It’s in the Blood
By Sentry342

Alan couldn't have imagined himself to be descended from one of the most terrifying Overlords in Hell. 'Uncle Al' sure is planning to catch up with what is left of his family, and he will not stop until his silly 'great-grandnephew' shows his smile to the world. As you may have summarized from the previous text. This story follows a young human turned demon named Alan who is descended from the fan favorite overlord Alastor.

You will be arriving in this world with an array of possibilities. You could simply try to lay low for your stay here or you could attempt to climb to the peak. Perhaps you could even attempt to lay claim to the throne of Hell itself should you be ambitious and powerful enough. The choice is yours, take these **1000 Chaos Points**, you will need them should you intend to survive this world. After all, you will be spending the next 10 years in this world.



Location

You can either choose one of the locations below or roll d6 and receive +50 CP to let the whims of fate decide your path.

1.) Alastor's Homestead
This is the mansion that Alastor and the rest of his family originally lived in before he died. You will be arriving just outside of the house, though you may need to be careful as there are some cultists who have taken over the house. Alan will soon arrive here and be summoned into Hell by his uncle Alastor after he accidentally contacts him. Perhaps you could join in or if you wanted to stop this entirely derailing the story.

2.) Alastor's Territory
This is the current home of the Radio Demon Alastor. This location is within the Pride Ring and covers a small section of Pentagram City. You may choose to arrive anywhere in Alastor's territory though the only things really interesting here are Alastor's current home and some of the businesses such as his favorite butcher. On the other hand this location is safe from the other Overlords since they have agreements to not travel into each other's territories without permission.



3.) The Happy Hotel
Welcome to the Happy Hotel or the Hazbin Hotel which it became known as after Alastor changed the sign. This is a lovely little hotel created by the Princess of Hell Charlie Magne. The purpose of this business is to see if it is possible for the denizens of Hell to be redeemed so that they may enter Heaven. You will arrive directly outside of the hotel's main entrance. This actually is more than likely the safest place in Hell. After all, Lucifer does still care about his daughter and it currently is under Alastor's protection as well.

4.) The Rings of Hell
Hell is primarily divided up into seven rings based around each of the seven deadly sins. This option grants you a much larger area to choose from. You may freely choose any of the seven rings to arrive in. First is the Pride Ring in which most of the story takes place. Second is the Wrath ring where most of the Imps live. Third is the Lust Ring which is home

to the House of Asmodeus. Fourth is the Greed Rings which holds the theme park Loo Loo land. The other rings are the Envy, Sloth and presumably Gluttony Rings. These locations have not been explored so there isn't much information on them available.

5.) Heaven

Well this option could be a very good thing or a bad thing. You somehow have arrived directly into Heaven or at least directly outside of its gates. I however would only recommend you choose this location if you belong to the Heavenly Being race. Humans who are still living and Demons are not welcome here. If you belong to either of those groups then you should leave here as soon as possible.



6.) Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out in the timeline approximately one week before the main story begins.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Descendant - Free

It would appear that you are someone who is new to this world. You seem to have been drawn into this due to some ancient connection your family has to either Heaven or Hell. Perhaps like Alan you have an Overlord for a great uncle. You may choose one character in the series to be related to, with the exception of Lucifer's family. Your life will get a lot more exciting once this connection is discovered if it isn't already.

The Ancestor - Free

So you are on the other side of this arrangement. Well, we can work with that. You are a much older being who has been involved with the supernatural aspects of this world for quite a while. Things however should get more exciting soon as you will likely discover that you have some new family members. Just be careful about the dangers that Hell offers before you drag them into your life.





Hellish Royalty - Free

Ah, it seems we have a member of royalty here. Congratulations on climbing the ladder of nepotism by being born. You will be one of the various nobles or beings who can be considered royalty. This comes with a number of boons alongside some responsibilities. You may not be a part of the common rabble now, but that just means that you are directly in the sights of the big league players now. Anyway if you manage to actually do your job without screwing up you should be fine.

The Masses - Free

Well it turns out that you really aren't that important and fit in with the endless masses of demons more than anything. This brings us to some good news and bad news. The good news is that since you aren't important no one is trying to kill you and you should be relatively safe as long as you don't piss anyone off. The bad news is that since no one cares about you, you will have to deliberately get involved in the action if you want anything exciting to occur. So will you simply remain hidden in the masses or become a notable being in Hell.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change it instead.

Races

Human - Free

You are a normal human or whatever the local equivalent is. You will not be significantly stronger than any of the other races by default. The main advantage that humanity possesses is their neutral position in the grand scheme of things. For example unless you openly align with Hell then the Angels will try to protect you or at least your world from the Demons. You will start out in peak physical condition for a human.

Demon - Varies

There actually is a very large variety of demons within Hell. This option allows you to become one of these races and to choose your specific species. Before you select your specific race you should know that all demons possess the following traits: The first ability is demonic transformation which allows most demons to utilize some form of transformation when in combat or enraged. While in this state the demon is noticeably stronger, faster, and overall more powerful. Second, all demons have enhanced longevity. As a demon grows in power they possess the ability to live longer, if they are not biologically immortal. For example Imp's have a normal lifespan, but higher rank demons like Charlie are effectively immortal. The third ability is called Human Disguise which as you might expect allows them to transform to resemble humans. It has not been clarified if all demons can do this, but at least here they can. So now you can choose your race with this in mind.

- **Sinner Demon - Free:** The first option is that you could choose to become one at random. Each person naturally assumes a form once they arrive in Hell based around their sins and personality. This option is Free, but comes with some risk. If you have a powerful will and align with a sin then you may naturally become a being like Alastor. On the other hand you easily become an abomination much like a lot of the other freak shows around here.



- **Imp +100 CP:** Imps are one of the most common and weakest beings in Hell. That's not to say there aren't any powerful Imps, but they are far weaker on average. In addition most other demons do not respect them unless they prove themselves first. This option allows you to join their ranks. You may freely design your exact form. For example you could resemble Moxxie, or you could choose to resemble Blitzo instead. As long as you stay within the limits of what the Imps are capable of, it's fine. The main advantages the Imps possess is that some of them possess wings, pyrokinesis, and virtually all Imps seem to have an immunity to fire.
- **Hellhound - Free:** Hellhounds share the lowest ranking in Hell's hierarchy alongside Imps. They however are typically more respected due to their increased physical capabilities. This trait makes them exemplary bodyguards and which has resulted in many demonic nobles recruiting them. You may choose any canine species such as a wolf, huskie, or Doberman to base your body off of.
- **Succubi/Incubi - 100 CP:** A succubus or incubus if you're male is a demon of lust. These demons typically resemble pink skinned humanoids with a supernaturally attractive appearance. This type of demon is one of the few with access to the living world as they harvest energy from humans for Hell. The main advantages that these demons have are lust manipulation, sexual inducement, their supernaturally attractive appearences, and flight. Lust manipulation allows them to enhance the desires of their targets though those with strong willpower are more difficult to affect. Sexual inducement allows them to trigger the sex hormones of anyone that comes into contact with them. This can occur through sight, touch or through their voices. Next as already mentioned their appearances are considered to be incredibly attractive even amongst demons. Lastly all succubi have a set of small wings allowing them to fly. Their exact limits have not been shown, but it likely is dependent on their physical condition.
- **Baphomets - 100 CP:** Baphomets are one of the lesser explained species of demons within Hell. All of them seem to possess goat-like features including hooves, a horn which generates a flame, and powerful wings allowing them to fly. Much like the other species there is a wide variety of appearances that they can possess. For example some of the Baphomets in Ozzie's club are very lithe and resemble Succubi. Others however can be even larger and more muscular than most Hellhounds. You may freely



design your specific body or acquire it at random.

- **Demon of Ars Goetia - 500 CP:** For those who are unaware Ars Goetia refers to the 72 main pillars of Hell and some of their most powerful beings. In fact these demons are second only to the Seven Deadly Sins themselves and Lucifer. The main example of this rank that we are given is Stolas. First off, each of the Ars Goetia demons are incredibly powerful. For example Stolas is stronger than Alastor canonically. Second, each of them embody some sort of special attribute. You may choose one trait to embody, if you need a reference Stolas' role is astronomy. This allows him to teleport via portals, see into the future, and an array of other powers. Lastly, each of these demons are immortal and immune to death by conventional means. Only something such as a weapon made with pure Angelic Steel could truly kill them.

Heavenly Being - Varies

So you are one of God's children who hasn't strayed from his light. Well good for you, anyhow you are some form of Angel with the exact version depending on what you are willing to pay. Though before you make your selection there are a number of abilities that all angels possess. First all Angels have wings granting them the ability to fly. Second, all Angels have enhanced physical abilities such as super strength. Third, Angels have the ability to summon objects though nothing exceptional. Lastly, a sub-power of the object summoning is weapon summoning which allows all Angels to summon a holy weapon at will that is unique to the wielder.

- **Cherub +100 CP:** The Cherubs are a sub-species of angels tasked with protecting the lives of humans. Cherubs typically are the size of a human child and can come in a wide array of features. For example some Cherubs resemble small animals while others simply resemble smaller humans with wings. Regardless of their appearance all Cherubs possess small wings, a halo, and the ability to glow. Unlike their demonic counterparts the Imps they possess the ability to open portals between Heaven and the human world at will. Though this ability can be taken away if the angel breaks the laws of Heaven. Since you are paying with CP it will be impossible for anyone including God to take your angelic powers away.
- **Sacred Soul - Free:** This option allows you to become a basic Angel or whatever the equivalent of a Sinner is for Heaven. They have never been mentioned in the story so there is little information to go on. For the sake of the race here you will gain all of the abilities possessed by a standard Angel and a standard body. Most of the Angels resemble normal humans with wings though they seem to become incredibly pale or ghostly white. You may optionally add some flare to your appearance if you wish. The only rule is that you cannot choose anything that would make you stronger than an average Angel. These changes will be cosmetic overall.
- **Exorcist - 200 CP:** The Exorcist are the Angels who make up the bulk of Heaven's forces. These Angels are powerful warriors built to kill demons and other evil creatures. Exorcists are approximately the same size as adult humans and possess

a much larger set of wings compared to the smaller Cherubs. These warriors underwent intense training in order to fulfill their duties such as the Extermination Day which occurs annually in Hell due to the overpopulation. Choosing this option will also give you a free Exorcist outfit with a LED helmet which is worn by all of the Exorcists when they are sent out on missions.

- **Seraphim/Fallen Angel - 600 CP:** This could be interesting since we haven't seen many of you. It would appear that you are one of the Seraphim. These are the mightiest Angels who serve God. You might be more familiar with your more famous brethren such as Michael or Gabriel. You are far more powerful than the other Angels and are comparable to the Seven Deadly Sins. You will not be quite as strong as Michael or Lucifer. You will be more along the lines of Azazel or Jophiel. Alternatively if you would rather join Hell then you can become a Fallen Angel who left Heaven alongside your brother Lucifer.



Hybrid - Varies

Choose any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

General Perks

Magical Power - Varies
Each being within Heaven and Hell possesses their own reserves of magical power. This option allows you to increase the pool of magic you possess. You will also receive your own pool for Free regardless depending on the species you choose earlier. This means that if you purchased the Ars Goetia species and the Overlord perk then you would receive the 300 CP option for Free. Feel free to judge for yourself if you are unsure, but try to be honest. Lastly if you receive a level through this method then you can subtract the cost for a higher level. Using the previous example it would only cost 300 CP for the final level.

- For Free you may receive an average amount of magical power comparable to most Sinners or weaker variants of demons.
- For 50 CP you may acquire a well of power equal to some of the stronger species in Hell such as the Succubi.
- For 100 CP you may acquire reserves on par with the weaker Overlords such as the newly born Overlords. Compared to the named Overlords these beings are a dime a dozen. For example Alastor claims that he has killed dozens of them.
- For 200 CP you may acquire power on par with the older Overlords or the average members of the Ars Goetia family.
- Next for 300 CP you may receive reserves on par with experienced members of the Goetia family such as Stolas or his father Paimon.
- Next is the 400 CP option which gives you reserves on par with the Fallen Angels like Azazel or the Seven Deadly Sins.
- Lastly is the 600 CP option which grants you magical power on par with Lucifer himself or power that is only below God himself.

Danger Danger Danger - 100 CP
Given the amount of disguises and concealment techniques it can sometimes be difficult to judge how strong someone is. This however can be a major issue when you think you are ambushing a weak stalker only for them to turn out to be an Overlord instead. This perk gives you a sixth sense to warn you of dangerous situations. It will activate whenever you are attacked or about to do something stupid. For example if you were going to attack

someone much stronger than you an alarm would go off in your head telling you not to do it. This will also activate if someone stealthily attacks or ambushes you.

An Angelic Voice - 100 CP
While there aren't any musicals in the story, they are a big part of the universe. This perk grants you a truly impeccable signing voice on par with the best members of the show. So feel free to sing about anything you wish. In addition this perk will also allow your singing to affect others depending on the song. For example singing a battle hymn would boost morale while a lullaby would calm a raging berserker.

Forgive and Forget - 200 CP
Given that it is pretty difficult for most of the more powerful beings here to die, most of them tend to have a forgive and forget policy. This policy is typically adapted by the newer sinners after they have spent enough time in Hell. This perk allows you to apply this concept to your dealings. You will find it incredibly easy to be forgiven for any transgression that you committed. This also works vice versa making it easy for you to move past any issues you have with someone as long as they are not unforgivable to you. By putting your charisma to work or by simply offering enough benefits it will be fairly easy to convert many of your foes into strong allies. Lastly, to prevent any betrayals this perk will ensure that once an enemy has become friendly they will not become your enemy again. Even if things don't work out they will always be neutral to you at worst.

What If Things Were Different - 400 CP
We are able to see how a minor change resulted in some major plot points and numerous developments. This perk allows you to use this power whenever you are entering a new jump. You may make some changes such as altering the behavior of the characters or introducing new elements to the story. Essentially you can choose any AU elements to make your own version of a story or alter it into a more fanfic like version. An extreme example here would be something like flipping the alignment of Heaven and Hell making Lucifer the good guy and Heaven evil. The only real limit is that you cannot use this power to escape drawbacks or to go to a different setting. For example you couldn't make it so that Lucifer died to escape The Morningstar's Fury drawback. For the second option you could add some crossover elements, but you could not go to a different jump instead.

The Overlords - 200/400 CP
The Overlords are Sinners or Hellborn demons who managed to rise above the average level of power and lay claim to territory within Hell. This perk reflects that by making you significantly more powerful and greatly increases your talent. Your power will be far stronger than other members of your race or tier. For example if you are a member of Ars Goetia then you would be to them what Alastor is to a normal Sinner. In addition this also

allows you to choose a concept to gain control over. Some example from the story are Radio (Alastor), Television (Vox), Pornography (Valentino), and Social Media (Velvet). You may choose one concept like the ones listed above.

There however are differences in Overlords. If you pay 200 CP option then you will join the ranks of the weaker Overlords. These beings are not common, but also not exceptionally rare. The VVV Overlords for reference are approximately in the middle. They are above most lower ranking Overlords, but also not exceptionally powerful on their own. This is the level of power you would acquire. If you wish to gain a bit more power however then you could pay 400 CP. This option allows you to join the ranks of the high-tier Overlords such as Alastor. In comparison it took all three of the VVV in order for them to confidently fight against him. Regardless of which tier you choose you will receive a significant boost, but the second tier will be quite a bit stronger even allowing you to potentially claim a territory immediately if you are smart about it.

The Seven Deadly Sins - 600 CP
So you want to directly reach the apex of Hell itself by becoming one of the Seven Deadly Sins. Well that is exactly what this perk does. This perk allows you to embody one of the Seven Deadly Sins gaining dominion over it. The sins are pride, greed, wrath, envy, lust, gluttony and sloth. In addition your power will be boosted to match that of an average sin excluding Lucifer. That is another perk entirely if you want to be connected to him. You may optionally choose to replace the canon sin you choose or too somehow have control alongside them. We however have only seen Asmodeus so the resources and powers you gain are not known. Alternatively if you prefer to be on the side of Heaven you may choose to embody one of the Seven Heavenly Virtues instead. You may purchase this perk multiple times.

Inner Demon - 600 CP
Within Alan’s soul is a powerful source of demonic energy that steadily grows in power throughout the story. As both Alan and the energy grow stronger he is able to tap into it gaining a powerful demonic transformation which boost his overall capabilities. In addition this power also bestows him with a unique form of magic called Probability Manipulation as he becomes more in tune with his blood. He can use this power to alter reality forcing probability to occur. For example when he and Furfur demonstrate this on each other Furfur gives him a painful leg cramp causing him to collapse while Alan causes Furfur to have a heart attack. If you do not want Probability Manipulation you may design an ability with an equal amount of potential. Lastly is the final boon that this perk offers which is an accelerated growth rate. Alan was born with the potential to grow at an exponential rate. This rate of growth was high enough that Lucifer made a soul bound contract to ensure that he would never rebel against him and he hid Alan from God in order to prevent him from

sending the Archangels to kill him while he was weak. You will share this growth rate which can be applied to every aspect of your abilities. For example Alan's magical reserves and his skills with a scythe grew extremely quickly allowing him to surpass Azazel in skill in, but a few months.

Bloodline of the Morningstar - 600 CP

It would appear that Charlie is not the only child of the Morningstar now. By taking this perk you become the child of Lucifer and Lilith. This comes with a number of perks. First and foremost you are now an exemplary member of demonkind far surpassing the rest. There is a lot of speculation that Charlie actually has an incredible amount of untapped potential and power that is only hidden due to Charlie's immense kindness. Even if she doesn't, you now possess this potential. If you put the effort in you could easily master virtually any form of demonic magic pushing the limit of what is possible. Second, you now possess immense authority over demons and other evil beings such as Fallen Angels. This authority grows as your power does. So if you were only as powerful as a minor demon then most would ignore you, but if you were as powerful as your father then perhaps only he would be capable of resisting your authority. Third, this perk provides you a high degree of protection in the jump from most of the major players. After all, even the Goetia family would fear Lucifer if he truly became enraged. Which could occur is someone tried to murder one of his only children as an example. Lastly this perk boosts the effectiveness of every other perk in this jump boosting their capabilities. For example if the Deal Maker perk only increased your power by .01% then it will now boost it by a full 1% each time you make a deal. So you now have the potential to surpass your father, will you strive to reach the peak?



Origin Perks

The Descendant

Overdrawn Magic - 100 CP
If a being is not used to channeling large amounts of magic or in the event they enter a berserk state the user can greatly damage their body. This perk grants you two effects. First your body becomes suited to channeling large amounts of energy such as magic. Second, when using any technique that overdraws your energy or multiples your strength the negative effects will be greatly reduced. For example if a technique brought you to the brink of death then instead it would simply greatly exhaust you and make you unable to move until you recovered. There will still be some consequences, but any lethal or crippling side effects will be removed.

Demonic Charm - 200 CP
Maybe it is due to the power hierarchy that demons follow or perhaps it's simply due to their sinful nature, but most demons seem attracted to power. For example as Alan grows more powerful he starts to become more charismatic and he gains the interest of a growing number of female demons. This perk grants you a similar effect increasing your charisma and attractiveness as you grow in strength. In addition to this, this perk allows you to maintain multiple relationships. You will not encounter any issues due to this. In fact anyone in your harem will grow to love each other just as much as you and will be capable of handling any issues without you needing to lift a hand.



Family in High Places - 400 CP
On his own Alan was able to become a powerful force in Hell, but this would have been far more difficult if he did not have Alastor's support and later on the support of many other powerful allies. This perk has two main effects. First whenever you enter a jump your family and close allies will be in positions of power or have influence. For example in this jump you could choose to be the child of two Overlords. If you were in a fantasy setting then perhaps your parents could be a court magician and the captain of the guard serving a king. Second, this perk makes it significantly easier to befriend those in positions of power. You will receive more opportunities to interact with them and they will seemingly be far more willingly to befriend you regardless of your attitude or station. For example Alan met Stolas' wife Stella at a training facility and she accepted his help when she had trouble shooting properly.

Luck of the Devil - 600 CP
You seem to have truly incredible luck. This can be seen in many forms. The simpler examples are games of chance like blackjack or poker. You can easily enter a casino and walk out with ten times as much money without even trying. The more extreme cases would be life saving events. For example when Alan was much younger he ended up going on a roller coaster and managed to get off before the ride collapsed killing some of the kids who got on after him. The more influential an event the rarer it will occur, but if you're careful this luck can provide you with opportunities allowing you to skyrocket up the ladder and avoid the pitfalls that would have killed hundreds of people who tried the exact same thing.

The Ancestor

I Didn’t Know I Had Any Family Left - 100 CP
When the story first started out Alastor honestly hadn’t realized that any of his family was still alive. It was only when Alan stumbled into the cultist’s ritual that he learned of his existence. If he had this perk then he would have known long beforehand. This perk allows you to sense and catalog anyone related to you by blood or through another bond. This mental list will update whenever someone is born or dies. So no matter how long it's been since you’ve seen them or how many members you have you'll be able to keep track. This also offers some benefits as you will be able to sense the condition those you care about are in. For example if your child was dying you would notice immediately.

We Failed to Kill Him, But We Ruined His Plans - 200 CP
When Nestor discovered what Furfur had done to Alastor he did everything in his power to save his brother and take revenge. The first part was successful as Alastor was freed from Furfur’s control, but the second part wasn’t completely successful. They failed to permanently kill him, but they did ruin his rebellion against Lucifer. This perk makes you adept in the second aspect particularly ruining the plans of those you are against. Whether by deliberate design or mere coincidence you have a habit of ruining your enemies plans. In fact the longer the plan has been in motion and the more sure fire it is that it will work the higher the chances that you will cause it to fall apart. Ironically the more someone prepares against the worse they will be off.

The Angel of Death - 400 CP
After he fell Azazel joined his brother Lucifer in Hell. He did not openly side with him, but he did wish to remain close to his family. Since then he has continued his training refining his already masterful combat skills. By taking this perk you can become a terrifying warrior on par with the Angel of Death in sheer skill. You will become a true master of any form of weaponry acquiring devastating skills. In addition this perk will boost your physique to that of a warrior who has undergone an equivalent amount of training to ensure that your body can keep up with your skills.

Deal Maker - 600 CP
Alastor’s most feared ability and one of his most well known powers is his deal making abilities. This ability allows him to make unbreakable deals in exchange for something of equal value. Typically this is the contractor's soul which allows the user to grow in power. This perk grants you three effects. First this perk allows you to make any deal as long as something is offered of equal value. For example if a Sinner wanted to become as powerful as an Overlord then you could do so. This however would require a tribute such as a

current Overlord’s soul or an incredibly powerful artifact. Second, when making a deal you can barter for anything including abstract concepts such as an individual's love or a god's domain. Lastly, like other demons you will grow in power as you make these deals. You will receive a slight boost in power depending on the deal in question. For example a minor request could increase your power by .01% while fulfilling someone’s heart desire could increase your power by 5%. This effect depends on how much the dealer desires it and how strong they are. Meaning that fulfilling a deal for one of the Seven Deadly Sins would provide a boost thousands of times greater than a random weak Sinner.



Hellish Royalty

The Low Roads and the High Roads - 100 CP
A common issue that younger nobles have is that they don't know how to interact with others outside of their direct peers due to their parents refusing to allow them to wander freely. You however seem to fit in perfectly whether it's the streets or a ballroom. This experience allows you to navigate any of these settings with ease and has allowed you to gain the knowledge needed to do so. So you will understand all of the local rules just as well as any court lessons you had to learn.

A Proper Pedigree - 200 CP
A proper pedigree is very important to nobles due to the constant conflicts that arise and the shame that can be brought about when it is lacking. This perk makes it so that you are now considered an incredibly attractive individual to any noble line or similar groups with stringent conditions. They will be willing to attempt to recruit you of their own initiative. This also will make it significantly easier to earn the approval of your partners parents and family. For example both Blitzo and Stolas initially don't approve of Alan, but grow to accept him.



Why Don't We Talk About It - 400 CP
In order to help all of the various Sinners who wander into her hotel Charlie had to learn how to become a proper therapist. This included knowledge on how to get people to open up about their issues, how to confront them, and most importantly how to accept them. Taking this perk makes you a master of dealing with mental issues and those who possess them. First you obviously gain the aforementioned skills. Second, you gain the ability to connect with those who suffer from these issues allowing you to interact and help normally violent or lost individuals. Lastly and perhaps most importantly these skills can be effective on anyone. If you managed to get them to talk to you, even the worst person in

Hell could get past their issues with your assistance.

The King of Hell - 600 CP
Keeping a land such as Hell running requires both great power and great cunning which Lucifer has both of in spades. He has ruled as the undisputed King of Hell and managed everything for thousands of years. This skill grants you the qualities and skills that make Lucifer such an effective ruler. First you have an unmatched sense of charisma that could allow you to turn a nation of your worst foes into your most faithful supporters. Second, you are a legendary strategist capable of commanding armies with unmatched finesse and ferocity. Third, you possess all of the knowledge to run and manage a kingdom on par with Hell. Between the Overlords, the other nobles, and all of the civil wars there are numerous aspects to balance. Lastly this perk makes it so that all of your citizens or anyone else under you will be loyal. Whether this is out of genuine respect or fear is the only question. It will more likely depend on how you treat your citizens.

The Masses

I Can Suck Your Dick - 100 CP
Ok I'm not sure if this is a trait that runs in their family or if both Molly and Angel simply act this way because they want to. Both of these spider-like demons seem to have a talent for anything related to adult activities. This ranges from pleasing a partner, showing off on a pole, or simply turning every sentence into an innuendo. This gives you skill on par with Angel and Molly. For reference Angel Dust is considered to be Valentino's most skilled and favorite worker. So that should give you an idea of how good you are.



Human Transformation - 200 CP
Most of the demons have some way to disguise themselves and to transform into humans. This perk allows you to use an enhanced form of this to give any of your alt forms a humanoid transformation. In addition you can alter your forms allowing you to transform into other species. The only restriction is that this will be a physical transformation alone. You will not gain access to any unique abilities they possess. For example if you turned into a dragon you could have a large body, but you would not be much stronger or gain an elemental breath. The main advantage of this is that you can also use this to trick other systems and any method of detection. For example if the Angels were using a method to scan for Demons you could turn your signature into that of a human or another species.

The Best Lawyers End Up In Hell - 400 CP
As you may or may not know many people consider lawyers to be evil incarnate. So it shouldn't be that surprising that quite a few of them ended up in Hell. In fact some of the most skilled lawyers in human history are down there and have put their talents to work for demonkind. Purchasing this perk makes you one of them or at least as skilled as them. You can now be considered one of if not the best lawyer humanity has ever seen. This comes with a number of useful skills. First you gain an encyclopedic knowledge of every law and rule ever written. This knowledge will be updated post jump to include any new laws or

changes in future jumps. Second you gain the knowledge of how to exploit these laws using loopholes and any other openings held within the law. This includes the ability to twist words and circumstances so that they fit the image you are trying to create. Using this knowledge you could keep some of the worst dirt bags out of jail or convince a jury that a true innocent was a monster who should be locked up.

We Can Kill Anything - 600 CP

Being a proper assassin takes a lot more than simply knowing how to kill someone. You need to be able to plan, possess extensive knowledge of different weapons, and perhaps most importantly how to kill in style. This perk grants you the ability to do all of this. First you gain the ability to analyse anyone and come up with a plan to kill them. This doesn't necessarily mean you will be capable of doing so, but it will tell you how to do so. Second, you gain extensive knowledge on how to turn normal objects into methods of slaughter. This also covers other methods of killing such as how to make posions, how to make bombs, and anything that can be considered a tool or method to kill. Third, you gain the skill to alter how natural a death appears.. After all, sometimes you need to be stealthy or make it look like an accident. Lastly the final aspect of this perk is that if you kill something it will stay dead.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

General Items

Hazbin Hotel Merchandise - Free/100
This option allows you to purchase a complete set of all merchandise related to this fanfic, the series, and everything else that Vivziepop has worked on. This also includes the complete series which through the power of future magic has been finished completely. It includes both Hazbin Hotel and Helluva Boss. For an additional 100 CP it will come with the wiki. This version has detailed information on character profiles, abilities, and anything about the setting you could want to know.



Origin Items

The Descendant

The Pendant - 100 CP
Normally when a human is in Hell they will transform into a demon after a week of absorbing the demonic energy. To deal with this issue Alastor gave Alan this amulet. The amulet concealed his human presence allowing him to be disguised as a demon and wander relatively safely around Hell. This amulet has been modified so that it is capable of concealing your energy, preventing anyone from tracking you or identifying you.

My Grandfather's Gun - 200 CP
When Alan was in need of a more powerful weapon he visited a store that Alastor recommended. While he was in the store he found an old M1897 trench gun that belonged to his grandfather Nestor. This is a more powerful of your choice such as a shotgun, rifle, or sniper. This weapon is extremely effective against supernatural beings including the more powerful demons. Lastly this weapon will have been used by a member of your in jump family giving you a close connection to it.

Angelic Equipment - 400 CP
When Alan first arrived in Hell he ended up killing an Exorcist and claiming it's scythe. This was a powerful weapon designed to kill any demon. The Angelic weapon is capable of bypassing the immortality and regenerative ability that most of the stronger demons possess. By default this will take the form of a scythe, but you may choose a different weapon if you wish. Maybe you want a sword or a warhammer instead. In addition to the weaponry you will also acquire a set of blessed armor that significantly decreases the damage you take from evil entities.

A Proper Territory - 600 CP
While anyone can be considered an Overlord due to their power they are not officially recognized until they claim a territory. This is a territory under your control. It has some sort of 'control building' which typically serves as the main attraction of the territory. For example when Alan claims his he claims a casino called the Lucky Coin as his speciality was luck. This territory will possess a large population, a main command center, and a number of workers scattered throughout the territory managing or policing the territory for you. You will typically only need to directly interfere if another Overlord arrives or something catastrophic occurs. You may choose the exact demographics of your territory. Maybe you want it to be filled with Hellhounds and Succubi rather than mostly Imps.

The Ancestor

Demonic Revolver - 100 CP
When Alan first started doing minor tasks for Alastor he gave him a demonic revolver. This gun wasn't very powerful and only really useful against weaker demons. It however had a special trait, it had unlimited ammunition as it was able to draw in ambient energy to generate energy bullets. This is a similar pistol or revolver that has the same modification. It however has been changed so that it can use any ambient energy, not just demonic energy.

Talking Staff - 200 CP
One of Alastor's most unique possessions is a sentient staff with a radio attached to the tip. Alastor uses this staff to channel his power and bolster his abilities. This is a similar tool that's been designed to suit you perfectly. The tool is sentient and has an unbreakable sense of loyalty towards you. It will refuse to obey anyone else and if you are unable to defend yourself it can channel some of your power on its own. By default this will come in the form of a staff with an attachment on its tip. You may choose a different weapon if you wish and design its appearance.

The Manor - 400 CP
While Alastor doesn't really care about showing off his wealth he still does live in a rather luxurious building. This is a large mansion large enough for a few dozen people to comfortably live in. Aside from the sheer space the mansion contains a number of other features including defenses, a ballroom, and some other rooms. One of the most important rooms the manor has is a large library filled with numerous texts on demonic magic and the history of Hell. These texts have been gathered through deals, the slaughter of other Overlords, and the occasional gift from other powerful individuals like Azazel.

Royal Favor - 600 CP
Somehow Alastor was able to gain the favor of the royal family and an alliance with Lilith herself. This is likely due to the efficient nature in which he runs his territory and the fact that he does not seem to cause an excessive amount of chaos in Hell. By purchasing this option you may align yourself with a powerful group or being who is in the jump. You may choose anyone in a jump though you are limited to one choice per purchase. The more narrow the choice, the closer you will be. Using the example above Alastor is close to the royal family, but not particularly close to any of them. So Lilith was willing to protect him when VVV (Vox, Velvet, and Valentino) tried to break into his territory, but otherwise wouldn't go out of her way to grant any excessive requests.

Hellish Royalty

Formal Wear - 100 CP
Often you have to dress to impress wherever you go to a noble event. Alternatively sometimes it is really nice to wear a proper suit to pull a classy look. This is a large closet full of formal outfits including both suits and dresses for you and your partners. These outfits will be high quality and fit in any formal event perfectly. In addition if you ever need anything special then the closet will generate a new outfit. For example if there was some sort of theme or if the event was special like a wedding.

Cosmic Grimoire - 200 CP
This grimoire is an artifact bestowed upon Stolas by his father Paimon to allow him to perform his duties. It allows the user to open portals to any location or at least we haven't seen any limitations on the grimoire. In addition to its ability to create portals it also contains encyclopedic knowledge of the celestial bodies and what role each of them perform. This information can be used to identify prophecies and glimpse into the future. Alternatively if you are not interested in the grimoire then you may design an artifact of equal power and capabilities.

The House of Jumper - 400 CP
Almost all of the major players seem to have some sort of business or facility set up in Hell. Mammon has Loo Loo Land, Asmodeus has the Ozzie's (the House of Asmodeus), Valentino has his porn company, and Lucifer has the much more popular Lu Lu World. This option gives you a business of your choice similar to the options listed above. You may choose what the business specializes in if you wish. By default it will align with your concepts and powers if you have any. For example Asmodeus is the embodiment of lust and his business is a high class romantic restaurant with strippers and other performers. Regardless of what you choose the business will come fully staffed and likely be famous throughout all of Hell.

The Happy Hotel - 600 CP
Congratulations you are now the owner of the Happy Hotel also called the Hazbin Hotel or a similar business. This building has a number of powers that can assist you. First it tends to attract beings especially those that fit specific profiles you target. Second the building has a passive aura that can influence others so that they behave the way you want. For example the Happy Hotel Charlie owns would attract people seeking redemption and remove "evil" behavior over time making the inhabitants good people. Over time anyone can be changed though the length of time depends on how big the change is. For example a minor crook could become a good person in a few hours, but someone truly evil could take a few weeks to become a paragon of justice.

The Masses

Familiar Binding Kit - 100 CP
Binding someone to you is a method that is capable of healing someone in an emergency and one used to ensure trust among groups. This kit contains all of the tools needed to perform this ritual along with a booklet teaching you a number of various rituals. The most common ritual is one that binds the servant's life to a master ensuring that if the master dies then so do all of the servants. This is only one example of the rituals contained within. Any ritual is fiat backed to work and be unbreakable as long as it is performed properly.

We Need Advertisements - 200 CP
If you are going to run a successful business then you are going to need to get your name out there. This item provides complete coverage for any form of advertising that your business could require. This covers online advertisements, posters, word of mouth coverage, and unskippable ads. As long as your business is up to snuff this item will guarantee that literally everyone will at least know about your business. So just make sure that you can actually keep your customers.

Loo Loo Land - 400 CP
Welcome to Loo Loo land not to be confused with Lu Lu World which is spelled differently to avoid lawsuits. This is a large amusement park filled with rides, games, and a wide array of workers. Unlike the canon Loo Loo World this park has been held to a high standard and actually is a place that people would feel safe bringing their kids to enjoy the park. Also if the park is destroyed then the park will be rebuilt completely by the next day. So won't have to worry about repairs if your guests go out of control.

I.M.P. - 600 CP
The Immediate Murder Professionals are a business run by Blitzo and staffed by the cast from Helluva Boss. This option allows you to either purchase the canon business or to create one of your own designs. Regardless of which option you choose you will receive an organization of competent and deadly assassins willing to perform any mission as long as the pay is right. Though since you're the boss you will obviously be able to send them at targets of your choice for Free or choose what missions they are allowed to accept. The business will come with five extremely skilled assassins who can kill with the best of them and a few dozen other employees to fill out any additional roles such as management.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create Companion 50-400 CP
Depending on how much you pay you can import/create a number of companions into this jump. For 50 CP you can do this for 2, For 100 CP you can import/create 4, for 200 CP you can do this for 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Your Charming Ancestor - 100/400 CP (Free The Descendant)
Obviously to fulfill this role you need an ancient being to draw you into the chaos and show you the ropes. Well much like how Alan has Alastor this option allows you to create a new demon or select one canon member of the cast to gain as a family member. The only restriction on this option is that they cannot be significantly stronger than Alastor (So around high Overlord). If you want to select someone like Stolas (a member of the Ars Goetia family) or the Seven Deadly Sins then you have to pay a bit more. The first 100 CP purchase will be Free and the 400 CP option will be discounted. If you create a new demon you may customize their appearance, personality, and species. If you wish and can afford it you may purchase this option as many times as you want for an expansive family.

My Smiling Nephew - 100 CP (Free The Ancestor)
If you are going to play around as an ancient ancestor to some newcomer you obviously need a younger family member. This companion option allows you to either create your own new family member or to insert yourself as the older relative of a canon character. Should you choose a canon character then they will be willing to come with you post jump. If you choose to create someone however then they may receive your chosen species for Free. They will possess powers similar to yours at a lesser degree. Though perhaps in time they will grow to the same heights that you are at. You may customize their appearance

and personality if you wish though they will likely resemble you to a small degree no matter what.

So I Have Ninja Bodyguards - 100 CP (Free Hellish Royalty)
Once Alan is promoted to Grand Earl after Furfur's death he inherits everything he possessed including the shadow guard. They were a team of elite demon warriors. Unfortunately Furfur refused to use anything that he did not have absolute control over, meaning that they were never used for centuries. Alan however put them to use seeing their value. This companion option grants you a set of a dozen elite servants capable of fulfilling any role you require. This could be as bodyguards protecting your family, maids simply cleaning the house, or workers to staff your businesses. Each time you purchase this the amount of guards you receive will double. You may freely design the personality, appearances, and race of the guards. If they receive a higher level race then all of them may become a part of this race and any perks they purchase will be distributed to all of them.

A Trustworthy Friend - 100 CP (Free The Masses)
Given that almost everyone in Hell is in some way evil it can be hard to find someone that you can truly trust. Luckily for you, you seem to actually have found someone who fits this description. This is a sinner or demon that you met a few years ago in Hell. At first things started out rocky, but over time the two of you had proven to have an unbreakable bond. Perhaps you bonded over work or your personalities simply synergized. They may choose any of the races under 200 CP for Free. You may freely design their personality and appearance if you wish.

All Are Under God - 100/200/300/600 CP
Between the various species that go unmentioned and the numerous alternative versions of some characters there are a number of beings who have not been mentioned or simply cannot be covered due to how many there are. This option allows you to create a being of your choice. The amount of power they possess will depend on what you are willing to pay. For 100 CP you may create any being as powerful as the average demon. The upper limit would be some of the more impressive Hellhounds or Imps. The 200 CP will cover most of the more powerful variations of demons such as the Succubi. Some examples of this tier would be notable succubi or the exorcist. The upper limit would be the weaker Overlords on par with Velvet or Vox. The 300 CP option covers everyone else except the true power houses. This tier covers most of the high level Overlords or the members of Ars Goetia. The upper limit of this tier would be someone like Stolas. The final tier is the 600 CP option which allows you to create a being on par with the strongest beings here. Some of the examples for this tier include the Seraphim and the Seven Deadly Sins. The only exception is that they cannot be as strong as Lucifer or God. Everyone else is far weaker than them.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Why is the Doom Slayer Here? - 0 CP
For one reason or another there are a number of crossovers that occur between this world and many others. Some of the more common ones include Doom, Helltaker, and basically any other world that involves Hell in some fashion. This option allows you to pick and choose from these worlds selectively including them in various ways. For example choosing Doom you could just drop the Doom Slayer here and see what happens. Alternatively you could choose to merge his universe and this one making them different branches of Hell. This option also includes any adjustments to the canon world such as Usagi Star's genderbent versions of the characters. Perhaps a lot of people have new siblings or they may have been outright replaced by a different version of themselves. The only restriction is that you cannot use this option to try and escape drawbacks.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

You Lost Your Talking Privileges +100 CP
It turns out that like Angel's fraternal twin sister Molly acts very similar to her brother. She has quite the naughty mouth and makes a number of sexual jokes/references in almost any conversation she is a part of. This drawback gives you the same vocabulary as the spider-like siblings. You will constantly say something sexual no matter what the situation is. Depending on what is happening this could easily anger some of hell's denizens or simply embarrass you. At the very least this isn't completely out of the ordinary since you're in Hell.

Disastrous Start +100 CP
This drawback will be making a slight modification to the location that you arrive at. You will still be arriving at your chosen location, but you now be entering into a dangerous situation. For example when Alan first arrived in Hell he appeared directly between Moxie and one of the Exorcists. Luckily he was able to kill the Exorcist with some luck and then was taken by Moxie to a safe location. You will have to deal with some sort of similar issue when you first arrive. This won't be a major threat, such as an Overlord or something equally dangerous. This will be more along the lines of a minor cult, an Exorcist from Heaven, or a small group of drugged up demons.

Feminine Fatale +200 CP
This seems to be a running theme. For one reason or another you keep running into beautiful and very dangerous women (or men if you prefer). These individuals could be friends or foes, but no matter what you'll end up dragged into dangerous situations because of them. Perhaps they're in danger like Molly and they are currently in need of a hero. Maybe instead you pissed them off and they're hunting you with their team or even entire organization and now have to calm them down. Should you manage it you can take any individuals you have befriended as companions for free since you managed to endure their challenges.

Horrible Homelife +200 CP
Throughout the story Alan is slowly able to learn more of Alastor and Nestor's history. It turns out that they did not have a happy homelife. Later this is reflected in Alan and his cousin Lara's life. Like them you seem to have a horrible life at home. This could be abusive parents, or a similar issue. Just be sure that you want to ruin your home for a few points before you take this.

My Own Blood Detest Me +400 CP
Later in the story we meet a demon named Furfur who is actually Alastor and Nestor's father due to the effects of a satanic ritual. By taking this drawback you will gain a truly horrible relationship with your family, in particular any younger members.. Also when I say bad I mean truly horrible. As in most of your descendants will try to kill you on sight or at the very least curse you out before leaving. This drawback will force you into situations where you encounter your estranged family or they will actively be trying to ruin your plans.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are

here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around demonic or angelic magic.

The True Face of Hell +600 CP
While a lot of bad things are shown in the story and throughout the main series, overall Hell actually doesn't appear that bad. Taking this drawback however will alter that so that Hell fits the image most people expect of it. Violence, torture, and overall crime/evil activites will become far more prevalent. The generally smug/douchebag attitude most people here possess will be replaced by genuinely bad and evil people. If this was how people actually acted in the show then the difficulty Charlie is facing would be far more understandable and her dream would obviously be unrealistic.

A Haunted Past +600 CP
While Alan is capable of a great deal he is limited early on by his regrets. His main regret appears to be the murder of a pedophilic coach who was abusing his cousin Lara. The act itself was not wrong, but Alan found that he enjoyed killing the man. He acted like a sociopath practically torturing him before he finally killed him and burned the body. Like Alan you now have some sort of significant trauma that deeply haunts you. At the very least you will have to deal with nightmares and you will be constantly worried about losing control. Given an immense amount of time and self discipline you can bring your impulses under control, allowing you to overcome your trauma.

The Morningstar's Fury - +600 CP
Well you seem to have somehow angered the devil himself Lucifer Morningstar or as he is known here Lucifer Magne. He is the most powerful devil in existence and only surpassed by God. The exact reason he is after you is up to you. Perhaps you hurt Charlie or Lilith somehow. Maybe you are a member of heaven who came to Hell and challenged him. Either way he is going to be coming after you and he will not stop unless you manage to kill him. Keep in mind that he is the most powerful being in this world aside from God. You are going to have your work cut out for you.

Scenarios

You are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. The scenario will also give you **500 CP** as well to spend on the jump upon successful completion.

So You're My Nephew

Congratulations, you are now the protagonist of our story. That's right you will be replace Alan. The jump will last until the story ends canonically or you die. You will face all of the challenges that Alan did without his plot armor and abilities unless you purchased the relevant perks. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Lastly you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Lord of Hell

So since you ended up in Hell you have to admit at some point you thought about trying to take over and claim the crown for yourself right. Wait, you haven't oh well that's what this scenario is about so you're doing it anyway. There are a number of ways you go about this. First is the most difficult option which is to take over by force. This option means that not only will you have to be powerful enough to defeat Lucifer in combat, but you will need an army large enough to deal with his forces and the rest of Hell. The second option is a bit easier, but it will likely take far longer to inherit the throne. There are two ways about this if you choose this option. The first method is if you are Lucifer's child then you will be his heir already. So you simply have to survive and wait until Lucifer is willing to pass on the throne. You might be able to speed this up by proving yourself so that he and Lilith can retire in peace. The second method if you aren't related to him is through marriage. In the story Charlie is his current heir and at the end of the story Lilith apparently gave birth to a new son. So you could try getting hitched to one of them. If you do this then this will follow the

previous option where you will simply wait for Lucifer to pass down the throne. So are you going to take over Hell through raw power or ironically through the power of love?

Rewards:
For completing this scenario your reward is simple.

- You will now have full control over the realm of Hell and every soul that is within it. You will assume command over legions of demons and the rings of hell. All of the beings within Hell will become loyal to you and you may turn Hell into a warehouse attachment post jump.
- Second, by assuming the throne of Hell you have become a sovereign amongst demonkind. Any being that is considered a demon or devil will recognize your innate power and authority over them. Even demonic gods or avatars of sin will fall under this authority. Though beings who are much stronger than you may be able to resist this effect to a degree.



Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

This jump is mainly based around the fanfic, but it takes elements from the main show and some speculation from fans of the show.

Story Link

- Fanfic: It's in the Blood Ch 1, Hazbin Hotel | FanFiction

Scenarios

The way scenarios work in my jumps is they occur after the main jump and the only consequence for failing them is that you lose the scenario specific rewards and the CP bonus for completing them. I designed it this way so that you could attempt all of the scenarios since I always enjoy the scenarios in other people's jumps. If you are still confused I made an example below.

- 1st Run - Main Jump: (Time - standard 10 years, all drawbacks applied)
    - Completed - Start Scenarios or proceed to the next jump if none were taken.
    - Failure - Chain Fail
- 2nd Run - Scenario 1: (Time - Until Scenario is completed, NO drawbacks applied)
    - Completed - Receive Rewards and CP bonus, then proceed to next jump/scenario
    - Failure - Proceed to next jump or next scenario if taken, do not receive Scenario rewards or bonus CP
- 3rd Run - Scenario 2: (Time - Until Scenario is completed, NO drawbacks applied)
    - Completed - Receive Rewards and CP bonus, then proceed to next jump/scenario
    - Failure - Proceed to next jump or next scenario if taken, do not receive Scenario rewards or bonus CP

So if you took a standard jump and 2 scenarios (assuming 10 years each) you would go through the world three times and spend a total of 30 years here. You would also receive 500 CP for each scenario you successfully completed.

Hell's Hierarchy

- 1: Lucifer Magne, King of Hell
- 2: The Royal Family, Lilith Magne and Charlie Magne
- 3: The Seven Deadly Sins (Asmodeus, Mammon, Beelzebub…)
- 4: The Ars Goetia Demons (Stolas, Paimon, and Stella)
- 5: The Overlords (Alastor, Valentino, Rosie, etc…)
- 6: Sinner Demons (Angel Dust and Vaggie)
- 7: Succubi and presumably other Hellborn demons

- 8: Imps and Hellhounds

Nobility Ranking

- King
- Royal Family
- Duke
- Marquises
- Great Earl
- Earl
- Count
- Viscount
- Baron
- Lord
- Knight

The list is a mixture of the given titles in the story and real world ranks so it might not be completely accurate.

Changelog

- Jump in Progress
- V1 is completed
- Added Sacred Soul race to Heavenly Races