

Hiro the Dense

Welcome to the land of… They never actually said…
Anyway, this world is the setting for the comedy skit Hiro the Dense and as such probably shouldn't be taken too seriously. It contains Demons, Heroes, and more likely than not a number of fantasy races. At the very least there's Alraunes. Enjoy your stay and your free 1000CP.

Age

18-40 for Humanoids, 18-??? For Demons
You can roll 1d8 and add it to your age if you really want to.

Gender

You can either retain your gender from the previous jump, or switch to male or female at no cost.

Location

Roll 1d8 to determine location, or pay 50cp to choose.

1-2: Order of the Chosen Hammer stronghold.
Not much is known about this location, other than the fact that it hands out quests for the order's members to take on. Expect it to be a stereotypical fortress, probably somewhere near Castle Blackgate.

3-4: Castle Blackgate.
The castle of the Demon Queen, on the border of The Forest of Lust. This castle has at least two demons currently residing within, and is themed appropriately for its location and residents.

5-6: Demon realm.
Full of fire and currently at least one demon, this realm is the origin of all demons. If you don't want to stick around you can probably find a portal out somewhere nearby.

7-8: Free pick

Origins

Any origin can be a drop in.
You can double dip either Hero or Demon with Side Character, though only one discount will apply per perk/item tier.

Hero:
A Chosen of the Order of the Chosen Hammer, or a similar organization. Currently in conflict with Demons, they are your classic knights, paladins, and the like.

Demon:
A sinful, if not evil, creature. Usually with either horns, wings, or both and at least some aptitude for magic. Currently putting up with the antics of the various orders and their heroes.

Side Character:
Not really involved in the conflict between the other two, though that does not mean that they can not eventually get involved or provide support to one side or another.

Perks

Hero

“Tactical” Genius: 100CP
In the sense that you can win any board game as long as the game cannot be forced into a draw and your opponent is smart enough to do so. More effective against bored or otherwise incapacitated opponents. Also makes you a little better at actual tactics.

Hard Headed: 200CP
Your head, and the rest of your body I guess, is now roughly as difficult to damage as stone. Try not to get hurt too much testing it out.

Rules Lawyer: 400CP
“Well, according to code 16 on contracts of netherworld species article 5 states that…” When it comes to rules and laws your memory is flawless, and if you quote a law in a situation where it is actually relevant, those who hear you will know that the law is in fact real, and will be unable to claim ignorance at a later time. Those lacking in motivation to break said law, and those who lack willpower will generally end up obeying it. While you’re still around at least.

Incorruptible: 600CP
It may be due to faith, sheer power, or (lack of) intelligence, but you are now completely immune to any unwanted mental tampering, or corruption. Enjoy making those that attempt to control you facepalm.

Demon

First Impressions:100CP
From creepy to kind, and sultry to sinister or anywhere in between. You have mastered the art of the first impression, though it might help to actually know something about who you are meeting. And that you aren’t surprised by them.

Desired By Many: 200CP
That is what you are. Due to your extreme beauty, stunning sensuality, and melodic voice there are few who do not find you attractive. These traits can be substituted for things such as rugged handsomeness, rippling muscles, and the like depending on your preference regardless of gender.

They Planned This, Of Course: 400CP
Those who oppose you may hide behind plots a mile wide, but you have grown skilled in tracking down the person or group that was behind an event. So skilled, in fact, that once you are aware of either the event itself, or plans for the event to take place, you can determine the culprit(s) from the smallest of clues in no time at all.

Magic: 600CP
From telekinesis and teleportation to sonic blasts and beyond, you can now cast a broad range of magic with a power matched by few on this world and with the skill to do it all wordlessly. This skill in wordless casting also applies to all forms of magic you have or will master(ed).

Side Character

Dad Jokes: 100CP
You know them, you make them, and you always have the perfect one ready when the opportunity comes along. You are not required to actually be a father to take this perk or make these jokes, though if made in the presence of any children you have the embarrassment potential shoots through the roof.

Talking Scenery: 200CP
Lets you throw out one liners, jokes, etc that can be rude/embarrassing, but as long as you aren't the main focus of the situation they won't have any serious repercussions for you.

Shadowy Figure: 400CP
You now have the power to cloak yourself in nigh-impenetrable shadows. Unfortunately this doesn't make you any harder to detect outside of dark places, however, it does prevent others from getting accurate details on your appearance and allows you to mask your voice. The shadows can be manipulated to change the appearance of your body type, height, and to add extra appendages or horns (though they won't be any more solid than the shadows that make them).

Making Deals With The Enemy: 600CP
It doesn't matter if you are the demon lord and they are the holy order sworn to stop you (or vice versa) you can bring them to the bargaining table and work out some form of deal. Don't count on them switching sides and joining up with you though, that would probably take a lot of previous planning at the least.

Items

Hero

Generic Sword: 100CP
It's a sword. Perfectly weighted and balanced for your preferred style. Comes with everything needed for proper sword maintenance, and will not wear out over time. Oh, and it comes with a basic instructions manual just in case you don't actually know how to sword. No assembly required.

One Of These Bags You Can Put A Lot Of Things In: 200CP
Essentially a bag of holding, this will fit inside your pocket and the storage space within is roughly the size of a refrigerator. Does not assist with item retrieval however, so try to keep it organized.

Armour Of Double-Taking: 400CP
This armour comes in a design of your choice with heraldry that, if you will it to, will appear to be one image to a quick glance but a second, or more detailed, look will see something else.

Quest Scroll: 600CP
Once a year you can assign a quest to this scroll, and either the beings best suited for completing the task will accept it, or you may accept the quest yourself and present the scroll to access the location of the quests goal, even if said location would be normally inaccessible.

Demon

A Couch Or A Bed Or Something: 100CP
Something to relax on at least, and this is one of, if not THE most comfortable examples of its kind that you have ever experienced.

Alraune Extract (?): 200CP
Don't ask me how this was extracted, or what it does. I don't know. What I do know is that you now have a replenishing supply of 30 barrels of it, that refill once a year.

Portal 'Phone': 400CP
This device allows instant communication across immense distances and even some dimensional boundaries by opening a portal between it and a target location. While sound and light can travel through this portal, anything else (including magic) attempting to cross through will cause it to destabilize.

Demon Lord's Castle: 600CP
A traditional Evil Castle in all ways that matter, this menacing stone structure comes fully furnished with a throne room, ballroom, various guest and entertainment rooms, kitchens, long hallways etc, and more dungeons than you can shake an iron maiden at. All with the benefit of being self cleaning. (As long as you want it to be). Attaches to the warehouse, and can be placed in a suitable location once per jump.

Side Character

Assorted Board Games: 100CP
From Scrabble to Connect Four, this is a collection of board games that seems somewhat out of place in this medieval fantasy themed world. Does not include someone to play them with.

Book Of (Demonic) Laws: 200CP
This book of laws contains a thoroughly indexed and easily searchable list of all laws that have ever existed in your current jump, as well as listing whether they apply to you or are even still valid.

Revealing Armor Of Actual Protection: 400CP
This armor comes in a design of your choice, though you must actually be wearing something, and will provide the same protection as a suit of full plate armor. Can be redesigned 3 times per jump. Have fun running around in a thong, speedo, Furby costume, or whatever you feel like.

Personal Realm: 600CP
The size of a large castle, this Personal Realm is kept just off to the side dimensionally, though you can open and close temporary or permanent portals to it with minimal effort. Themed either as a default of a white void with white floors and white borders, or as befitting your background.

Companions

Import/Create: 50-200CP
Import or Create a new companion for 50cp each, or a maximum of 8 for 200cp.
They are granted 600cp, and are only restricted from taking additional companions.

Canon (what little of it there is) Companion: 100CP
Pick this option if you want to bring Hiro, the Demon Queen, or Dad with you to wherever you're off to next. You have to convince them to come though, which might get a bit frustrating depending on your choice.

Forgetting Someone?: Free
The demon Izalith is just done with these people, and is willing to sign on to your cause with no questions asked if you'll have her.

Drawbacks

You ARE The Hiro. +Variable
Despite any pesky details in your origin that may make this seem implausible, you have been selected by the Order of the Blessed Hammer to take on the quest to (S)Lay the Demon Lord instead of Hiro. If you refuse, or take too long to complete this quest, or convince the Demon Lord to have it rescinded, then the Order will start coming after you themselves. At first with missives and messengers asking what the hold up is, but the longer you stall the more forcefull they will be. For every other drawback that you take, this drawback is worth an additional 100 points.

Silly Toggle. +0
If you'd rather this jump be humorous then leave this as is and most situations will play out similarly to comedy skits, with no real violence occuring. If you pick this drawback then while comedic situations may still occur, anger will be real and with lasting consequences, and a war between the Order and the Demons is currently ongoing.

Hi! My Name Is Jumper And I'm On A Quest To Become A Knight And Vanquish Evil From This Plane Of Existence. +100
Whenever you meet someone new, you enthusiastically introduce yourself and let them know your current goals. Yes, even if your current goals involve something unfortunate for them.

Critical Hit. +100
A verbal one that is. People say the cruelest things sometimes and now they'll end up saying them to you on a weekly basis, often without realizing that they're even being mean.

It's In Here Somewhere. +100
Everything in your warehouse is buried in giant piles of junk, such that to find something you'd have to spend at least an hour searching for (or unburying) what you want.
-(No It Isn't.) +100
The piles of junk are still in your warehouse, but everything else has been removed until the jump ends. You do not know this.

Dense. +200
You don't realize it when people want you to do something unless they ask directly with no room for misinterpretation.

Why Would I Want You? +200
Nobody seems to be able to think of a reason to want to do anything recreational with you. Cannot be taken with Men HAVE Died For.

That Seems Outside My Realm Of Qualifications. +200
Remember all of that stuff you used to be able to do, with your powers and abilities? You can't do those anymore. Because for the duration of this jump they are sealed.

Do You Even Know WHO You Are? WHAT You Are? +200
All memories of this setting (as few as they may be), and of your nature as a Jumper have been sealed away for the purpose of this jump.

Men HAVE Died For. +300
If you have sex with someone during the course of this jump, you die. 1ups can save you, but why would you want to waste them? Don't expect Dense to help you, as you're more likely to end up going along with things thinking it's for a different purpose. Cannot be taken with Why Would I Want You? This drawback persists through death.
-No Cheating Now. +200
1ups can no longer save you from dying to Men HAVE Died For. Good luck.

Ending
Go Home
Stay Here
Continue Onward

Notes.

Didn't have much to work with, so apologies if the perks/items are a bit of a stretch.

Jump by Ghoohg