Helluva Boss

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

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

Race

Imp (+200)

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

Hellhound (+200)

You actually are slightly superhuman, you have physical abilities in excess of peak human condition even without training and can grow further with time, you also have canine senses. The trade off for this is that you aren't treated like a person in most cases, you'll get medical care from the Vet, if you were a

orphaned child you'd be sent to the pound- and you can forget living on your own anywhere but the Gluttony Ring (where your creator Bee-zelbub dwells)

Incubi/Succubi (+100)

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

Possessor (+100)

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

Sinner

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

Angel (-100)

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

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

Goetia (-200)

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

Sin (-800)

You are the Eighth Sin… perhaps Vainglory or Sorrow? Or if you wish you may replace one of the existing Seven (Except Lucifer) as the embodiment of their Sin. The only people in Hell with more raw

power than you are the Morningstar Family, and even then you'd put up a better fight than anyone else. As the embodiment of your chosen Sin you'll gain power from spreading it throughout the world of Man. You also have the ability to create new species of Hell-Born Demons using your Power as fuel, these races will innately be tied to you and your fundamental essence being 'made in your image' so to speak.

Origins

Drop-In (I.M.P)

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

Entertainer

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

Upper Crust

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

Perks

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

General Perks

The Only Way I Know How (100)

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

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

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

Money Talks (200)

This is Hell, there's really nothing you can't get if you don't pay for it down here, and that's just how life works for you now in general as well. Now you will always have the ability to get in touch with a seller

for anything you want to buy with only a moderate amount of effort, though the rarer the thing you want to buy the more you'll be gouged on the price.

Scams (200)

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

You're My Light (300)

When you and another person love each other you improve each other in turn, simply by being in love you and your partner will gradually begin to have your mental hangups fall away, your traumas fade, and any other toxic mental traits gradually lose focus as you slowly become better versions of yourself. The more extreme the issues the longer this takes to make significant progress but it *does* work eventually.

You're My Heart (300)

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

Drop-In

Mysterious Past (100)

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

Master Of Disguise (200)

Imps don't look human, it's not just the red coloring, it's the scales, and reptilian tails that should stop *anyone* from believing the members of IMP when they pretend to be Humans…
You all know where this is going don't you? With this perk you can wear disguises as simple as a wig and change of clothes and no one will be able to recognize you as you except those who know you very well personally. This also allows you to disguise yourself as an entirely different species using similarly simple means, no one will see any reason to disbelieve you without some kind of extremely clear evidence.

Fetch Quests And Side Jobs (400)

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

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

Full Can Of Badassery (600)

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

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

Entertainer

Klown Bitch (100)

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

Marketable (200)

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

Not Broken (400)

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

Love Beyond Your 'Station' (600)

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

Upper Crust

Duties Of Rank (100)

You have all the skills expected of Old Money nobility, you have excellent manners, are extremely adept at managing property and financial investments, and are a deft hand at court politics.
You have the aptitude to *thrive* in a Shark Tank like the Goetia family.

What Is 'Illegal' Really? (200)

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

Mastermind (400)

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

Authority Equals Asskicking (600)

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

Items

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

General Items

Payday (100)

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

Shitty Apartment (100)

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

Drugs (200)

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

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

Robo-Fizz (200)

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

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

I.M.P Hotline (300)

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

And always remember, Kids Die For Free.

Personal Stash (300)

Queen Bee *really* likes you, to the point that she's giving you unlimited access to the Honey Booze she can produce with her magic- and this stuff makes Vodka look like *tap water* all while keeping the sweet taste of honey.

Basically you're not going to find a way to get more fucked up here, and the Queen would like to remind you to enjoy irresponsibly.

Drop-In

Disguise Kit (100)

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

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

Bullets, Blades, And Other Practicalities (200)

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

Asmodean Crystal (400)

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

Angelic Armory (600)

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

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

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

Entertainer

Limo (100)

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

The Club (200)

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

Robo-Jumpers (400)

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

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

Band And Crew (600)

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

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

Upper Crust

Wardrobe (100)
You have an expansive wardrobe full of all of Hell's latest fashions, enough to allow you to *sparkle* even at a Goetia Ball.

Grimoire (200)
You have a Goetia given Grimoire, this book contains numerous spells that you can use to access the human world, disguise yourself as a human, or otherwise augment your powers as long as it's in your possession. This book is a necessary component of all the spells recorded within and none of them can be cast without it.
Now you may be thinking 'why is this cheaper than the Asmodean Crystal?' Well the answer to that is that it's *extremely illegal* to use this item for anything but the specific duties you require access to the Mortal Realm for if you use it in any other context and are caught it's a serious crime even for a Goetia.

Manor (400)
You have an enormous and luxurious Manor, filled to bursting with Imp Servants and bodyguards who are completely loyal and subservient to you. All their wages are automatically paid without even a dip in your coffers and you'll find your enemies never seem to attack you here (though this minor protection will fade if you *never* leave).

Princehood (600)
Being a Goetia doesn't by default grant wealth or property- typically it does through family connections and the like but I digress, you on the other hand are a Prince Of Hell as as such have access to vast sums of money, enough luxury property to build a city on, and Legions of Lesser Demons under your command.
If you aren't a Goetia or a Sin this can take the form of an immense Mafia Empire or your own huge Megacorporation.

Companions

Expy Companions don't exist if not purchased here.

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

New Friends (Free)
You may take any existing characters who agree to travel with you as Companions for free.

Blue Haired Jinx (100)

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

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

Pink Haired Brawler (100)

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

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

Drawbacks

Written By Vivziepop (100)

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

My Little Plaything (100)

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

Self Sabotage (100)

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

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

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

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

In My Sights (200)

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

Demon Law (200)

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

Arranged Marriage (300)

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

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

Expanded Extermination (300)

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

Notes

1.0

Finished the Jump

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

OC Companions are based on Vi and Jinx from Arcane