

Helltaker Jumpchain (v.1.1.1)

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Helltaker Jumpchain



Greetings, Helltaker! It is I, Beelzebub, the Great Fly. Indeed, welcome to a world not unlike yours. A world where a man had a dream— a glorious dream; to have a demon girl harem. And so, he went to hell, and, through his incredible strength, genius intellect, lightning reflexes, and most importantly, ~~*enormous girth*~~ **wait no** *-I mean- great charms, he succeeded. But that is not your tale, no, -instead- you'll be the Helltaker. Or you could just choose to appear at the same time as the original Helltaker, you know, help a bro out, collect some bitches on the way,* maybe hook up with that fly monster that insists on narrating your travels. *Or maybe you are the one being taken? Your choice.*

But here, it's dangerous to waifu hunt alone, take this:
+1000 CP

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~~Locations~~

Puzzles

(roll 1d10 or pay 100)

You can only advance once you finish the puzzle you're in, but once you solve it it'll be 'solved,' meaning that, if you come back to that puzzle, you can then skip it *or* do it again. *Maybe you'll find some secrets you missed the first time*
Also, at any moment you can only go to the puzzles next to the one you're in (if you start at Judgement you can go to either Pandemonica or Lucifer). Unless you *did* all of them, then you can go home or revisit hell. If you are a Demon Girl then you can start at Hell, or at your own Puzzle, for free.

1. Pandemonica
2. Modeus
3. Cerberus
4. Malina
5. Zdrada
6. Azazel
7. Justice
8. Lucifer
9. Judgement
10. Hell? *-free pick-*
11. **The Abyss?** *-non eligible, non rollable-*
    (Gonna have to figure out how to get there on your own)

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Origins

(you can be any gender you want; *yes*, *even if you're a Demon Girl*)

HELLTAKER: **HELL** YES, CHAD! You are the **GREATEST** CHAD to ever CHAD. You are **POLISH DOOM GUY** WITH A DREAM! You are the ~~**S**~~**LAYER OF DEMONS!** CHADS don't need a good origin description, they read the whole document! LET THE WAIFU HUNT ***BEGIN****!*
You are 20+1d20 years old.

Demon Girl: You are a *beautiful* demon girl, with white hair, red eyes, and a complexion of pure white. *Might as well be an albino.* As all the other girls, you have your own unique puzzle and motif.
You are 1d8x5,000 years old.

Citizen Of Hell: **GLORIOUS SUCCESS** Jumper! You are a spawn of hell, *hell*, you *are* hell; you are a part, no matter how small, of the puzzling dimension of hell.
You are [0<x<1,000] years old

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Perks

HELLTAKER:

CULINARY EXPERT (100 cp, free for HELLTAKER Origin): Let it not be said that CHADS are one-dimensional. You, **BEING THE CHAD YOU ARE**, have one area of **INCREDIBLE** expertise somehow related to housekeeping. Whether this is CLEANING, COOKING, or something else, it is fiat-backed to ensure HAPPIER and MORE STABLE RELATIONSHIPS. **HELL YEAH KING.** *You also get a small durability bonus and added resistance to pain and shock. Do* **not** *ask why.*

TOO BUSY PLAYING GAMES TO CARE ABOUT PHYSICS (200 cp): No longer, will the **LAME-O** rules of the universe *STOP* you from having **GLORIOUS SUCCESS**! Everytime you encounter a non-combat situation, no matter how physically **TAXING** it is to solve, you always have enough STRENGTH/SPEED/**WHATEVER** to solve it. Giant chains fall from the sky at repeating patterns at the ***SPEED OF SOUND***? Not a problem. You gotta PUSH **GIANT BLOCKS OF STONE** and BONE DEMONS from **HELL** in a certain order to get to a key? Hercules would be ***shook*** at the sight of your might. YOU GET THE GIST. *you also get a flat bonus to strength; about XXI% more.*

I HAVE A DREAM (400 cp): When you have a goal that you wish to achieve, **NO MATTER** how RIDICULOUS or DIFFICULT, as long as it's something you can VISUALIZE, **YOU CAN MAKE IT COME TRUE**. This is basically **INFINITE** WILLPOWER and STAMINA as long as you're working towards MAKING THAT GOAL **TRUE**.

TURN BASED GAME IRL (600 cp): When in a situation that REQUIRES CAREFUL PLANNING or is ANY KIND OF PUZZLE, you get an INFINITE AMOUNT OF TIME to THINK. Be careful though, if 'playing' AGAINST someone, THEY *ALSO* GET INFINITE TIME to think through their actions. AFTER ALL, IT'S NOT **CHAD** TO CHEAT. This can be turned on/off at will.

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Demon Girl:

Beaut (100 cp/free for Demon Girl and Hell's High Prosecutor): *Just as if Vanripper himself had designed you, you are* **top tier waifu** *material. Choose one archetype, no matter how niche or specific, and combine it with a maximum of three flavors; you are now the best combination of those elements. This is fiat-backed to make you a* **top tier waifu** *no matter what you choose. In Canon, for example, you have Malina; she's a turn-based game nostalgic fangirl (archetype) with slavic roots, alcoholic tendencies, and slight social awkwardness (three flavors). Modeus is an example of a combination with less than three flavors: lonely lust-crazed demon girl, who is naïve about romance and wholesome-ish (two flavors). This is an oversimplification for simplicity's sake and it depends on what you consider an 'archetype' and what you consider a 'flavor,' but my rule of thumb is that flavors should never be longer than the archetype.*

Demon Physiology (0 cp, exclusive to Demon Girl and Citizen Of Hell): *Because who you are, you are very different to those* **puny** *humans, even those as powerful as the Helltaker. You can easily defeat anyone that isn't able to destroy a city by themselves and can take several hits from anyone who* **can**. *You are also innately magical, being immune to heat, cold, and poisons, and you also don't need to neither eat, breathe nor defecate. You are unaging and can choose to have cosmetic physiological differences that* **can** *be useful, such as dog ears for better hearing and canine fangs or indestructible horns growing out of your hair, but they must be demonic in nature or related somehow to hell.* ***The demon tail is obligatory.*** **Citizen's of Hell can be any gender. If you are a Demon Girl or Hell's Prosecutor you *can* be a boy but you can only be androgynous at most, for continuity's sake.** *(Gay Helltaker? I hardly know her!)*

Puzzle (100/200/400 cp, first tier free for Demon Girl and Hell's High Prosecutor): *A puzzle of your very own! Right now, however, it's about as difficult as Modeus' or Pandemonica's - that is, solvable in 30 seconds or less. Immobile but movable bone demons, giant pushable but un-pullable blocks, a restart button, a locked block with the key needed to open it, and gaping floor-maws with optional intermittent patterns - the works!*
200CP: The puzzle is now as hard as Zdara's or Justice's - gimmicky and easy to mess up a time or two at first, but easily solvable after the gimmick is unearthed. Can take as long as half an hour to solve.
400CP: The puzzle is now as hard as Judgement's - extremely difficult and
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dangerous, and taking up to several hours to solve.
In-Jump, this is an actual location in Hell. Post-Jump, you can tap someone to consciously send them to this puzzle until they solve it. After they do so, they will be unable to be trapped again for a year, so as to forget the puzzle's solution. Attempts to trap an individual before this year is up will allow them to 'Skip' the puzzle.
This ability is fiat-backed to take **at least** *the purchased possible completion time to succeed, even if the individual trapped is a genius. Until they've spent enough time, even Reed Richards, Albert Einstein, and Steven Hawking would have difficulty solving it with their intellectual powers combined - let alone some random person taken from the street.*
Multiple people may be sent to the puzzle at the same time. In theory, and based on the personalities and intellect of those sent, the individuals may help each other or work against each other to great or terrible effect.
There is no food or water within this puzzle. An individual who dies within will be on a respawn timer equal to the total amount of time they have spent within the puzzle since being trapped (not since last death).
On purchase of the highest tier, you may have a unique type of object appear in the same or similar manner to Justice's chain attacks.

Your Special Peculiarity (0/200/400 cp): *Based on your archetype, or your flavors, you might have a quirk (0 cp), a small advantage (200 cp), or a very useful ability (400). Canon examples are: being an angel instead of a demon (quirk), being able to function normally even if missing one sense/having enhanced senses (small advantage), having three bodies instead of one (very useful ability), or having a gigantic monstrous body capable of feats of strength and power fit for such a creature while still being able to turn back into a humanoid being (very useful ability).*

Ancient One (600 cp, no discount, exclusive to Demon Girl): *You are now a demon of the same caliber as Beelzebub and Lucifer, your horns white with age and the power to show for it. Physically, you can go toe to toe with Hell's appointed Prosecutor, mentally, you are capable of managing the entirety of Hell and opening portals through complicated instructions. Mind, this translates as being able to micromanage a whole dimension and being able to fight Judgement, who is the most physically powerful demon (or at least appears to be).* Ancients get the final tier of 'Puzzle' and one (1) 'very useful ability' (separate from the one you can buy) for free (0cp).
Your age is now 1d4x100,000 years old

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Citizen Of Hell:

Bone Daddy (100 cp/free for Citizen Of Hell): You now have an alt-form which is a large bone demon (not a skeleton), which allows you take harder hits and push giant blocks of stone as easily as the Helltaker could. It also allows you to meld through demonic materials, phasing through them. This also translates to limited control of other demonic materials, such as demonic metals or demonic creatures with weak wills.

Demonic Freemasons (200 cp): The same way Hell is full of construction materials and Judgement's SIN MACHINE is a magitech wonder, you *too* can construct some puzzles. Apart from being an engineer, freemason and electrician, you're able to work flawlessly with esoteric materials and magic when crafting something. In general you also get a boost to compatibility when using demonic or eldritch substances. The only thing limiting you now is your imagination and the materials available.

The Chains Of Sin (400 cp): May your enemies face their sins! You can call for chains to restrain your enemy, the more sins they've done the thicker the chains. The chains can be broken, but only by experiencing the pain they have caused to others. If you have a Puzzle, you can now have gigantic chains lash out at your prisoner while they think of a solution.

Hell's High Prosecutor (600 cp): You are now not just the most powerful demon, on equal ground with Ancients, but just as beautiful as the demon girls! Though your skin is more of a tanned grey. You get a discount on all Demon Girl perks except Ancient. Your Puzzle is gigantic, regardless of difficulty, and it'll bump up the time required to solve it by one (1) tier; final tier puzzles now take at least a day to solve.

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Items

General Items:

Sharp Suits (free): You have a collection of red and black (or white if you want to go the Helltaker route) suits in any and all styles imaginable. They automatically appear in a non-intrusive way whenever you are about to change your clothes. They'll always fit you no matter what shape you take and will never hamper your movements and will always be comfortable to wear. They also protect you against the weather but won't protect against anything you couldn't survive before. If you want another color then you can change either the main color (black/white) or the secondary color (red) but not both.

Hellish Fashion (free, requires Sharp Suits): Don't like suits? Don't know what you're doing here then; *but* if what you want is a more 'rebel' look , then do *I* have a treat for *you*. Similar to Judgement, instead of getting amazing suits, you instead can choose from a variety of leather/punkish clothing; accessories included. Not into the punk look either? No sweat, you can then choose any 'style' of clothing. This can be reversed at any moment to choose another style. These clothes are the same as the **Sharp Suits** but they're monochromatic instead.

OST (free): What was that? I can't hear you, I'm too busy **vibing the fuck out** to the game's soundtrack (by Mittsies at Youtube). What? You *also* want to **jam** to these **absolute bangers**? Well color me surprised! Here, take it. Add it to your current "music" perks, forget about it, hijack all the computers you can see to make them play it... Do whatever you want, I don't care. With a great **vibe** comes great freedom.

Pancakes (100cp): If sharply dressed demon girls, *tanned* demon girls, bone daddies, and the absolute CHAD that is the Helltaker didn't convince you, then I don't know *what* **abomination** you are. But guess what? There's pancakes! Polish pancakes to be specific. These extremely mobile diabetes-inducing bombs can be used for all sorts of stuff! They'll appear whenever you call for them and they'll never run out. I think we *both* know what sorts of shenanigans are possible when you have an infinite amount of warm, *slippery*, cylindrical pastries. There are two versions: 'Chocolate Filling and Smetana Topping' and 'Smetana and Twarog Filing.' You can change which one you have at any moment.

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General Items (cont.):

TRIPLE PUPPERINO (100 cp/free for Citizen Of Hell): A lovely triple headed white dog pup *or* three pups, one red, one white, one black. Pay 100 cp and now it's in dog girl version, not unlike the mischievous triple pup.

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HELLTAKER ITEMS:

‘~~Satan~~’ -*Text Goes Here*- APRON (100 cp/free for HELLTAKER): This apron IMMEDIATELY makes you BETTER at HOUSEWORK and CHORES. And it doesn’t *have* to be an apron! It can be a BUTLER OUTFIT, a MAID OUTFIT, -maybe GARDENER’S GLOVES?- **ANYTHING!** *As long as it has some relation to housework of course.* AND NOT ONLY THAT! Whoever name’s you put in it **INSTANTLY** feels more RELAXED and in a BETTER MOOD whenever you wear this around them! *bonus points if it's risque (love me some naked apron)*. And just like the **SHADES**, these gartments appear whenever you want them to, and their effect can be made PERMANENT if you wish, with them now being PART OF YOUR **LEGEND**. *Worry not, you harem-crazed fool, you can put several names on it, though it caps out at twelve, requiring you to erase one of them to make space for the new one. If you* **need** *to have more names then* ***be my guest****, buy more, but undiscounted now.*

COOL SHADES (200 CP): THESE ARE THE **COOLEST** SHADES YOU WILL EVER OWN. *Or at least that’s what everyone thinks when they see them.*
Whenever you put these shades on YOU BECOME **INSTANTLY** COOL. HOW COOL? *OWNER-OF-A-DEMON-GIRL-HAREM* COOL. Indeed, with these shades, YOU *TOO* CAN BE AS COOL AS THE HELLTAKER!They can be *any* kind of shades, and you can make them appear on your face for *MAXIMUM COOL* **-WHENEVER YOU WANT-**. *Do note this* **isn’t** *a purely cosmetical thing; whenever you put on these shades, your actions are just* ***naturally*** *cooler than they normally are, and you are also more prone to having cool ideas that you can actually put into practice in the heat of the moment.*
These Shades can merge with any visor/helmet/etc. you’re wearing and they’ll never fall off if you don’t want them to. They can also be a part of you if you wish them to be, existing only when you wish them to; a part of your mythos, if you will.

MYSTERIOUS FLOWER (400 cp): WHAT *IS* THIS FLOWER? I DON’T KNOW, YOU DON’T KNOW, *NO ONE KNOWS*. And your enemies will be just as confused! ANYONE who tries to attack or harm you will be momentarily **STUNNED** everytime they see the flower. They can grow accustomed to it BUT THEY’LL **NEVER** be able to completely SHRUG IT OFF as long as they’re attacking you. This translates to a big initial counter-attack window and a small one every time someone attacks you. Just like the rest of the Helltaker Set, this flower can also become part of you and your existence if you wish it to.

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HELLTAKER ITEMS (cont.):

~~Nice~~ CHAD Suburban Home (600 cp): You own a home in a city. What city? ALL OF THEM. *But also none of them*. This home follows you everytime you enter a city of at least 1 million (1,000,000) sentient inhabitants. It ALWAYS looks like an average house of the setting on the OUTSIDE but the INSIDE, however, looks however you want it to, with a Twenty-first century home being the standard. You can manually UPGRADE it, and its changes will be adopted into the house AUTOMATICALLY; they'll be hidden if you want them to. It will also upgrade to the setting's average household's level of technology and room setup but will NEVER downgrade; it can also be changed back to any other room setup while maintaining the same level of technology (or not, *YOU* DECIDE). It currently has as many 'living quarters' as companions you have (plus your room) and whenever you get a new companion it'll EXPAND (dong) itself to house them. The outside door leads to the first floor (or zeroth floor if that's how YOU call it) and you can decide how the rooms are positioned in relation to the first floor (all in the same floor, all of them in the second floor, six rooms per floor, all of which going down/up/a mix of the two, just one expanding room with one progressively big bed? **COMPLETE CUSTOMIZATION**). You can also have AS MANY rooms as you like as long as it is for non-combat reasons. *As an added bonus, no matter how dissonant the personalities of those inside, there will never be any severe fights for* **trivial** *reasons (If you become a rapey asshole the nun is still gonna leave, you disgusting pig).* You can combine it with your Warehouse so the house leads directly to your Warehouse, while it maintains all the bonuses from here, or you can have a door on the house (any of them except for the front door) lead to the Warehouse

SET BONUS: If you have all three CHAD items and you've made them part of your LEGEND then you get a BONUS. You now have EXTREME RESISTANCE to DEMONIC ATTACKS and are a NATURAL DEMONCHARMER, making ALL the demons WET just by flirting a bit with them. You can tone down the effect whenever you want but the charms will never really go away (Though if you tone it down it won't count as having it active for the purposes of other items or perks or something else, you just are more appealing to demons than the average person).

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Demon Girl Items:

Endless Consumable (100 cp/free for Demon Girl: *The same way Zdrada has cigarettes, Malina has vodka, and Pandemonica wishes she had coffee, you* ***too*** *can have an infinite consumable. Comes with or two small, or one big, indestructible related item. They* ***can*** *be used offensively/defensively but it* ***can't*** *be an item solely designed for offensive or defensive purposes (you can have an apron or a fork and knife and use them as armor/weapons but you can't get a sword or chestplate no matter how closely related it might be; sword olive picks or similar are fine as long as they're only sharp at the point).* Yes, you *could* use this to get the pancakes, but why would you be **so** *cruel*?

A Weird Piece Of Wood (200 cp): *What's this? A piece of wood? Anyway, it has a weird inscription written on it. Could it mean anything? If you're into the whole 'benevolent god who loves to test their chosen ones' shtick, you can place this under one of the blocks in your puzzle, demarcated by a rune of your choice written on it. You can buy two more but undiscounted now.* Post-jump, it has one third of one of the current setting's most powerful rituals written in it. My rule of thumb for 'how powerful should the ritual be' is: as powerful as a perk worth 400 cp. If the setting is much more powerful than the perks on the jump doc then adjust accordingly. If the setting is non-magical then the inscription has a third of some kind of vital information. Do note: whatever benefits the ritual gives you fade away every jump.

Bad End Knife (400 cp/free for Demon Girl and Hell's High Prosecutor): *If put through the heart of a living being, this knife will suck their soul and allow you to enslave their body and use their life force to either add years to your life or to give you a 0.001% increase in power.*
You might also change this to a Sledgehammer with which to bash knees instead of hearts. This iteration gives you a 0.01% increase in power in exchange for not being able to have mobile slaves. **This knife cannot be merged with any other item but may be teleported inside of a target's heart if the target has a durability similar or lower to an elephant's or if the target has been subdued.**

C.E.O. Of Hell (600 cp): *You now own Hell. In-jump it means Lucifer respects your opinion and considers you an equal but post-jump it allows you to bring this version of Hell to other jumps. Ownership of Hell gives you basically infinite Bone Demons (but they can't leave Hell), and allows you to throw in here anyone you see*
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die; whether to torture them or to keep their soul nice and comfy depends on you. It's also a great place to be, as you have practically unlimited space and demonic freemasons to build whatever you want as long as it's made of the materials available in hell and you supply the blueprints. Also, anyone who tries to enter it without your permission will be either pushed back or trapped permanently in an impossible puzzle until you allow them to leave.

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Citizen Of Hell Items:



Claws of HELLISH PUNISHMENT (100 cp/free to Citizen Of Hell): a pair of indestructible metal claws/gauntlets attached to a tonfa-like stick. If you have 'Chains of Sin,' then they can be shot and/or swung around to target multiple people with the claws.

Chains of Sin 2: Electric Boogaloo (200 cp): Remember how the Chains of Sin weren't actual chains? Well now they are! You can call down gigantic chains with as many links as girls and guys you have in your harem. Each link is about 120cm wide, 190cm tall, 20cm in width, and are as heavy as they sound. They take one second to reach the ground and they hit the ground at terminal velocity. If you have 'Chains of Sin' then they activate on whoever these chains hit.

Torture Device (400 cp): its one of those tridents you always see demons using in cartoon depictions of Hell, except this one can transform into any tool you might need, even custom ones; tools include torturing tools too. Fiat-backed to cause pain to anyone you use them on, even when they aren't able to cause actual damage.

THE SIN MACHINE (600 cp): You have a magitech machine of enormous proportions. Just like the puzzles, in-jump this is just an actual location in Hell, but post-jump you can consciously make the decision to send anyone you tap to this place. If you have "Chains Of Sin 2: Electric Boogaloo" then you can activate the SIN MACHINE through them. Inside, there's a constant onslaught of attacks somehow related to your perks. There's four phases, each harder than the last; if the target manages to survive all four phases then you can't bring them back in until a year later. The attacks are guaranteed to be the most deadly they can and your perks will work together to great effect. *Bonus Points if you activate it while yelling IGNITE THE SIN MACHINE, THERE'S SUFFERING MUST BE MADE!*

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Companions (free)

Hertaker (100cp): You plan on taking Helltaker's harem but don't want to make him go poof? Well guess what, you *can* have your cake and eat it! For a price of course. With this, you can have the Helltaker become a girl and join *your* harem! Or you could make him stay a guy; men are also welcome.

Helltaker's Harem (0 cp/free): You get nine -*nine!*- beautiful Demon Girls! Well, really eight Demons and one Angel. Who are they? Well, if you go back to 'Puzzles,' the names of the puzzles are the girls', with Azazel being the Angel. They all have 'Demon Physiology,' and 'Beaut.'

I'll tell you about my fellow demonkind (and angel):

- *Azazel is a closet pervert and bicurious.*
  - She has a quirk (Angel), and Puzzle (2nd tier)
- *Pandemonica is polite, socially awkward and archaic in demeanor but in an elegant way...* when tired *but if given coffee (which she'll ask you to make), she'll show her true colors: she's a not-very-gentle sadist.*
  - She has a 'Bad End Knife,' Puzzle (1st tier), and a quirk (second personality)
- *Modeus is the most lustful of all demons, but she's completely new to this 'romance' thing and finds it kinky; have fun seeing her blush at the mere mention of holding hands or kissing.*
  - She has a 'Bad End Knife' (Sledgehammer version), and Puzzle (first tier)
- *Judgement is secretly the kindest of demons but after taking the role of High Prosecutor she took an over-the-top fierce act and learned to enjoy it.*
  - She has 'Hell's High Prosecutor,' a Puzzle (boosted third tier), and a 'Bad End Knife'
- *Justice is the coolest demon of the bunch, second only to me of course, and she's supportive of everything you do as long as it's reasonable.*
  - She has an advantage (blind but completely functional nevertheless), and a Puzzle (2nd tier)
- *Cerberus is three demons, one soul, and she is the most troublemaking of the bunch; she* will *try to corrupt the mortal realm, even if it's just one neighbor at a time.*
  - She has a very useful ability (three bodies, one soul), a 'Bad End Knife,' and a Puzzle (2nd tier)

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- *Zdrada acts like a bitch, proudly in fact, and smokes in the house, but really what she wants is for you to manhandle her and punish her for being such a bad girl.*
    - She has an endless consumable (cigarettes), a Puzzle (2nd tier), and a 'Bad End Knife'
- *Malina has been waiting for literal* ages *to have someone to drink and play turn-based games with her; she loves those and they are a literal aphrodisiac to her.*
    - She has an endless consumable (vodka), a 'Bad End Knife,' and a Puzzle (2nd tier)
- *Lucifer acts tough and harsh (and* will *attack you) but is easy to fluster; basically a more violent tsundere. According to Justice, she would enjoy maid roleplay.*
    - She has 'Ancient,' 'CEO of Hell,' an endless consumable (pancakes) and a 'Bad End Knife'

Here's a nice infographic:



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Companions (*not* free)

Harem (100 cp/free for Helltaker): Bring in 10 Companions with any origin and 200 cp to spend

Demon Girl Harem (300 cp/discounted for Helltaker): Bring in Companions in groups of ten with the Demon Girl origin and 600 cp to spend

THE CHAD SQUAD (300 cp/ Discounted for Demon Girl): Bring in Companions in groups of 10 with the Helltaker origin and 600 cp to spend

Bone Daddies (300 cp/Discounted for Citizen Of Hell): Bring in Companions in groups of 10 with the Citizen Of Hell origin and 600 cp to spend

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Drawbacks

Look At Me -I Am The Helltaker Now- (+0 cp): Remember that description at the start? Of course you don't, no one does. *Anyway!* There was a mention of you *being* the **HELLTAKER** now, and guess what! Now you can! Or you could take the place of one of the 9 puzzle girls. Now you'll finally be able to swoon the Helltaker (make him doubt his sexuality?).

Uno Reverse Card (+0 cp): You want a harem of demon boys instead? You want to waifu the Helltaker without changing your sexuality and/or gender? Well now you can! You can genderbend any and all characters from the game before the jump starts.

Ah, The Negotiator (+0 cp): if you really don't vibe with one of the girls' personalities or if you want for some facets of their personalities to be toned down/up, then you can change it before the jump starts. Alternatively, the aspects you want to change will just not be a problem anymore and any issues will be resolved by the end of the jump.

Chibi? (+0 cp): During the jump, everything is in Chibi form. Alternatively, it can happen only during your stay at hell. Swinging your hips to the rhythm of the OST is ~~*not*~~ optional.

CHIBI (+100): remember that *optional* drawback? Well now it is *not* optional. To make matters worse, you're the only thing Chibi. Whether this translates as a permanent 'shota' or 'loli' version of you or it is literally a Chibi form it is up to you to decide.

Abomination (+100 cp): Or at least that's what everyone thinks you are. All crèpes and pancakes you eat will turn into ash when you try to eat them. They *will* be disgusting and uncomfortable to taste and anyone who finds out will think worse of you.

Princess in the Tower (Requires Puzzle, +200 cp): You must stay in your puzzle until the Helltaker rescues you. Only once he has done so can you go waifu hunt. If erasing the Helltaker through '**Look At Me, *I* Am Helltaker Now**' then one of your Companions must save you; if this is your first jump and you don't have any companions then either can't take the drawback or you can't erase the Helltaker. Incompatible with all **Scenarios**.

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Drawbacks (cont.)

You Have 23h 46m 05s Remaining... (200 cp): This isn't supposed to be easy! Now, no matter how smart you are -*you cheater*- the puzzles will be hard enough to make you take **at least** one full day trying to solve each puzzle.

Coffee Machine (+200/100 cp): You must make Pandemonica coffee everyday, and it must be *how* she wants it *when* she wants it. If you mess up the concentration or the timing she *will* break your fingers. The pain you feel when she does so transcends pain resistance and will affect you as if you were an 8 year old (which might be what it appears if you took ***CHIBI***). If you would enjoy the pain (meaning, if you're an extreme masochist) then this drawback is a 100 cp instead. This starts after you meet Pandemonica and are able to make coffee.

Workplace injury (+200 cp): Something happened and now you lost one of your main senses (hearing and seeing) or a limb. Fiat-backed to not being work-aroundable with out-of-jump powers or items. If taken with Hell's High Prosecutor then the perk's combat and puzzle bonuses are locked until the end of the jump. Can be taken several times

The Wrong (?) Choice (+300/200 cp): Instead of defying Lucifer, you accepted her offer. You are now her slave and must follow her very command. If you're into being dominated the drawback is now 200 instead and with the added condition that at least once per week there will be a command even *you* will find uncomfortable. This drawback starts after you solve Lucifer's puzzle.

Sorry The Princess Is In Another Castle (+300 cp): You thought the puzzles were too easy? That they were too short? Well now you'll need to solve ten puzzles *per* Demon Girl and *all* of them are as hard as Judgement's was. Hope you know what you're doing.

Wait A Minute -*Who Are You?*- (+300 cp): You lose your memories and remember nothing except for this strange urge to seek a harem of demon girls. If you have 'I Have A Dream' the urge qualifies enough as a 'goal' for the perk to activate. If you have the 'Jumptaker' Scenario active then your companions won't get their memories back until the end of the jump but will still agree to live with you in the interim.

Helltaker Jumpchain

Drawbacks (cont.)

Haha Portal Go brrr (+300cp): You now lose all your previous powers and your items are locked on insertion. No more "wait one day and then teleport to the end" or "I'll just make myself intangibl- **STOP MAKING BRRR SOUNDS!** If this is your first jump then you can't select this. What do you mean not fair!? *Shut up you* **dunce***!*

Helltaker Jumpchain

Scenarios (You can take as many as you can handle)

HEAVENTAKER

Why stop at demon girls? There's eight -*eight!*- more Angels to pursue! You must now figure out how to get to heaven and *corrupt* their pure minds and convince them to join your harem (though don't call it that or they'll get flustered and mad at you). Their puzzles will be hard, all of them being at least as hard as Justice's with the Commissar's being as hard as Judgement's. Good luck, you'll need it.

If you manage to succeed, you'll be rewarded with:

Angel ~~Harem~~ Entourage: The same way you received 8 Demons and 1 (Arguably Fallen) Angel, you will now receive 8 Angels to make it fair. The same way Azazel is the closet pervert to Modeus's nymphomania, the Angel Girls have the same ~~kinks~~ personalities as the Demons, but repressed, amplified, or paralleled in some way. Also, because the angels are really boring except for the Commissar, you can also have them become Fallen, in which case they'll be much more liberal than before but still not as extreme as the demons (think of them as 'normal people' levels of degeneracy)
(In my opinion, the Commissar is the 'sadist that enjoys punishing bad boys' to Zdrada's 'masochistic bitch that wants to punished', but hey that's just me)



Helltaker Jumpchain

ABYSSTAKER

There are whispers in the puzzles. You could hear them calling for you. Towards what? You don't know, but if everything else in this world is anything to go by... It's probably another waifu.

If you managed to obtain all the instructions hidden across the puzzles, opened the portal to the abyss (and had the courage to go in), you will be rewarded with:

Best Girl: Just kidding, all the girls are best gir- *Oh? You found me? Well hello, Helltaker -or should I call you... Jumper? It matters not. Once again, hello, I am Beelzebub, The Great Fly, The Crimson Lady, and now you're trapped with me in the Abyss. Unless you have any way to leave this place? Worry not, if you happen to be unable to, I am* **quite** *confident in my ability to keep you* ***entertained*** *in the interim.*

You also get 'Pancakes'



Helltaker Jumpchain

CHAINTAKER

Oh no! Your companions have lost their memories! Something went wrong on insertion and now they think they're *actual* demon girls! (and/or boys!) Solve their puzzles to make them come to their senses.

If you manage to succeed, you'll be rewarded with:

Demon Girl Mania: Your companions get either the Demon Girl background with freebies and 600 cp, or the Citizen Of Hell background with freebies, Hell's High Prosecutor, and 300 cp. If they have puzzles that are on-par with the harder tiers then they get to keep the puzzles as if they had paid for them. Do mind they hard-cap at 'boosted' tier 3 and making them harder than that won't let them bring impossible puzzles to other jumps.



Helltaker Jumpchain

Ten years have passed...

Go Home

Got nostalgic? *I don't blame you; if I could, I would go home too.*

Stay Here

You'll stay here with big Beelze and the rest of the gang.

Next Adventure

Bitches? Collected.
Jump? Jumped.
Next Jump? Waiting...
(Hotel? Trivago)



Helltaker Jumpchain

Credits

Game: https://store.steampowered.com/app/1289310/Helltaker/ (it's free, go play it)

Source Material's Game Developer: @vanripperart on Twitter, Vanripper on Youtube

Source Material's OST Producer: Mittsies on Youtube, the OST on Youtube

Jump: Primarily by u/vluekardinal, with help from everyone who gave suggestions from r/Jumpchain (thank you!), and some minor but nevertheless vital help from u/johnwicksdog24.

Helltaker Jumpchain

To do list:

~~Switch the helltaker text to normal text, bold non italic for bold text and keep the most tasteful all caps in all caps, with normal all caps being non bold and important all caps in bold.~~ Done

~~Finish the Helltaker items~~ Done

~~Finish Items~~ Done

~~Add companion menu~~ Done

~~Start Drawbacks~~ Done

~~Start Scenarios~~ Done

~~Add End Option menu~~ Done

~~Add 'Notes' section~~ Not gonna have one

~~Add Credits~~ Done

Changelog from 1.0 to 1.1

- Added price to Triple Pupperino
- Added 'Cont=> Next Page' every time something was divided on two different pages.
- Fixed some formatting
- Added some freebies
- Added Helltaker Set Bonus
- Changed the SIN MACHINE
- Changed Game Master