
WELCOME
TO
THE
HAZBIN
HOTEL

Well, well, well~ what do we have here~? A new hellish resident of our dearly departed infernal realm? Or an old hat raising his head up for the first time in a while? Looking to move and shake? Looking for redemption? Either way, you'll find drugs, booze, sex, and more than you ever thought or knew of down here, and people are gonna be looking to use you too, so... Let's give ya this and hope ya don't die too easily~ 1,000 CP, All yours babycakes, have fun~

ORIGINS

Hellish Resident [Drop-In Option]



Ya just dropped in, eh? Been here a while? Well, either way, welcome to Hell cutie, plenty of people looking for some new ass and you aren't big or important enough for them to give a single flying fuck about fucking your shit right up so I'd be on the lookout, hun.

Hotel Worker



So ya workin' at that new Hotel, under the princess? Ha, what a fucking joke. Redemption? Forgiveness? Do you think that shit exists for you, for me, for any fucking one down here? This is Hell, you naive piece of shit. The worst of the worst come here, you're gonna need a miracle if you're gonna pull this shit off. Don't expect to be too well respected if you choose this origin.

I.M.P.



So you work under that asshole Imp with his idiot sidekicks, is that right? Murdering shit in the living world and all that? Honestly, I don't get how you all can even fucking function, it looks like a clusterfuck over there. Oh yeah, watch out for that creepy bird fuck, too. Heard he's obsessed over your boss.

Prince[ss] of Hell [600CP]



Ah, so one of the Nobles is your Mommy or Daddy, huh? Maybe you're the brat of an Overlord? Well, either way, no one gives a shit. Want an example? Well, look at how they treated that dumbass daughter of Lucifer on live TV. Nobody said shit, nobody got punished. Hell's a fucked up place.

PERKS

HELLISH RESIDENT



I Can Suck ya' Dick!
[100CP, Free for Hellish Resident]

Well, this is hell. Honestly, Id be disappointed if you failed at this. Lewd, crude, or even dark and depressing humor, you're a master of the laugh. While some may find your jokes offensive, you will find that those you consider friends or allies will always get some amusement and lift their spirits a little.



Famous
[200CP, Discounted for Hellish Resident]

You're famous, maybe not...Angel Dust famous, but you're famous enough and this fame will follow you. Choose one Profession that you are good at, above average at least. Upon entering each jump, you can choose one profession that you're good at to be famous in. You can be anything from a famous monster slayer to famous cocksucker. Out of jump, you won't be world-famous, but whatever shithole country you live in will sure as hell know you.



SON?!
[400CP, Discounted for Hellish Resident]

Well, this is awkward? It seems like once a Jump or Ten Years, whichever comes first, when you'd be about to die, you can say some stupid joke or quip. Only for it to save your life, such as the guy kicking your ass believing you are his son and stops attacking you long enough for your friend to save your ass.



Addict

[600CP, discount for Hellish Resident]

Damn . . . Singing, Dancing, Fucking, Sucking, Snorting, bitch you got it all. Your dances could make even Lucifer himself sit up and take notice, even get a pretty good fucking stiffy if you put your back into it. Not only that, but it seems like every immoral act you commit gives you a permanent power increase, small, yes, but it's still a boost for something as nice as fucking or stripping or something. Granting about 0.1% increase in power per "Naughty" act. Also, for some reason, you can fight just as well when pole dancing, stripping, exotic dancing, having sex, or doing drugs as you could when not doing any of that. Just make sure you're not forced into the same situation as Angel. Ten years being owned by Valentino doesn't sound fun, even here in Hell. Just look at what he does to Vox, and Vox is a lover of Valentino. LOVER. Imagine what he will do to a slave. That shit sends shivers up my spine.

Look in Notes for the definition of "Naughty" acts.

HOTEL WORKER



Work For Room and Board
[100CP, Free for Hotel Worker]

You seem able to find shelter, food, and a bed to sleep in anywhere in civilization, as long as you have a trade to offer. Maybe a mathematician finds work under a king teaching his children or something, I don't know. But as long as you work, you're provided for. You can try doing this without this perk, but this is hell. People will laugh in your face if you do this, charisma perks or not.



Happy Little Maid
[200CP, Discounted for Hotel Worker]

Well aren't you the cutest little thing. Wait, where the fuck did you go? How the fuck is my room clean? What the fuck? Some kind of super fast, super good maid power or something? Well, thats interesting, have fun I guess? I mean being fast enough to make even most demons just see a blur has to account for something, even if all the cleaning and shit is odd. This can come with a free maid outfit, if you're into that.



Swindler
[400CP, Discounted for Hotel Worker]

Hey, you there, care to play a hand of Poker? You have an uncanny ability to con, to the point where you can go into a place where "the house always wins" and come out with all of the house's money. You know all of the tricks in the book, lying, cheating, tricks of the hand, you know it to the point where you can be the origin of the book and nobody would question it. This perk also gives a decent boost in luck, but only when you are gambling, playing poker, just about anything you would see in a casino. Try not to get killed by those you absolutely crush at the table, most here in hell don't like losing as much money you could rake in.



Hellish Survival Guide
[600CP, Discounted for Hotel Worker]

Listen here, kiddo. You're going to die here if you're not prepared. Even underneath the fancy lights and "quirky" characters here in Hell, Hell is still Hell. Death roams around every corner, whether it be an angel, a hitman, or just another demon who doesn't like you, everyone is out for blood. Unless you've already amassed a good amount of skill and/or powers, you're not going to last a week down here. This perk changes that, if only in terms of defense. You now can tank multiple bullets to the chest and still fuck shit up. If you won't immediately die because of an attack, the attack won't do shit to you. This defense isn't perfect, as someone could still pop you in the head and end your chain. Your enemies also can also wear down your defenses, so you don't go abusing it. You'll have to play smart if you wanna live to see another day here, especially if you're helping run that fucking joke of a hotel.

I.M.P.



Murder, personalized to your taste!
[100CP, Free for I.M.P.]

So, you wanna become a murder professional like us? This perk allows you to do that, for the low price of 100CP! Well even throw it in for free if you decide to stick with us! Pick one way of murder, such as completely silent, sending a message, accidental death, etc., and you'll become a master at it, satisfaction guaranteed! If you're not, no refunds cause fuck you, this is hell and nobody gives a shit. Go complain to Lucifer for all I care.



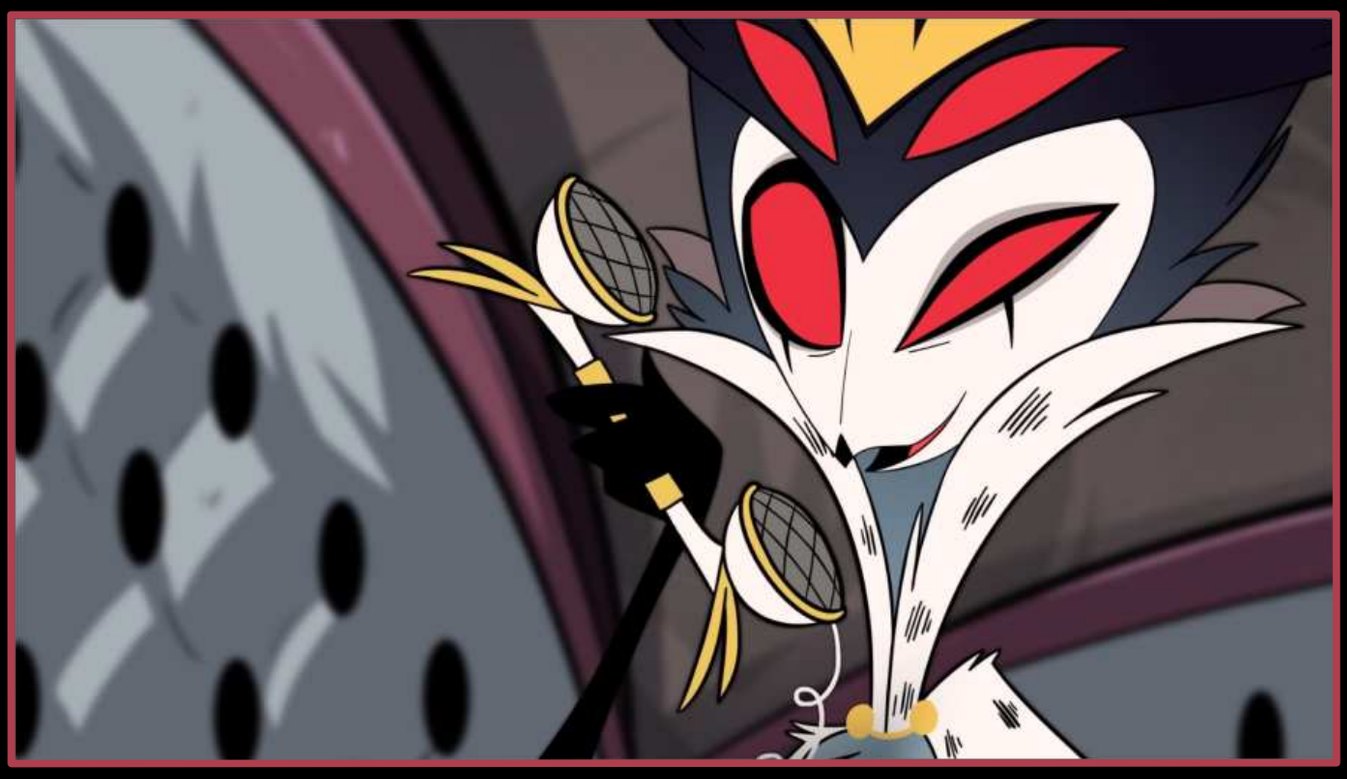
Catchy Jingle
[200CP, Discounted for I.M.P.]

Well, that's odd, it seems like you're actually pretty good at marketing. You can always come up with a jingle that sticks in the head of whoever you want, as long as it's broadcast across through TV or radio. Your jingles compels the target demographic to buy from you, above others that might be doing the same thing. Hell, they'll even use your stuff over trusted name brands if you try hard enough to make a jingle! Just don't put kids die for free in the jingle, though, you'll actually get calls for you to kill kids. For absolutely zero pay. Hope you can afford that.



Family
[400CP, Discounted for I.M.P.]

Any group or organization that you are a true member of, not just say you're a member of but are a true and active member of, becomes like family, this works better the smaller the group. Sure you'll still fight, or argue, but you'll make up and love each other in the end, cause that's what family is about, and all that sappy shit. Seriously, why even buy this? This could be best spent elsewhere, like my company, the Immediate Murder Professionals!



Creepy Bird Dick [600CP, Discounted for I.M.P.]

Really? You fucked your way to the top? Not an uncommon strategy, just not one people usually go for first, and especially not ones with as much potential as you. Anyways, you did that. Instead of being chased by an angry super-powerful Demon Bird, he seems to have grown some creepy ass obsession over you. You get one powerful artifact that has to do with demons, hell, or things that have been called the work of the devil to do with as you wish. You can pull this artifact out of your ass [not literally jackass, unless it is] anytime you want. I guess that time humiliating his wife clicked some sort of crazy button in that guy's head, cause you have to deal with some creepy-ass sexts and phone calls, along with helping with whatever that creepy fuck wants from time to time. But hey, it's a nice tradeoff for such a powerful item, right?

PRINCE(SS) OF HELL



Cutie Pie
[100CP, Free for Prince[ss] of Hell]

Well, don't know why you would want this in hell, but alright. No matter your true form, you can always manage to look cute and innocent. If you really try, you can get some of the grumpiest demons to crumble, just as long as they have even a smidgen of "Humanity" in them, however this will not work on those who are truly monsters. Strong emotion will see you slipping into your true form, so watch out for that.



Hellfire
[200CP, Discounted for Prince[ss] of Hell]

Oh yeah, this is where it's at. You can now control Hellfire, an extremely powerful flame that burns the soul as well as the flesh. This is one of the only things that can put a demon down for good. Remember that this also puts a small target on your back, as many here in hell want this kind of power, whether that involve recruiting you or slicing you open. However, The undeniable boost in strength this gives is staggering. You don't need to pick up the sloppy seconds of the angels anymore.



Child of the LightBringer
[200CP, Restricted to Prince[ss] of Hell]

So, you're a child of Lucifer, huh? Ill admit, that is pretty big, but throwing the name around won't do you any good. This isn't Earth, where you can throw your fancy name around and live a good life. Your presence here regardless sends ripples across Hell. Because you carry his blood in you, any powers that are demonic in nature get a x6 boost, with angelic powers getting a x3 boost. Remember how I said you would have a target on your back if you chose Hellfire? Yeah, multiply that by 10. Pretty much everyone will be gunning for you. Expect to see a couple of assassins a month, since your daddy thought it would be safe letting you live in Hell by yourself. Being watched from the shadows constantly will be your new life, since just being on the battlefield can single handedly win wars here in Hell.



You don't take shit from no Demon [300CP, Restricted to Prince[ss] of Hell]

To put it plainly, once per Jump, you can put your foot down and say "Enough is Fucking Enough. That's it, no tricks, no traps, no double talk this is what you are fucking doing!" To one Demon or Devil, whatever, you can give one order. The more they like an order the more they'll do it, so Charlie's order from the show would see him happily and actively helping for a good long while, and even if he got bored he wouldn't attack or fuck things up too badly. But if you tried some bullshit like "You are My Slave" he'd be bucking and thinking his way out of it in short order most likely. These effects wear off after you leave the jump. Once you get that fancy-ass spark is when it'll be permanent.

GENERAL PERKS



Style
[Free]

'In war, the side remembered is the side with the most...style!' How fortunate that you have a lot of it. Not only do you know how to dress, looking sharp while getting the personality across you to want to project, you may also, with a mental switch, take Vivziepop's slender art style and view the world around you through its lens. This does not actually change the world itself, just your perception of it.



Soundtrack
[100CP]

Huh, not a bad singing voice you got there. Then again, given that this place tends to have people break out into musical numbers sometimes, that's only to be expected. You can sing and dance, while not with the best, at least enough to not embarrass yourself any further than you already did otherwise. And to ensure you even have a song and dance to sing to, you get a personal little song for yourself that just so happens to pop into your mind when you enter the jump. The fact that it happens to sound like it comes from the people behind the Hazbin Hotel songs... Oh, who are we kidding, we both know that's not a coincidence.



Connections
[200CP]

You're moving up in the world, kid, and some people want a slice of whatever pie you're making. From this point forward, you will almost instinctively find people with the right connections for whatever you may need, and chances are you'll develop a working relationship rather quickly as you just seem like the kinda guy who knows what they're doing. Do be aware, however, that they will demand payment for their services, so you best ensure that you can pay. You wouldn't want to make exchanges you can't actually back up, do you? Your mouth writing checks your body can't cash is a quick way to make damnation far worse for you.



Demonic Beauty
[400CP]

Oh my, are you in Valentino's Industry? No? Huh, color me surprised, it seems like the kinda business you'd be more than welcome in. Not only are you extremely beautiful for whatever gender you wish to project, such as blowing other women out of the water with your feminine sex appeal as a guy if that's what you want, you also have the natural charm to know how to use your beauty in order to get what you want a lot of the time. Further, your devilish charm allows you to make people consider a relationship with you purely on your own, ahem, "merits" rather than outside factors concerning yourself, such as your relationship status or your sex. Do keep in mind, however, that this perk does nothing to protect you from whatever bad decision you may make while you have it. After all, you wouldn't want to end up, hehe... "Addicted."



Bloodlines
[600CP]

Tell me, have you ever wondered why Angel Dust looks like a spider? There's a funny thing about that: His entire family does. Apparently, it's symbolic of their web of crime and influence, given that they are a Mafia family. That gives Angel Dust quite a few abilities, such as the capability to have up to six arms out, poison fangs, you get the idea. Or to put it differently: your power can be shaped by the blood running through your veins, or similar connections at any rate. And you can use that to your advantage now. You may choose one character, though it can't be an Overlord unless you have the Princelss] of Hell origin, to be somehow related to, be it literally by blood, being gifted a fragment of their power, or other means of your choosing, and gain a weaker copy of their abilities you can train up. Doing so though... may take a while.



World's Greatest Killer
[600CP]

Did you know that all hunger and inequality in the world could be solved with nothing but Humanity choosing to solve it? Why, then, is it still a thing? The answer to that is simple: Sheer and utter Apathy. A force that killed more people than any hatred and Evil ever could. Of course, as something which kills so much... Is it not a vile thing as well? Well, I dunno. For you though, the answer is yes, and a clear yes at that. Now, every act of Apathy becomes an act of Evil as far as you're concerned... Though not exactly a great one. In essence, so long as you do not care about at least some of the things happening around you, any powers which rely on Evil or sin don't diminish, and even grow a bit, albeit at an incredibly slow rate. However, there do need to be things around you which you can ignore: Just sequestering yourself in a cave won't let this perk work. In fact, it works best if you live an ordinary life, with its ups and downs, just like you did before you came down here... And isn't that funny?



Dealmaker Demon [1000CP]

You can make Deals. The D needs to be capital too, this isn't some pansy-ass half baked give some idiot gold for his soul. This is straight-up Wish-Granting levels of bullshit. And you get a power boost for it though small, about 0.1% for every deal made. But in turn, as long as you have the raw power, skill, tech, or whatever else needed to fulfill a wish, even if it would normally take years, you can do it instantly and with no prep, if it's for a Deal, though you'd have to have enough time left in Jump to do it. After Spark though, it's "As long as you could eventually do it with the power and skills you currently have". And these deals do not lower your power in any way. If you can make/reproduce something within the time you can create it instantly for the purpose of the deal and it doesn't drain or take it from you in any way, such as money or a potion. The deal is not fiat-backed or forced on either side, Demons and those in deals with them constantly try to one-up each other.

This gives you some freedom though, such as if someone was, to say, ask to be rich, you could maybe change their name to Richard, or turn them into yogurt or something. Look, my point is that you can twist that wish into something fucked up and not at all what that person wanted if you really wanted to. Maybe for kicks, maybe it's funny, maybe you hate that particular person, whatever reason you have to fuck up their wish, you can fuck it up so long as it was technically what they wanted. Oh yeah, and the person who wants the Deal actually has to want it. No abusing this power in some weird-ass way, like having one of your companions repeatedly wish for you to take a breath or something.



Overlord [600/1000CP]

Oh, uh, shit, didn't know who I was talking to. Pick something that's been called "The Devil's Work" like drugs or the radio or cartoons. You can cast any magic you know using that as a medium adjusting the magic as needed to work with it. You gain magic strong enough to be able to fight people like the three Vs: Valentino, Vox, and Velvet. You also gain control/magic tied to the Concepts even vaguely associated with whatever you chose. Such as Radio letting you "Make Contact" with eldritch beings and summon them or parts of them to attack for you. Or drugs letting you literally chain someone to you by making them addicted to you to a soul-deep level. For 400 more points, you can now fuck around with Alastor and the like. You won't be destroying planets, but you will be able to wipe a building off the map pretty easily, and possibly an entire city if you really try. However, there's no telling what big A might do if he hears that there's someone out there in his realm of power, though.

DEMON FORM

This section will be a placeholder for now, as there isn't enough info on demon forms in order for me to even really consider finishing a "Demon Form Customization" section. As soon as there is enough info on the matter, Ill update this section to be an actual option. Sorry for the inconvenience.

-Lukey_Nukey_Dukey

ITEMS

HELLISH RESIDENT



Car
[100CP, Free for Hellish Resident]

You have a car, it's kinda shitty honestly, but it never runs out of fuel and seems to always function as long as it isn't totally destroyed. For another undiscounted 200CP, you can make it into a pimped-out Whatever-The-Fuck and have it still be good to go even if someone blows it up.



Fanclub
[200CP, Discounted for Hellish Resident]

Fans most would say are horrible creatures, but you have some, some deeply loyal and completely fuck nut crazy fans willing to kill and die for you, a total of about 5,000. Though holding no true strength or power, they will obey without question, though they never seem to hear orders to leave you alone... Also, you might wake up to one smelling your feet or some weird shit.



Porn Studio
[400CP, Discounted for Hellish Resident]

Something for every kink. While you won't be overthrowing Valentino with just this, you can rake in cash like crazy and even have your own star of near equal fame to Angel Dust working here, and they actually like their job. It's also the only Studio Big Val doesn't own so keep an eye out.

HOTEL WORKER



Maid Closet
[100CP, Free for Hotel Worker]

You now have an entire Walk-In Closet filled with different Maid and Butler outfits, all looking quite good on you and seem to improve your cleaning and cooking by a little bit as you wear them.



Lucky Gambling Set
[200CP, Discounted for Hotel Worker]

Pick anything to do with Gambling, Cards, Dice, whatever and you gain a "Lucky" set, you'll always win more than you lose. Only if the place you're gambling in or guys you're betting against don't get pissy and try to kill ya first anyways.



True Anarchist's Cookbook
[400CP, Discounted for Hotel Worker]

An ever-updating book that never seems to get any thicker, it has instructions on how to construct basically any bomb. It upgrades to knowing everything in the local jump. It'd even let you steal something like Bakuda from Worm's explosive designs if you wanted to...even her...odd ones.

I.M.P.



Shitty Apartment
[100CP, Free for I.M.P.]

A basic apartment where you can relax after a long day at work... For some fucking reason though friends and co-workers keep showing up to bum out around the place. Even companions you don't import. What the fuck?



Big Fucking Heavy Book
[200CP, Discounted for I.M.P.]

This book's most basic function is Dimension/World hopping. While you can't hop to other jumps until you spark, demi-planes, connected worlds, etc. are all pretty easy to learn to poke your head in. Just don't get it bitten off. Actually, do, so that I don't have to see your fugly ass face.



Immediate Murder Professionals
[400CP, Discount for I.M.P.]

follows you into future worlds, either as followers or as a Group Companion. If Taken as a Companion they all get 50% of any perk or items effectiveness rather than splitting it up based on how many there are, you also get 50% effectiveness of any Perk they purchase if you have I.M.P. as your origin.

PRINCE(SS) OF HELL



Hell-Phone
[100CP, Free for Prince[ss] of Hell]

A Cell Phone that automatically updates to the best thing around, retains modifications, can call through dimensions such as from the earth to hell, has a shit ton of memory, and is all in all an awesome phone.



Demonic Staff
[200CP, Discounted for Prince[ss] of Hell]

Any business or property you own that has staff now has Demonic Staff, giving it a general boost in all ways by about two to three times what it normally would be. They might be some pretty strange people, though.



Your Own Hotel!
[400CP, Discounted for Prince[ss] of Hell]

This could be for Redemption or Damnation, I don't give a fuck. But either way, this massive hotel will hold all your companions and you often get visits from friends out of past jumps, who will stay for a while but not forever. It also retains any modifications you do to it, so go ahead make your dream hotel as pimped out as you want.

GENERAL



Your Own Little Slice of Hell
[10000CP, discounted to those who bought the 2nd stage of the Overlord Perk]

You get to bring a bit of hell with you, in its own pocket dimension, powering you up based on the souls in it, stealing souls when it can, though once a year Angels will try and purge it. Maybe prepare for that.

COMPANIONS

Create/Import
[100CP per]

Create a new Companion or import an existing one, they get 600 CP to spend on whatever.

Canon
[200CP per]

This is a slot, you have to convince whoever you feel like to come with you, and when doing so any Charisma perks or the like will not be working, you can only take a companion if they are willing to come without you using any perk, item, spell, power or whatever to force or "Convince" them to agree.

DRAWBACKS

Replacement Policy
[+0CP]

You may replace someone based on the Origin you have chosen, gaining their body as an Alt-Form and their memories on top of that, though if you want to be Charlie, in particular, this section is willing to provide it to you basically for free in exchange for some memory loss and certain... responsibilities See: Jumper The Redeemer . The only exception is replacing an Overlord, requiring the Overlord perk instead. Additionally, at your discretion, you may... Have the world warp to accommodate your choices. As such, an Overlord with the I.M.P. Origin will just have worked at I.M.P. for some reason, and will inexplicably have whatever you picked up over the past jumps as part of his background power set, so no one asks how you're pulling out all those weird psionics or whatnot. A word of warning on that though: This is less "it's as if you've always been them," and more "it's as if they, with their personality, always had your powers, and suddenly remembered who they are." So... don't be surprised if the world looks a lot different than you expect it to, should you wish to warp this world to suit your tastes. And the weird looks people keep giving you for some reason...

Surrounded by Assholes
[+100CP]

Hell is already a rather annoying place, what with the territory wars after each Cleansing, the wanton murder, and all the other problems you'll encounter here. Now, however? Now it's worse. Almost everyone becomes a more annoying, if not more dangerous person. Cherri Bomb will constantly blow your stuff up, you have to pack at least three lunches because two of them will be eaten by your douche co-workers, and the territorial conflicts are all year round, though fortunately more annoying than anything. And the worst thing is, everyone swears constantly, to the point it'd make a sailor blush, and it's losing its charm fast. It's almost like you were sent to a place of perpetual punishment created by and for the worst, most irredeemable shitheads humanity had to offer! ...Oh, wait... Huh... Guess this place already sucks like that. I suppose this is why the Drawback is so cheap?

Inside Every Demon is a Rainbow~
[+100CP]

Kill me! I demand that you kill me! Please, I beg of you, no mo- cough. Sorry about that. A-anyway, Ive just been subjected to this Drawback for testing and... Yeah... Look, let's just get to it, alright? This replaces everyone's singing voice with your singing voice. Prior to any perks which could improve your singing in any way. This truly is hell...

Of Names and Voices
[+100CP]

Did you know that demons change both their voice and their name from when they were alive? Turns out you went through the same treatment. Both your name and your voice, while not necessarily objectively bad, won't ever feel like they are truly yours, and it will grate on you something fierce.

I Don't Touch the Gays
[+100CP]

You, something about you, maybe youre gay, or Mexican, or something else but for some fucking reason it seems like 30% to 40% of people you meet are Bigots against that one thing, it's really fucking annoying.

Hellish Hearts
[+100CP]

The people of Hell are rather open about lust, love, and everything in-between. For you, that's rather unfortunate, because you now have an admirer who you just can't help but dislike. And they don't. Stop. Being annoying. You may choose if you can't kill them due to political implications, their personal power, or because someone else will just take their place, but the bottom line here is that you won't be getting rid of them. You have my pity. At least the affection is harmless...

The Wildbow Treatmens
[+200CP]

To quote Vivziepop: Reality is going to hit all the characters at a certain point." And oh boy does it if you take this. It doesn't stop hitting them, either. By taking this, you may still have the start you'd normally have, at least superficially, but it will be as if the writing team decided to pull Wildbow aboard so that he may unleash his trademark "Everything Gets Worse" unto the setting, turned up to eleven. Don't say you weren't warned.

Asshole Boss
[+200CP]

You have some sort of boss, or well, someone with power over you. It may be a boss, maybe someone you owe some pretty heavy favors too. But you have to work for them, and even if you kill this self-entitled bastard a new one pops up and has even more dirt on you.

Hitting on You
[+200CP]

No, not in that way, that's what the other Drawback was there for. Blitzo, the founder of I.M.P., got a new contract, with you as the target. On his own, he's just an imp, but he has a whole team on his side, and while he won't scale with you, you'll find putting him into the ground permanently to be rather difficult for your stay here. If you have the I.M.P. origin or item of the same name, it is instead a random competitor in the same business who has a contract for your head... or who just doesn't like you. One or the other.

Inner Demons
[+300CP]

Angel Dust and Alastor are more than just characters: They are a writer's complex emotions given shape and life. That's a healthy process, a constructive way to deal with those emotions. For other people, that is, because they don't actually have to live with those embodiments. You, dear Jumper? You aren't so lucky. Emotions from the worst parts of your life, at least one per jump you visited plus one from your home, come to life in this hell. They have your body-mod, the Hellish Resident origin, and all the items and perks you bought in the jump they came from. And they know where, and more importantly who, they come from, and intend to make that person's life hell on... well, just hell, for the rest of their stay here. That means you, by the way.

Jumper the Redeemer
[+300CP]

Normally, this task would fall to Charlie, but that's now no longer the case. Why? It's because YOU are now Charlie, or rather, her replacement. You gain the Prince[ss] of Hell origin [losing all Discounts from your prior origin] , though you still have to pay half its cost [which just so happens to be what this Drawback gives you, what a coincidence] and the Happy Hotel as it is at the start of the show, and have to fulfill her ambition. And I do mean fulfill it: Until the "Cleansing" no longer occurs, you're stuck, your time in the jump being extended as far as necessary for this to happen. Oh, and remember how I said you are her replacement? That's literal: While everyone remembers you as Charlie, you gain none of her memories and have to feel your way through this. You're her replacement, not her, after all. Have fun.

Yandere Simulator
[+300CP]

Remember how the Hellish Hearts Drawback has that love be nothing but harmless? That changes now. Your admirer has all three possible traits – politically powerful, personally powerful, and will be replaced by someone who is the same upon demise – and his desire for you has crossed from annoying and slightly creepy to... Well, you read this Drawback's name, didn't you?

Must be taken with Hellish Hearts.

Abusive Boss
[+400CP]

You're now stuck working under an abusive boss, one that takes great delight in raping, beating, drugging, and doing many other horrible things to you. And you can't escape or ignore him, no matter how powerful you are.

Cannot be taken with Asshole Boss.

She Failed
[+400CP]

A fun fact about Vaggie: Did you know that she originally wasn't a misandrist? In fact, during development, she was planned to be the love interest of Angel Dust, of all people. So let us take that fact and drop you into a world where that never changed... And one where it came to light in the worst way possible. In this world, you see, Vaggie was Charlie's first girlfriend, first kiss, first... a lot of things, really. Most importantly, she was the first person Charlie ever redeemed, before their friendship became more. Or at least, that's what Charlie thought before she caught her with Angel Dust. The truth was that she hadn't redeemed anybody. She failed. Heartbroken, poor little Charlie packed up her things and gave up on her dream of redeeming demonkind, throwing her unending willpower into becoming the best demon she can be instead, and oh boy did that bear fruit: Charlie is now the Overlord Of Temptation, effectively having both the Overlord perk and the entire Prince[ss] Of Hell perkline. And just when she thought she'd give up love forever, you came along. Yes, this is as bad as you think it is. While she won't outright rape you, as the Overlord Of Temptation she has her ways to make you wish she would. And she wants you. Should you fall for her, and remain in love with her at the end of the jump... Well, she wouldn't want to let you go, In order to move on with your chain in this circumstance, you either have to convince her to move on from you, which is almost impossible, or to travel with you, which is slightly less impossible. She has the Prince[ss] Of Hell Capstone which no OOC will save you from, and you ARE a demon for your stay here. You gain her as a free Companion if you want her though, regardless of how your Jump ends, at the end of said Jump. Of course, if you convince her to come with you, of course.

Stay Tuned
[+400CP]

Alastor is a fucking dealmaker, always trying to get the upper hand one way or the other. While normally, you just take mortal souls to empower yourself, he has taken this to another level. In this instance, he has made a deal with you. While he can't have your soul, an un/fortunate side effect of your condition as a Jumper, he was able to get something else from you. You are now "tuned," and "part of the program." In less cryptic terms, do you remember those Radio Shows you can call in to? Alastor can now do just that, and once per week of your stay, he can "call" and force you to do just about anything so long as you aren't totally opposed to it. While most of his requests may seem harmless at first, Alastor didn't get to where he is now without the ability to have seemingly minor acts snowball into something greater. Something horrifying. Alternatively, your deal might be with Vox, not Alastor. While Vox can only "broadcast" you once per month, his higher quality product needing more time to mature, he says, he isn't lying when he says his broadcast is more advanced: While Alastor can't force you to go against your morals, Vox can force you to do any one thing so long as it isn't suicidal. And be warned: He tends to use his moments of power... well.

Death Approaches
[+500CP]

You are going to die, Jumper. While this won't end your chain, being just a natural way to become a Hellish Resident™ or reincarnated into a different origin, as the case may be ©, when you wake up in hell, you will remember how you died. And it won't have been pretty. In fact, it will be straight up traumatizing, a horrible, horrifying experience even beyond regular death. However, while this event is impossible to avoid and backed by fiat, the Trauma itself isn't entirely so. You can, slowly, over the work of years, conquer it, and maybe one day move beyond it. While it may forever be remembered, one day it won't control you anymore.

Permanent Trauma
[+500CP]

Or you know what? Maybe it will. Maybe whatever happened to you was so horrible it left a permanent stain on your soul. This choice... Is not one to be taken lightly. Upon picking this drawback, the Trauma from Death Approaches becomes fiat-backed. Permanently. Not "until the end of your jump." Not even "until you Spark," though after your Spark its backing isn't perfect anymore, though still a bitch to remove. If you pick this, this Trauma will haunt you for the rest of your chain, perks be damned, only offering brief respite if other Drawbacks cause memory loss. It will color your every thought, haunt your dreams, and sometimes, you'll even feel whatever pain you felt when you died in bursts of phantom pain when you're awake. Whatever you buy with this, Jumper... I hope that it was worth it. I really do.

Must be taken with Death Approaches.

Purge Night, Every Night
[+600CP]

Hey, remember that whole "Cleansing" thing, where once a year Angels descend to kill people because... I dunno, they can't get their rocks off otherwise? Or whatever they get out of it, anyway. That is now no longer a yearly thing. You read the title: They come down day after day, and they come down for you in particular. This not only means that they will seek you out, but it also means that anyone who finds out about this might be... amicable to ensure you end up in their hands and let them return to their original schedule. Best play this one close to your heart, Jumper.

Imp'd
[+600CP]

No, not like the origin. You are now, physically, an Imp. What that means, weird look aside is that you were naturally born in Hell, and your capabilities reflect that. Or rather, your lack of them. You lose access to your Warehouse or equivalent, out-of-jump items, and any other perks and powers you may have. Yes, this includes your Body-Mod and any variation thereof. You're an Imp now, not an "Imp as fast as a motorcycle." Post-Jump, your powers, and similar privileges are restored, and this becomes an Alt-Form. Don't know why you would ever wanna transform into this, though.

NOTES

Credits to u/SerFreke and all who helped him for starting this.

In Regards to Addict: Examples of "Naughty" things are Sex, taking drugs, killing, just about anything typical that would get you in deep shit with the law. No acting kinda mean and taking advantage of the perk.

About the "She Failed" Drawback:
Charlie is either a scaling "enemy" or powerful enough to crush the combined might of all other Overlords like an insect, whichever is worse for you, and which you will forget upon taking this Drawback. Simply put: You can't beat her in a fight.
If you take this with "Jumper The Redeemer," then you will be Charlie's sibling, by blood or otherwise, picking up the pieces of her shattered dream. To restore her faith in herself, perhaps? Either way, Charlie will seem surprisingly helpful regarding that, so that's a plus. Needless to say, they'll remember you as her sibling, and you don't get any memories regarding it.

If you take this with both Jumper The Redeemer and Abusive Boss... You are either suicidal, insane, or very, very kinky. Rest assured that despite all of this, Charlie is still Charlie, just buried under a lot of hurt. The feelings she has, despite the way they came to be, are genuine, even if the way she expresses them is warped. She hasn't loved anyone, physically or emotionally, since Vaggie, so she is rather vulnerable... Try not to hurt her too bad if you have to, alright Jumper?