There once was a man who had a dream. A dream of a harem of hot demon girls. So, to achieve his dream he chose to descend into the bowels of Hell itself to make his harem. This man became known as the…



For the next 10 years you shall live in the world of the Helltaker, where Demons and angels are real, apocalyptic events happen regularly, and where one man's desire for a harem of sexy demon girls allowed him to woo even Satan herself.

Take these 1000 Choice Points (CP) to determine how you'll live here in the world of The Helltaker.

Race

Choose a race to be in this world. By default, each race will have an associated history and backstory, but you may choose to "drop-in" without any pre-existing past or memories. Your choice of race also determines your starting location.



Human

A Child of man, just as the Helltaker was. I probably don't need to explain to you what a human is, just your typical mortal naked ape of a creature born of Adam. As a human you may start in the same town/city as the Helltaker, specifically on the same street as his house. If you're quick and observant you might be able to catch up with him on his adventure.

Demon (-100 CP)

The rulers of hell. Immortal and vicious, who spend their days punishing the sinners and keeping hell in tip-top shape. Immortal and ageless creatures, all demons have white hair and horns when taking a humanoid form. As a demon, you're starting location is in hell itself, somewhere in the path the Helltaker will soon take.

Angel (-100 CP)

The servants of heaven. Immortal and ageless just as the demons, though that's probably because of a similar origin they share. Angels typically have black hair and a halo that floats above their heads, though it is possible for an angle to "fall" with enough exposure to corruption and depravity, causing their hair to lighten and their head to sprout horns…just like a demon. Angels get to start at the Gates of Heaven, just as Azazel is about to leave to study her thesis on Sin.

Perks

Some perks to spend your points on. For purchase you are allowed the ability to discount a single perk of each price level (100 CP, 200 CP, 400 CP, and 600 CP). 100 CP perks that are discounted are free. You may also spend your 100 CP discount on the 50 CP perk.

Foodmaker (50 CP)

What's cookin' good lookin'? You're a fairly decent cook, able to make crepes and apple pies and other baked foods expertly, and can even fold and flip crepes and egg without causing breakage. You're especially skilled at cooking in large batches, perfect for feeding a harem of sugar obsessed demons.

Puzzletaker (100 CP)

Why is hell filled with so many puzzles!? No matter, you're pretty good at puzzles yourself. You have just the right amount of lateral thinking, patience, and willpower needed to solve even the hardest puzzles given enough time.

Puzzlemaker (100 CP)

Well, someone's got to make and design all these puzzles. You have a keen knack for puzzle design, knowing how to make puzzles that are challenging but fair, and how to arrange and align them in perfectly increasing levels of difficulty. Perfect for any would be dungeon master or behavioral scientist.







Pleasing Form (100 CP, can be taken twice, first free for Demons and Angels)

Beelzebub may naturally look like a bloated fly monster, but damn does she clean up nicely! Regardless of what you may be, you can now take on a pleasing human-like form. This form isn't an illusion, but rather an alternate form suited for you can always take. However, if you're a demon this form cannot hide away your horns and white hair (I suggest hair spray for that). You can assume this form whenever you wish. You may take this perk a second time, if so you also gain a new form as an anthropomorphic goat as well. You freaking furry.

Hellkicker (100/200 CP)

The Helltaker wasn't some wimpy little pansy, he was built like a brick shithouse. Like him you are now unusually strong for a human, able to discombobulate skeletons with a single kick, knock around boulders, and have the stamina and endurance to survive making with demons. Comes with muscular build.
As a 200 CP perk, you instead are now superhumanly strong like Justice and Lucifer, able to kick a soccer ball straight into the lower atmosphere.

Willpower (200 CP)

To survive plumbing the depths of hell, one needs to be strong not just of body, but of will, for the ravages of the underworld will eat away at your very soul. Just like the Helltaker you have a great well of willpower in your heart, allowing you to walk in places like hell without being immediately destroyed. Please keep in mind that this reserve is not bottomless, it can be depleted, and you will need rest to regain your weathered willpower, but so long as you have the will to survive you can stand unchanged in realms and dimensions that would eat away at your very soul.

Good-Ender (200 CP)

When it comes to conversations, sometimes your choice of words can be a life-or-death factor. When engaged in conversation with someone, you can create a mental projection of two possible things you may say, allowing you to accurately foresee how a person will react to which of those two statements you give them. Keep in mind, after you run the projections, you cannot make another just projection until after you say something next to the person you're talking to, so please try to have some form of tact rather than relying on this power.







I (Don't) See Now (200 CP)

It's amazing how Justice is able to not only function in her role, and also be the former High Prosecutor, despite being blind. You yourself are now able to function quite well with impaired vision, able to use your other senses to effectively compensate for a lack of sight without the need for a sight-cane or other assistance.

Girltaker (400 CP)

Its honestly kinda crazy how into and open the demon girls are to being in the Helltaker's harem. Just as with him, those who are in a romantic relationship with you have no issues with sharing you or being in a harem with you. Sure, some might get a little bit jealous if you spend more time with the others than them, but in general most girls you manage to woo will be fine being a part of a larger harem so long as you don't totally ignore them.

Subject 69 (400 CP)

Well now, something like you isn't supposed to exist yet. You are now a being like Subject 67, a cybernetic abomination created by the maddened Loremaster. Your cybernetic augmentations make you faster, more agile, grant improved reflexes and stamina, and overall more deadly than your average human or demon by a wide margin.

Split Up (400 CP)

Some demons can divide their soul into multiple bodies, and now you can too. Just like Cerberus, your soul now exists across three identical semi-autonomous bodies. All thoughts and sensations are shared across your bodies, allowing them to operate in perfect harmony. Should you desire you may even fuse back together and split up again should the need arise. Just be careful when engaging in physical pleasures simultaneously, as if you're not careful it could result in a feedback loop of pleasure that's hard to break.

Hellbreaker (600 CP)

In order for the Helltaker to collect his harem of demon girls, he of course had to break into hell itself. How did he do this? No clue, but now you yourself can also break into hell. By creating a sufficiently large pentagram, and then kicking or stomping onto it **really** hard (hard enough to physically break it at least), you can now break your way into Hell, or your current universe's near enough equivalent. To close the portal, just step outside of it and kick/break the circle really hard a second time. Now go into the depths of hell yourself. Kick and woo until it is done.







Loremaster (600 CP)

Frankenstein abominations, laser turrets, giant killer robots, and many other scientific abominations against God and sanity are the bread and butter of the dreaded Loremaster…and now you too. You now have a gift for super science just like the resident fallen angel. You know how to create the sci-fi tech she uses, and how to develop systems and measurements to scientifically analyze and quantify sin just as the Loremaster does. Please be responsible with this power.

Maledict Miracles (600 CP)

Lucifer, for all her gap-moe, is still ACTUALLY SATAN, and capable of weird mystical abilities and profane miracles. With this perk you can turn water (or other fluids like the blood in a mortal's veins) into other fluids like wine, vinegar, blood, and the like. You can kill and steal the souls of mortals with a single touch/kiss, create armies of undead demons, and banish lesser beings to eternal exile in the abyss, and even close up similar portals yourself. Only the likes of Lucifer herself and the archangels like Michael can match your raw hellish power

Items

Some Items to spend your points on. Same as perks, you are allowed a single discount per price level. Items that are lost or broken will be returned unscathed to your warehouse after each jump. Similar items you own can be imported into newer options.

Mittsies' Music (Free)

Helltaker has a really solid and well-beloved soundtrack. With this you get the Helltaker and Examtaker soundtracks for free, both in a CD and as background music you can toggle on and off.

Sharp Clothes (First Free, 50 CP subsequent)

When Vanripper made Helltaker, he did so with one single objective in mind: as an excuse to draw cute demon girls in classy business suits. If you're going to exist in this world, you're going to have to dress the part. This gives you two weeks' worth of fancy dress clothes based on your chosen race. Human clothes are more business-casual/disco clothes favoring a palette of white and red. Demons get a fancy array of formal clothes and suits in a sinfully delicious black and red palette. Angels meanwhile get a closet of military dresswear in sharp and clean whites and golds.





You may purchase this item multiple times, giving you more clothes and allowing you to get the clothes of the other race as well.

Pancakes (50 CP)

A plate of Helltaker's famous chocolate pancakes/crepes. You get a fresh hot plate delivered to you once a year. Enjoy.

Recipe (100 CP)

Of course waiting a year for pancakes is lame when you can make them yourself. This small recipe booklet contains the recipes for many favored dishes from the series from the Helltaker's famous pancakes, Malina's favorite drink mixes, Loremaster's apple pies, and…pudding cakes? Huh, where did those come from?

Skull Cooler (100 CP)

Feeling thirsty? This large skull-shaped cooler contains all the things you need for a nice drink: Alcohol of your choice, juices for mixed cocktails, perfectly cold ice and whiskey rocks, etc. The cooler restocks once a week, and has a notepad to write in what you want it to be stocked with each time.

Pretty Halo (100 CP)

This is an angel's halo. Yes, they detach apparently. This piece of snazzy headgear when worn will float atop your head and stay there until knocked off. Its edge is also sharp enough to chop vegetables with. Don't go losing it!

Hellpad 2001 (200 CP)

This humble looking laptop hides a big secret. Saved on its hard drive are tons of classic Turn-Based Strategy Games, from classics like the Might and Magic franchise to newer or more obscure titles like Song of Conquest and Etherlords (and also Monster Prom from some reason). No matter how advanced the engines and graphics of any strategy game you run on it, this humble machine can handle it, able to run on the highest graphics settings with constantly stable performance. Keep in mind, this only applies to strategy games, sadly this laptop cannot run CRYSIS.

Jumphaven (200 CP)

Here, have a copy of the Gloomhaven skirmish board game box set. This board game box set, however, is quite unique, in that it has more than just Gloomhaven in it. In addition to normal Gloomhaven, this box also contains characters, missions, locations, and other content based on the places and people you've encountered from your chain, redesigned and statted to be run seamlessly in a single game of Gloomhaven. Perfect for game night with you and your companions.



Student's Camera (200 CP)

This video camera will be very useful to anyone wishing to study and capture video evidence of the natures of sin…or filming a porno. This video camera has effectively an endless amount of film and data storage, allowing you to maintain as much footage as you need to do your research and "research".

Angelputer (400 CP)

This massive computer system the size of a small cubicle wouldn't be out of place in a spy movie or the back of a panel van. This massive computer is similar to the one currently in use by the angels, and will detect and alert you to the presence and location of any demonic activity occurring on your current planet/plane.

Chains of Perdition (400 CP)

This glowing chain of energy has bonded itself to you, allowing you to wield the chains of judgement! These chains can grow, extend, replicate, and are controlled telekinetically by you, and when not needed can be dissipated and resummoned with a thought. Their strength and power scales with your own demonic might, so while a human with these chains could maybe summon a bunch to wrap up and hold everyday goons, you'll need to be a powerful demon like Judgement to be able to summon and control massive chains like she does.

Sin Machine (400 CP)

The Sin Machine, Judgement's personal torture machine for punishing particularly obstinate sinners. This machine is basically a giant spike covered treadmill used for torturing sinners into compliance. Why would you want a giant, hellish, mechanical treadmill? Well for starters as long as its either placed in Hell (or some equivalent) or consuming the souls of the sinful, it will keep turning and running…Better than boiling water, honestly.

Abyssal Abode (600 CP)

When exiled into the depths of the Abyss, Beelzebub was able to reshape the abyssal matter into a large mansion. This mansion is similar to the one Beelzebub created, and due to being created partly with abyssal matter, its structure is slightly amorphous, allowing you to alter the size and shapes of its rooms. You can also summon a large mass of tentacles to infest any room you desire whenever you please.

Hellish Lab (600 CP)

Every evil/mad scientist needs a fancy laboratory to conduct experiments in. This Lab is based off the Loremaster's labs, containing all manner of equipment and technology for conducting bizarre experiments into analyzing the nature of sin and demons. It also comes with several test chambers designed with modular parts and pieces for developing a wide array of different tests and puzzles for the unfortunate test subjects. After this jump, this laboratory will either be attached to your warehouse or imported into an appropriate location.







Forbidden Tablets (600 CP)

To open the portal to Beelzebub's prison, the Helltaker needed to collect three forbidden stone tablets. Upon purchasing this option, from this point forward similar tablets will appear in future worlds, scattered and hidden across the whole of the setting and waiting for you to find them. Upon collecting the tablets, they will provide direction on how to open your own abyssal portal, where inside will be another cute demonic girl (or boy, you fruit) you can collect and gain as a follower or companion. This demon will be of a similar level of power as Beelzebub, and their appearance will either be based on the local demonic beings or a helltaker demon (should your current setting be lacking in demonic analogues), but the finer details of their appearance and their personality will be up to chance.

As an optional bonus, should you also find the tablets already present in this world, you can gain **Beelzebub as a free follower/companion.**

Companions

Some options for companions, should you desire it.

Import/Create (50 CP each, 200 CP)

Have a companion you already like and want to bring over? For 50 CP you may import a companion into this setting alongside you, granting them a budget of 600 CP to spend on their species, perks, and items. Companions cannot purchase any other companion options, nor can they purchase the Forbidden Tablets if you or another companion have purchased them. Companions can take drawbacks, but none of the ±0 or +400 CP drawbacks.
You can also create a new OC character/companion using the same pricing and options above.
If you want import and/or create a lot of companions, then you may choose to spend 200 CP to import/create 8 companions (rather than spending the normal 400 CP it would normally cost.

Canon (50 CP each)

Have someone you like and want to take with you? For each purchase of this option, you may invite a single canon character to join you on your chain as a companion. Keep in mind, this option only functions as an invitation; they must willingly and knowingly agree to join you on your chain as a companion.







Skelebros (50/100 CP each)

Need a pair of big muscular(?) undead demons to serve as your servants? Every purchase of this option will give you two big undead servants as followers. They're big, strong, loyal, and while they may not speak much (if at all) they're surprisingly expressive and will dance and shine their eyes to hype you up when you succeed at any great task.
You can also instead spend 100 CP a pop to make them Cyber-demon servants. What's the difference? These ones come with a pre-installed chest laser!

Cute Abomination (50 CP)

As a follower/pet you now have a pet eldritch cyborg tentacle monster…that also happens to be a cat. Yeah, it's basically just a cat but with tentacles. Enjoy.

Haremtaker (500/1000 CP, Special Discounts, see below)

A harem of demon girls was the Helltaker's greatest ambition, but having a harem in general would be nice. The issue is, within the nature of the chain maintaining a large enough harem becomes a daunting challenge. This purchase provides two potential solutions to this problem.

For 500 CP you gain a special "Follower" slot. Should you find someone who consents to join your harem, as well as to join you on your chain, then they will join you on your adventure as a follower a part of this harem slot. Harem members made followers cannot be made into companions, but as followers aren't limited to any rules or restrictions against limits companions usually have.

For 1000 CP (yes, that's a thousand) instead of being a "Follower" slot, this instead functions as a special Companion slot. Harem members join in the same way as the follower slot, however the entire Companion Slot functions collectively, allowing you to import all the girls into future jumps as a single companion. However, keep in mind that when doing so, you must distribute their items and perks between them, rather than allowing them all to benefit. You can later import a harem member as their own Companion, but doing so permanently removes them form the Harem Companion slot.

If these options seem a tad expensive, thankfully there are options to discount them. Should you possess either the Human racial option or the Girltaker perk, then both of these options are given a 50% discount (reducing them to 250 and 500 CP respectively). Should you possess Both the Human racial option and the Girltaker perk, then the Companion Slot option is further reduced to 400 CP.



Drawbacks

A bit strapped for cash? Take some drawbacks to gain some CP back. Drawbacks persist for the entire duration of the Jump, and cannot be removed, revoked, or ignored by any perks or powers you may otherwise have. No one likes a smartass.

Examtaker (±0 CP)

With this you may choose to instead start your stay here farther into the future during the events of the Examtaker DLC. Please be careful, with Azazel's sanity being totally broken who knows what could happen.

Helljumper (±0 CP, Human Only)

No, not the ODST kind. With this option, rather than being an additional character in the story and world, you may instead choose to take the place of the eponymous Helltaker. Whether this means he either never existed, never chose to descend into Hell, or has been given the SI treatment by you is up to you.

Get your Goat (±0 CP)

The fan-comic by Grizz is incredibly popular, introducing many new character like Baphomet and Krampus. With this you may choose whether the events and characters of this fan-comic are canon to your stay here.



Hellish Vices (+100 CP)

Pick some sort of addictive stimulant, such as alcohol, tobacco, or caffeine. You've unfortunately become addicted to it and in an awful way. Aside from your cravings and psychological/physiological dependencies, how much you have in your system will significantly affects your personality. A lack of caffeine may leave you a sluggish wreck, lack of booze may cause you to be violently irritable, etc. This addiction is deeply ingrained in your system, and will require years of therapy and lifestyle changes to try and get over, and unfortunately falling of the wagon will be catastrophic.

Dogbrained (+100 CP)

Like a certain gaggle of hellish hounds, your impulse control seems to be suffering greatly. You're now more prone to irrational choices and making poor decisions, plus your attention span seems to have also taken a hit as well. Hopefully you'll have some friends to help keep you under control…and to talk to the police afterwards.



Hand-holding!? (+100 CP)
You're a surprisingly shy and nervous individual when it comes to romance. While you might not bat an eye at lewdness and debauchery, genuine displays of love and affection such as hand-holding, lovely dinner dates, and gifting flowers will leave you stunned, blindsided, and more red than a demon's wardrobe. Careful not to be overloaded, you might just faint.

Hellish Pleasure (+200 CP)
Zdrada, despite her rough exterior, has a rather sadomasochistic bent to her. Just like her, you've developed a sense of pleasure from pain, both yours and others. This will cause you to subconsciously act in a way that is irritating and bothersome to others, as well as giving you a constant desire for situations painful and bothersome to yourself (like wearing a cross as a demon to feel the searing pain of it on your flesh). Naturally, this will make you come across as a bitch by others, so keep that in mind.

I'm Blind (+200 CP)
So you are. As it says on the tin, you are now physically blind. Your eyes plainly just don't work at all. I suggest getting a nice pair of sunglasses, to cover your milky peepers.



Just Like Santa Claus (+200 CP)
I wouldn't call you dumb…actually I would. You're a generally naïve and slow character, its easy for people to tell you the most ludicrous stories and fabrications, and chances are you'll not only believe them, but also start imagining your own bizarre fantasies.

Falling Mind (+300 CP)
Your sanity and mental fortitude is tragically fragile. You're prone to developing mental quirks and problems, addictions, and being tempted into sin and wickedness. IT doesn't take much for malicious actors to lead you down a dark path and for your sanity to slip between your fingers. Well, at least Azazel will have someone to commiserate and go insane with.

Step To It (+300 CP)
Let's be honest, your stamina kinda sucks. Whether it be a lack of cardio or some other physical malady, you have a very limited number of steps you can take every hour or so before you're left winded and unable to move any further. Forget trying to power through it or push beyond your limits, once you're out of steps you're out of stamina. You can do some exercise and work outs to improve how many steps you can make, but you'll never totally get rid of the limit itself.

Treacherous Maids (+300 CP)

So much for loyalty. Your supposed companions, waifus, and friends? Well you've developed a treacherous streak to them Don't be surprised if they start undermining you, betraying your, and otherwise subverting you in different ways. The least loyal may even attempt to kill you if they think they can get away with it. I suggest sleeping with one eye open.

Exiled (+400 CP, Incompatible with "To Serve In Heaven")

Forget all about engaging in the plot and hanging out with all these fun characters. From hence force you're exiled to the Abyss. You can never leave this dimensional prison, not even via your warehouse, and the only people and things you'll have as company are those you purchase or import here yourself. I suggest finding some way to occupy your mind for the next ten years, otherwise you're liable to go mad from the isolation. And no, this isn't the same abyss that Beelzebub is dwelling in, so don't expect to run into her here.







To Serve in Heaven (+400 CP, Incompatible with "Exiled")

Is supposedly not as fun as ruling in Hell. Regardless you're now stuck up here behind the Pearly Gates, unable to descend back down to either Earth or Hell. Meaning no hot demon girls, no harem adventures, and depending on who and what you are you might even have to constantly hide from the militaristic forces of the angels who call this place home, lest they either imprison or slay you. At least there's plenty of natural lighting.

God Has Finally Given Up (+400 CP)

At least that's what it seems like it seems. For your entire stay the world will be embroiled in all manner of catastrophes and doomsday scenarios. Alien Invasions, massive pandemics, zombie infestations, etc. Don't expect other realms to be a safe place either, as similar problems will occur elsewhere, whether that be war in Heaven, robots invading Hell, or eldritch forces infesting the abyss (just in case you thought taking "Exiled" or "To Serve In Heaven" would save you from this trouble). No matter what, even if you solve the current problem, more will keep appearing ensuring you will never have more than a week to enjoy your slice-of-life demon girl adventures.

The End

Its been 10 years since you arrived. A lot has happened, but now its time to make your end-of-jump decision. As of right now all your drawbacks have been removed, damaged purchased items restored, and dead companions revived. All that's left is to decide on how to end things.



Hellkeeper

Perhaps this world and its many cute girls have grown on you. You have decided to stay in the world of Helltaker, keeping all your perks and items and companions from across the chain and settling here for good

Hometaker

Even the Helltaker returned to his home on earth, and so you too return to your home. You choose to return home to your original dimension, keeping all the perks and items and companions you've collected across the multiverse. Try not to have too much fun messing with things there.

Jumptaker

There are more worlds out there to explore, more Hells to plumb, and more cute girls to collect. Take all your perks and items and companions and proceed onto the next Jump in your chain.

Notes and Questions

Special thanks to the anons at /tg/ for helping make this jump. Yours truly, a certain feesh.

Do harem members gain from Haremtaker join during or after the Jump? After, just like a canon companion purchase.