving you an understanding of their true feelings as well.

Science Straight Out Of Hell (300)

The general tech level of this Universe's Hell is much higher than earth's. One reason for that is probably the total lack of ethical/regulatory constraints placed on progress, and now with this you can take some of that with you.

Now in addition to being an incredibly intelligent individual who's well educated in a wide variety of physical sciences you have the ability to 'multiply' scientific progress by breaking social taboos. If you perform human experimentation? Your project will progress at 2x speed, if you perform said experiments on kidnapped subjects? You'll progress at 3x speed and so on and so forth.

This effect can stack ad infinitum as long as you can find new ways to be evil in the name of progress.

Safety Net (300)

(This perk will only take effect in Future Jumps if you don't take the Human Race in this one!)

If/when you die in this Jump you'll manifest in Hell as a Sinner Demon with all the associated advantages though you will also be unable to leave the Pride Ring and be subject to Extermination.

In Future Jumps if you die you'll also be reborn as a Sinner Demon manifesting a New Hell Dimension that operates under the same rules as the Pride Ring. This new hellish dimension will draw at least a fraction of the Sinners who die and will gather all of them if there is no other Hell Dimension in setting.

Drop-In

Mysterious Past (100)

You have one, and the tools to keep it a secret- after all no one ever seems to pressure you to reveal your past or even try to look into it independently through any means before you're ready to reveal it, and when you do reveal elements of your backstory people will believe it without question (as long as it's true).

Master Of Disguise (200)

Imps don't look human, it's not just the red coloring, it's the scales, and reptilian tails that should stop *anyone* from believing the members of IMP when they pretend to be Humans…

You all know where this is going don't you? With this perk you can wear disguises as simple as a wig and change of clothes and no one will be able to recognize you as you except those who know you very well personally. This also allows you to disguise yourself as an entirely different species using similarly simple means, no one will see any reason to disbelieve you without some kind of extremely clear evidence.

Fetch Quests And Side Jobs (400)

You will find the occasional… weird jobs popping up now and again, tasks that need doing but that are unusual even by your standards. For example sneaking into a Goetia's Mansion and stealing his Grimoire, or maybe just a chance meeting with a Angelic Arms dealer revealing she needs a cat sitter for the weekend. These plot hooks will never be threatening really, just time consuming and occasionally headache inducing- the benefits will always be worth it.

The aforementioned examples may lead to you having a 'friends with benefits' arrangement with a Goetic Prince that lets you travel to the Human World, while the other may lead to a hefty discount on Angelic Weaponry in the future and a friendly relationship with a Sinner Overlord.

Full Can Of Badassery (600)

So this is something that genuinely bugs me, how did the Imps learn to fight like that? There's no implication in the story that any member of IMP (except maybe Moxxie) got any kind of combat training- same thing with Striker they all just… started fighting one day.

Now you can also break my brain! This perk allows you to become a better fighter by *winning* fights, when you defeat someone you become slightly better at everything combat related across the board, the more difficult the fight the bigger the boost at the end and you can increase the boost to specific categories by preventing others from receiving any benefits.

Entertainer

Klown Bitch (100)

You can't be a good entertainer if you aren't well… entertaining, you're now an excellent singer and dancer who's more than capable of becoming a professional performer you're also a fully trained Clown… for some reason it's a popular niche down here.

Marketable (200)

You're one of those rare public figures that can sell out to your heart's content and never see anything even **approaching** diminishing returns. The more famous you are the more anything you're involved with- be it a toy line, a tour, or even a sexbot will sell for regardless of quality. Your fame itself essentially adds a flat 'value' to every branded product you make that can be freely charged without anyone complaining or even noticing, as long as you charge a reasonable price *on top* of this added value everyone involved will feel like they got their money's worth.

Not Broken (400)

You can consider this Perk a form of insurance, now no matter the physical or mental trauma you endure you'll be able to come back in some way better- maybe after a brush with death you'll learn to appreciate life more? Or maybe the loss of your limbs would lead to you getting vastly superior robotic replacements? Whatever the case you will *always* bounce back better in the end.

Love Beyond Your 'Station' (600)

You have a strange ability to attract your 'betters' the more power they have (institutional or otherwise) the more attractive they tend to find you, and the more likely it is that they're looking for a actual relationship rather than a quick fuck. This perk also guarantees that even if society at large considers them your better, any romantic partners you gain from this Perk will always consider you their equal and partner regardless of any special circumstances.

Upper Crust

Duties Of Rank (100)

You have all the skills expected of Old Money nobility, you have excellent manners, are extremely adept at managing property and financial investments, and are a deft hand at court politics.

You have the aptitude to *thrive* in a Shark Tank like the Goetia family.

What Is 'Illegal' Really? (200)

There are different rules for people like you then for the lower class Plebs. Now you'll find that the vast majority of your crimes… won't be crimes at all as far as the powers that be are concerned, and even the more serious offenses will most likely be blamed on a patsy unless you specifically confess to them. Even IF you choose to confess you'll receive a vastly lightened punishment when compared with *anyone else*.

Mastermind (400)

You have the ability to impose 'Rules' on your Subjects, these rules are granted power as long as the majority of people they apply to consider them at least mostly fair. Whenever you discover someone who the rules apply to has violated them (even if they're confessing to a false accusation) you can magically impose a fitting punishment up to and including death- although as the Judge you are capable of granting leniency or giving a particularly harsh sentence depending on the facts of the case.

Authority Equals Asskicking (600)

It's no accident that the highest ranking Demons in Hell are also the most powerful- each of the Sins rules a full *Ring* of Hell, and Each of the Goetia commands vast legions of Demons. And these entities command immense personal power as well, vastly in excess of Mortal Souls even at their strongest. You have the ability to benefit from this effect as well. Now the more people who owe you their allegiance the greater the personal power boost you gain, this enhancing all of your existing abilities proportional to the number of followers and their overall power level. You may also give this power boost to your own subordinates, giving them an increase proportional to the number of your other followers placed under their command.

Social Climber

Mega-Bitch (100)

You're a master of insults, not funny quips or banter, you're an expert at finding people's deepest insecurities and using them as a weapon to tear that person's self-esteem to pieces.

NOT A Deviant Piece Of Shit (200)

People will ignore your oddities and eccentricities even in extremely judgmental societies like the Goetia. You could- purely as an example consistently make incestuous remarks about your sibling and have no one consider it to be worth mentioning.

Spoils (400)

You will always reap the benefits when your enemies fall, this doesn't happen by *magic* per se but you are an expert manipulator and clever schemer more than capable of manipulating situations to arrange falls from grace for your foes and reap the windfall after they come to pass. Perhaps you'll become the custodian of your enemies holdings until the heir is of age- or perhaps you'll find just the right leverage to have them sign everything over willingly.

Blood Money (600)

You have an interesting trait, the more suffering you cause the more wealth and social status you gain. The form this takes is honestly up to you- maybe your business gets more lucrative contracts if you consistently exploit the poor- or maybe verbally abusing your husband auto-magically pads your Bank Account enough to hire an expensive hitman.

People will also start to value your opinion more and consider you more important the more consistently you make life worse for people.

Party Animal

Vortex's Emit Heat, Right? (100)

Yep… that's why people call you hot… absolutely, it's not because of your perfect jawline or anything. Yeah even I can't sell that one, you're incredibly *hot* Jumper holding your own even around Lust Demons like a Succubus.

Supportive (200)

You're extremely adept at providing emotional support to the people around you, just like the Hound Vortex who works for Verosika Mayday. With time and gentle coaxing you can help people get over their inhibitions and social hangups to become happier and more open people. You're also an excellent shoulder to cry on and people will always feel better after telling you about their problems.

Keep Things Casual (400)

You don't like labels, and frankly that really seems to work for you. As long as you're 'just friends' with someone your relationship will grow by leaps and bounds, becoming as close with someone in a week as you otherwise might have in a month. In addition, as you get closer with someone you tend to get… domestic, acting for all intents and purposes like you're dating… just without making things official.

What I Gotta Do (600)

Partying doesn't pay the bills, fortunately you're *great* at paying those bills yourself so you can keep the party rolling. You'll always be able to find a job you'll like and find fulfilling within a week of looking at most, once you have the job you'll quickly get better and better at it growing rapidly 'on the job'. In addition, every hour you spend working will earn you an hour of 'playtime' which will put all your responsibilities on hold until you're ready to start again or run out of time.

Target

Killed The Bitch! (100)

Your Enemies *Hate* you… you're able to get under the skin of people who piss you off to such an extent that you consume their every waking moment- and it only gets more intense the more you do to them.

Bless This Mess (200)

Like a certain serial killing southern family the law can't touch you. You're able to get away with any crimes that you manage to commit successfully with all evidence disappearing into the void as soon as you leave the crime scene.

Friends In High Places (400)

Somebody up in Heaven *really* likes you, yes even if you're a demon, no I don't fully understand it either. The way this manifests is based on the severity of the situation. In your everyday life you'll feel a sort of 'omnipresent good luck' that makes things go better for you then they otherwise would. If you ever begin to fully give up hope or your goals heavenly Cherubs will appear to help you get back on track providing excellent motivation and comforting you.

If you're in *actual* danger Heaven may even be willing to send a force of Exorcists down to protect such a *pure* soul.

These benefits will continue in future worlds and will apply to other worlds' heavenly forces as well.

Selfishness Is The Mother Of Innovation (600)

All scientific research you sponsor or conduct personally will have its rate of progress multiplied enormously proportional to how little of the population it is meant to benefit.

Creating inventions for only yourself and your family, or to benefit the world's **Three Trilionaires** will allow you to veer *solidly* into comic book super science in your lifetime.

Items

You receive a 50% discount on all Items associated with your chosen Origin, discounted 100 CP Items are instead free. You gain a **200 CP Stipend** to be spent in this section only.

General Items

Payday (100)

Congrats! You make minimum wage! What's so great about minimum wage? The fact you don't need to work for it- you receive the equivalent of a minimum wage paycheck every month without lifting a finger, this is enough to survive on if you're miserly.

Shitty Apartment (100)

Possibly the crummiest known to man, but at least it's completely free to you and no one ever seems to bother you here even if they have a *real* good reason to want you dead.

Blitzo Phone Supply (100)

You have an infinite supply of phones, all data is transferred between them automatically allowing you to seamlessly switch between them in case they're lost or destroyed.

The Van (100)

You have a gray van branded with the I.M.P logo (or any other design you prefer) this van is self repairing being back to pristine condition within 24 hours of its destruction and it gets *great* gas mileage.

Drugs (200)

Now *these* are plentiful down here, this is a restocking cargo ship worth of every drug known to man and the hundreds of specifically Hellish ones that make Heroin look like Asprin.

If you want to sell 'em… good luck schmucko there's nobody down here who can't get these for cheap- you might have more luck in the Human World but getting access to that is its own can of worms.

Robo-Fizz (200)

You have a Robotic replica of the Jester Fizzaroli all to yourself, this Robo-Fizz comes equipped with the needed programming for any of the common roles they're used for making this Jester a excellent entertainer, nanny, and well… sex bot. Fizzaroli himself hates that last one though so I wouldn't bring it up around him if I were you.

You may choose how sentient the bot is as well, the default ones are fully capable of having emotional reactions towards specific individuals and developing a personality of their own. You can choose if you want that to happen or if you'd rather have an emotionless drone.

Personal Angelic Weapon (200)

You have a Hold-Out Angelic pistol or other small weapon, this will always be on hand when you need it being easily reached in a brawl- and as a Angelic Weapon it is capable of killing immortal beings and dealing severe damage to incredibly durable and powerful magical beings.

The weapon will never run out of ammunition if it's a firearm.

Representation (200)

You have a friendly member of the Demonic Court who's willing to defend you if you're ever forced to stand trial. The arguments of this individual will have weight with the assembled Goetic Demons and Sins who will be forced to consider your case fairly.
In future jumps this always means you'll get excellent representation in any court you're taken to.

I.M.P Hotline (300)
You receive a crappy burner phone that can be used to call I.M.P once every year- when you hire them using this item (which will continue to function even in Future Worlds) this highly motivated team will come up from Hell to kill anyone you want dead in the Human World.
And always remember, Kids Die For Free.

Personal Stash (300)
Queen Bee *really* likes you, to the point that she's giving you unlimited access to the Honey Booze she can produce with her magic- and this stuff makes Vodka look like *tap water* all while keeping the sweet taste of honey.
Basically you're not going to find a way to get more fucked up here, and the Queen would like to remind you to enjoy irresponsibly.

Egg Bois (300)
These… shouldn't be here, how the hell?
Whatever these sentient, walking, talking eggs now view you as their leader- there are five of them to begin with but you'll get a new one every week, don't bother asking where they're coming from.
They aren't very smart or very strong but they're incredibly *loyal* and that can be a value of its own.

Five Year Appointment (300)
You've managed to book a appointment with the Best Doctors in Hell! Sadly however you're only able to get one once every five years (so year 5 and year 10 of this Jump) if you make it in on time for your appointment (if you're late… get fucked) you'll be fully cured of all injuries, illnesses, curses, and even Drawbackd that are explicitly stated to be curable.
You'll be able to make your way to this Hellish Hospital in future Jumps as well though it will be just as busy.

Drop-In

Disguise Kit (100)

You have a wide selection of wigs and other outfits that you can use as disguises or as props for some kind of community theater show.

After you meet someone you'll gain a costume that's a loose approximation of their general 'look' which could prove useful in its own right.

Bullets, Blades, And Other Practicalities (200)

You have a vast armory of mundane weapons, everything from every make and model of gun under the sun, to a vast collection of knives (or swords if you're feeling spicy) all the way up to a couple rocket launchers. All of this is more or less useless against angels and higher demons but against humans? *Hoo boy*

Asmodean Crystal (400)

This is a Crystal used by Demons of the Lust Ring to legally access the Mortal Realm to carry out their business- perhaps a friend of yours pulled some serious strings? Because you have a fully registered Crystal of your own to use as you please. Activated by a simple touch this Crystal can make a portal between the Living World and Hell with no perceivable energy cost- with time and effort you may be able to 'tune' it to travel between other dimensions you have access to.

Angelic Armory (600)

You know how Higher Demons can't be killed by anything but High-Tier Magic or Holy Weapons? This armory is *both* the steel you've got here is more than enough to kill a Goetia just as easily as it would a human, and if you got a Sin they'd have a seriously bad day too.

Unlike the previous armory you don't have a massive stock of something like *this* right off the bat, instead this item takes the form of a phone number you can call- when you make said call you can tell them what you need and how much, the bigger the order or the weirder the weapon the longer you'll have to wait. An Angelic Sniper rifle and some ammo or a combat knife would take a couple days or a week to get to you, while a power suppressing rope or any heavier ordinance might take upwards of a month.

You get one Free order a month, any re-supplies or extra equipment you need will cost you a pretty penny.

Entertainer

Limo (100)

This is a *slick* ride Jumper, this is a fully furnished Limo that comes with a personal chauffeur- all wages are fully paid and you won't have to pay a cent for maintenance as you cruise around in style like a big shot.

The Club (200)

You have your own personal Nightclub in the Lust Ring- of a similar size to Ozzie's but without the reputation that comes from being the personal property of a Sin. This place is managed by a highly competent team of NPCs that will allow you to turn a tidy profit though they're always open to you coming around to be their headline act.

Robo-Jumpers (400)

You've got a whole *line* of Toy-Botic replicas that you can sell all across the Seven Rings, these Robots don't have any of your powers or memories, but they do have your appearance and a rough approximation of your personality.

These can be programmed to perform many different functions from Bodyguard, to Maid, to Sex Toy- they might weird you the fuck out from time to time but they'll make a *fuckton of money.*

Band And Crew (600)

For the Aspiring Pop-Star among us, you have a whole band of Succubus Demons that are more than willing to have you as their main singer and public face (mainly cause they all find you *super* hot) The gender ratio can be anything you want as while Incubi do exist in this Universe there are male and female demons called Succubi as well.

On top of this you have a highly capable crew of Hellhounds, including personal bodyguards and roadies who help keep your group up and running- maybe you can outcompete that bitch Verosika Mayday?

Upper Crust

Wardrobe (100)

You have an expansive wardrobe full of all of Hell's latest fashions, enough to allow you to *sparkle* even at a Goetia Ball.

Grimoire (200)

You have a Goetia given Grimoire, this book contains numerous spells that you can use to access the human world, disguise yourself as a human, or otherwise augment your powers as long as it's in your possession. This book is a necessary component of all the spells recorded within and none of them can be cast without it.

Now you may be thinking 'why is this cheaper than the Asmodean Crystal?' Well the answer to that is that it's *extremely illegal* to use this item for anything but the specific duties you require access to the Mortal Realm for. if you use it in any other context and are caught it's a serious crime even for a Goetia.

Manor (400)

You have an enormous and luxurious Manor, filled to bursting with Imp Servants and bodyguards who are completely loyal and subservient to you. All their wages are automatically paid without even a dip in your coffers and you'll find your enemies never seem to attack you here (though this minor protection will fade if you *never* leave).

Princehood (600)

Being a Goetia doesn't by default grant wealth or property- typically it does through family connections and the like but I digress, you on the other hand are a Prince Of Hell as as such have access to vast sums of money, enough luxury property to build a city on, and Legions of Lesser Demons under your command.

If you aren't a Goetia or a Sin this can take the form of an immense Mafia Empire or your own huge Megacorporation.

Social Climber

Invite (100)

An all purpose invitation that allows you to attend any party you want- perfect for mingling with your potential allies. Of course there are definitely people who won't be *happy* to see you at a certain venue but they'll have to accept that you were invited.

Discrete Line (200)

This is a phone, but more than that no one but the person you're calling will ever be able to hear the messages you give over it- even if you were to call a hitman and direct him to murder your husband over breakfast he'd remain blissfully ignorant.

Numbers (400)

You have the numbers of hundreds of demons, these demons will do literally anything- no matter how illegal as long as they're paid for the service, of course Imps feature prominently but there are also a few members of the Goetia family willing to lend political support if given the proper… incentive.
If future jumps you'll receive the numbers of other morally bankrupt individuals who can provide you what you need for the right price.

That Special Something (600)

Cold, hard, blackmail. You have a file containing an absolutely *damning* secret about someone you consider an enemy, the kind that could destroy them if released… but you won't release it of course, you have a much better idea in mind.

Party Animal

Booze (100)

You've got as much alcohol as you could possibly want in your warehouse or another property of yours. This can be whatever kind you want and whatever vintage you want and you'll surely have something for even the most discerning tastes.

Belphagor's Party Drugs (200)

The personal stash of the Sin of Sloth, I guess Queen Bee was able to steal some after all? Or maybe you just took your life into your own hands. These drugs are made of the concentrated *essence* of Sloth and Apathy. Taking them is enough to make anyone forget about their problems and responsibilities until they wear off. These aren't in any way physically addictive and don't have long term after effects.

The Pad (400)

A large but not overly so house that's automatically paid for, self-cleaning and always stocked with refreshments- in short you could hold an *awesome* party every night without any of the headaches that come after (except hangovers).

Trust Fund (600)

All the wealth of some other options with none of the responsibilities associated with it… you've got a Debit Card that quite literally has infinite money attached to it- no don't bother asking how it works, it doesn't crash the economy either. The catch? It can only be used to provide for you and your family, and to pay for *fun* stuff like parties or a bouncy house. Any attempts to do something boring like start a business or bribe an official will result in the card being declined.

Amusingly the card seems to have a picture of Bee-zelbub on it, if she's giving you a thumbs up it means she approves of whatever you want to spend money on and the transaction will go through… if not well it's pretty obvious.

Target

Universal Remote (100)

You bought it for the kids, this device can connect to and control any piece of technology that you own but it will be harder to set up and use the more complex the tool you try to use with it.

Murder Basement (200)

Pretty much what it says on the tin, this is a new basement attachment on one of your properties full to bursting with torture implements and grim trophies taken from anyone you've killed previously (even if you didn't actually take trophies yourself)

De-Agifier (400)

This incredibly advanced device is capable of changing the physical age of anyone placed within, just make sure it's set to make people younger if you plan to use it on yourself to avoid a horrifically painful death.

Jumper Robotic Solutions (600)

You have your own multi-billion dollar tech company with all the talented people you could ever exploit working there. This company's board is completely loyal to you and will rubber stamp even the most ridiculous projects you push through.

Strangely the less you pay your scientists and engineers (the people doing the actual work) the faster any science you do here will progress, nobody ever seems to quit either.

Companions

OC Companions don't exist if not purchased here.

Old Friends (Free)

You may import any of your existing companions into this Jump for free, they'll gain 600 CP to spend and an origin of their choice.

New Friends (Free)

You may take any existing characters who agree to travel with you as Companions for free.

Blue Haired Jinx (100/Free Imp)

This young Imp was adopted by the Hitman Striker after the unfortunate death of her parents and sister and was trained by him to be a Hitman… sadly Striker isn't what you'd call parenting material and after she bungled one job too many with her uniquely destructive blend of psychotic tendencies, PTSD, and love of explosives she was out on the street where she met you.

The exact nature of your relationship is pretty up in the air, if you're the parental type she *desperately* needs a positive role model in her life, but if you're younger and more fun a explosive romance isn't out of the question either.

Pink Haired Brawler (100/Free Imp)

After the loss and supposed death of her sister this Imp Girl found herself locked in a maximum security prison in the depths of the wrath ring for the inconvenience her desperate fight for her life caused a Goetia's traveling party.

Hardened into a devastatingly vicious brawler by her experiences she has one goal in mind, find her sister and if she actually is dead? Kill the sons of bitches responsible.

Edgy Teen From Pride (100/Free Sinner)

This teenage girl was killed along with her parents in the Human world in a car crash leading to all three of them manifesting in Hell as Sinner Demons (turns out amateur Demonology actually DID get her damned to hell!) and after her mother's death during the Yearly Extermination she's turned her incredible mind to developing a weapon she can use to get her own revenge.

This has… strained her relationship with her dad, an engineer whose focus is constructing bunkers and defense methods to minimize casualties in the Exterminations and doesn't want his child to risk her life.

You'll meet her the day after the latest extermination as she's scavenging for leftover weapons for her experiments.

Kind Hearted Exorcist (100/Free Angel)

Only known by his nickname 'N' this Angel is one of the few Male Exorcists and one of three to be left behind in Hell post extermination as a mistake. Seeing nothing else to do to pass the time they continued to slaughter Sinners wholesale… at least until he met you.

Mistaking you for a Angel (or possibly recognizing you as one if you've previously fallen) he showed you around his crew's makeshift base, something you said really stuck with him though because he changed his mind about the Exterminations all together and is now more interested in following you around and helping you with your own goals like the personification of a Golden Retriever that he is.

Angel Of Death (100/Free Angel)

Another member of N's squad, this Exorcist is nicknamed V and she is… something special- she revels in the death of Sinners, the more torturous the better and she particularly loves when one appears strong enough to give her a proper fight. In general she doesn't really value anyone unless they're strong, even other Angels getting the cold shoulder.

If you're an Angel you're another member of the squad and possibly one V considers worth her time, if you're a Demon… I guess you managed to win because you'll find yourself pestered for a rematch by this battle maniac for the rest of your time here and beyond.

Angelic Professional (100/Free Angel)

The leader of the Squad goes by the nickname J. She's a consummate professional who doesn't tolerate incompetence and wants her squad to run like a well oiled machine… it doesn't. She's sick of N's incompetence and soft-hearted nature just as much as she's fed up with V's constant bloodlust and disregard for her plans- if you're an Angel yourself it's fully possible that you're the only member of the group she likes… if not it's fully possible she was willing to betray heaven at the sight of a well organized filing system.

Drawbacks

Written By Vivziepop (100)

You don't like cursing, all the people around you will *never* stop *cursing* even in incredibly emotional and real moments there will be at least one f-bomb and in more casual circumstances? Constant.

My Little Plaything (100)

Your loved ones will unintentionally be incredibly demeaning towards you, this takes the form of offensive nicknames and condescending behavior- this isn't intentional and an honest conversation or three will help a person correct this behavior but it will hurt your feelings.

Self Sabotage (100)

You don't feel like you deserve love and so you do everything in your power to push anyone who even seems to care about you away… be careful not to end up with enough exes to fill a house Jumper.

Chazz (100)

There's something wrong with your face, it can never stop smiling, there's something wrong with your smile it makes *everyone* who sees it think you're some kind of sleazy sex-pest. The way you talk has been changed too- the meaning of your sentences remain unchanged but you throw in a seemingly endless stream of double entendres that trigger anyone's ick factor.

Financial Woes (100)

Everything costs three times as much for you as everyone else- meaning that without a *very* high paying job you'll be in some pretty dire financial straits throughout your time here.

Gore Splattered (100)

Whenever anyone dies in your vicinity you'll find yourself covered in blood and viscera, and with this drawback you'll find this intensely disgusting regardless of your prior mindset.

Last I Checked Your Love Life Is A Pile Of Shit (200)

You will universally have petty exes, it doesn't matter what their personality was like when you were dating them, it doesn't matter how amicable the breakup was- once you break up with someone they will become *absurdly* vindictive towards you. To the point that they would be willing to hold an annual party devoted *solely* to hating you.

You are also guaranteed by Drawback Fiat to start and end at least one relationship every year.

In My Sights (200)

Someone wants you dead, and they've paid Striker to do the job. He doesn't have anything special in terms of Raw Power, but he's incredibly resourceful, skilled, and has a seemingly bottomless reserve of Angelic Weapons.

Broken (200)

Like the Cyborg Jester Fizzaroli you lost all of your limbs in an accident, these can be replaced with Cybernetics and can possibly even be improved upon… but you'll still remember the pain and trauma whenever you look at any replacements you use.

Price On Your Head (200)

Similar to 'In My Sights' but more general, there's a substantial bounty on your life and many people are going to try to claim it over the course of your time here.

Rigged Against You (200)

Every single bureaucratic system in Hell is rigged against you, you'll get the least for the most work, and they'll never be more efficient than when they're kicking you into the dirt for lifting your head out of the dirt.

Demon Law (200)

You've committed some kind of *major* crime under Demon Law, fortunately no one knows about it… *yet* if they find out though you'll be forced to stand trial in front of the Sins themselves and they aren't very forgiving.

Arranged Marriage (300)

You got married! Bad news your partner is a vindictive bitch who makes Stella at her worst look like an absolute saint, worse news absolutely none of your perks work on her, and **worst** news if you manage to get rid of her you'll be married to someone even worse in a year.

If you somehow manage to make her *chill the fuck out* you can take her as a companion for free- yes her, just like Stolas your sexuality wasn't a factor in the proceedings.

Expanded Extermination (300)

Well… the issues the Sinners are dealing with over in the Pride Ring just got a lot more personal for you, now that Heaven has decreed that the Hellborn are to be purged just like the Sinners. Now Adam and his Exorcists will descend on all the Rings of Hell purging everyone they can find every year.

Lucifer Is Back (300)

Lucifer finally followed through on the sticky note he left on his throne and came back to Court, and he is *pissed* at what's been going on while he's been gone- he honestly expected the Hellborn to be *better* than the Sinners and seeing how short they've fallen of that expectation he's turning his kingly wrath upon the Seven Rings of Hell.

What will follow is a cross between Forced Redemption and the War on Drugs, Lucifer will brutally punish anything he can find that's evil as he sees it all while trying to drag as many people as possible into new locations for Charlie's Hazbin Hotel to be redeemed into 'good people' if you *aren't* a good person already this is going to **suck** and even if you are by the standards of hell how long until a former angel starts wanting to make this place a little more like home?

Unbound Sin (300)

The Sinners have been allowed to leave the Pride Ring for the first time, this allows them to interact directly with Hellborn- and most likely to exploit their natural power advantage over them for all *kinds* of cruelty. Expect to see Valentino setting up shop in the Lust Ring- or Vox finding a new paradise for himself down in Greed, in other words you can't just *avoid* those fuckups from the Human World anymore.

Notes

1.0

Finished the Jump

Striker is NOT canonically a cat-sitter for Carmella Carmine… but it would explain where he gets his endless stock of Angelic Arms.

OC Companions are based on Vi and Jinx from Arcane

2.0

We need MOAR of Everything.

Changelog

Races:

Human race was added

Origins:

Party Animal, Social Climber, and Target Origins along with the associated Perks and Items were added.

General Perks:

Face For Tv, Have I Fucked This Many People, Bounty Hunter, Who Dares Threaten My Impish Little Plaything, Science Straight Out Of Hell, and Safety Net added.

General Items:

Blitzo Phone Supply, The Van, Personal Angelic Weapon, Representation, Egg Bois, Five Year Appointment added.

Companions:

New OC Companions added based on N, V, J, and Uzi from Murder Drones.

OC Companions were given for free to compatible races.

Drawbacks:

Chazz, Financial Woes, Gore Splattered, Broken, Price On Your Head, Rigged Against You, Lucifer Is Back, and Unbound Sin were added.