Lucifer

By Skeletickles

Introduction

Welcome to Los Angeles, Jumper. This world is much like your own, but with one key difference. Heaven and Hell are real, as are Demons and Angels. Lucifer has abdicated his throne and left for Earth, taking only his faithful servant Mazikeen with him, leaving Hell in disarray. Already, Amenadiel, God's favorite son, is planning to return Lucifer to Hell by any means necessary.

In order to survive in this world of Demons and Angels, you have been granted **1000 cp**.

Location

You begin in Los Angeles, the City of Angels, a mere day before the detective Chloe Decker arrives at Lux to question Lucifer about the murder of Delilah.

Origins

Human
You are a human, the most populous of God's creations. They are as you began, Jumper, and are the weakest of God's creations.

Demon - 100
You are a demon, one of the many denizens of Hell, and servant to Lucifer. Though you are not as old as the Angels, you are ancient nonetheless. Add five millennia to your age.

Angel - 300
You are an angel, the first children of God and Goddess. As one of the first creations of God, you are incredibly old, having been around since before human civilization. Add five eons to your age.

Perks

All perks are 50% off for their origin, 100 cp perks are free.

Human

Choice - Free human, 100 cp for all others.
When humans die, their guilt decides whether they go to Heaven or to Hell. But not you. No, you have a choice. Once per jump, instead of dying, you may choose to go to the relevant afterlife. Should there be multiple, you go to whichever you choose. If there are none, this perk functions as a revive instead.

Detective - 100

You have the ability to make connections extremely quickly. So long as the evidence is there, you can easily solve any mystery with but a single glance.

Coolheaded - 200
You never crack under pressure. At any point in time, you can disable your ability to feel any sort of emotion, letting you think through things calmly and rationally.

Crackshot - 300
When using any sort of ranged weapon, you have perfect aim, capable of pulling off ridiculous shots that would otherwise be impossible.

Grand Design - 400
You have extraordinary planning skills. You can plan long, grandiose plans stretching over thousands of years with ease, never forgetting a single detail. Never forget the lies you've told.

Boogeyman - 500
You find it extremely easy to spread your reputation, taking mere days to turn yourself into a terrifying boogeyman spoken of in hushed tones. Despite whatever your reputation is, many decide that they would be better off in your employ. Should you choose, you could quickly find yourself with a small army willing to do whatever you ask of them.

The Mark of Cain - 600 cp, human only. Undiscounted.
Somewhere of your choice on your body appears a circular mark. You are completely immortal and unable to die so long as the mark remains on your body, simply reviving moments later in the event that you are killed.

This immortality is not subject to the normal rules of immortality in this setting. Even being killed with magical weapons, or even weapons specifically made to kill immortals, will not prevent the mark from taking effect. So long as you possess it, nothing can stop you from coming back.

Additionally, you possess a minor form of regeneration, ensuring you will always return to peak condition without scarring no matter the damage. With time, you could even return from complete bodily destruction.

However, though you can come back from anything, the mark cannot. With sufficient magical ability, far beyond even the strongest of Angels, this mark can be permanently removed. If this happens, the mark will return in 10 years.

The original version of this mark could not be removed by its user, but since you're buying it with CP, you may disable the mark at will, either permanently or temporarily.

<u>Demon</u>

Demon Physiology - Free, demon only.
As a demon, you are not only completely ageless but are also vastly superior to humans, capable of easily throwing grown men across the room. Additionally, you are more durable, and can casually shrug off bullets and knives. However, this durability is completely useless against divine or demonic weapons. Post-jump this weakness is removed.

Your final, and perhaps most useful gift, is the ability to possess the recently deceased. So long as you possess them mere moments after death, you gain complete control of their body as well as any abilities they may possess. While in this body you may still access all of your abilities, and should you die, you will simply be ejected back into your own body.

Torturer - 100
Demons were created to punish those sent to hell, and you are no different. You have an immense amount of knowledge about the art of torture, knowing every trick in the book. Additionally, this perk gives you insight into what would make your target suffer the most.

Pain Resistance - 200
With but a thought, you can turn off your sense of pain. You will still know that damage was done, but you no longer feel any pain from it.

Conversion - 300
You have the ability to turn the souls of evil humans into demons. They automatically gain the benefits of the Demon Physiology perk. Your created demons retain the memories and personality of whoever they were created from but are instilled with a desire to serve you.

Hunter - 400
You are a master hunter capable of finding nearly anyone with only the barest hint of their location. So long as they are in the same dimension as you, and you have some sort of idea of what they're trying to do or where they're trying to go, you can find them.

Deal with the Devil - 500
You can make deals for just about anything. Once the terms of the bargain are struck, you are compelled to complete your side of the deal. In return for this, your target will then owe you one favor. You can call this favor in at any time, and they will be magically compelled to do whatever you order. This bypasses any sort of mind control defense the target might have. Targets may not be coerced into agreeing.

Lord of Hell - 600
You are the Lord of Hell, and when you speak, all demons obey. You have complete control over the actions of any demon within earshot and can order them to do absolutely anything, even forcing them to eject from the bodies they're possessing and return to Hell. You cannot set any lasting commands; once out of your range, the demons are free from your control.

Angel

Angel Physiology - Free, angel only.
You are a physical powerhouse, capable of bending steel with casual ease. Upon your back are a pair of wings that appear however you like. With them, you can fly fast enough to cross the planet in mere moments, and can even fly past dimensional boundaries, letting you cross between Heaven and Hell whenever you wish. You can hide your wings at will.

Besides just flight, your wings have numerous other uses. Should you find your immortality disabled somehow, you will find that your wings are durable enough to block machine gun fire with only minor damage, and the feathers (or whatever you choose to have) can be sharpened at will and used as weapons. Finally, the feathers of your wings possess great healing properties, with a single one being capable of bringing a human back from the brink of death.

Your final gift is immortality. This includes immunity to aging, but also complete invulnerability to anything not magical in origin, such as divine or demonic weapons. This immortality is a part of your being, so even if it was removed somehow, it will always return the moment whatever caused it to disappear is gone.

Knowledge of the Ancient - 100
Choose a subject. This can be anything from sculpting to swordplay. You can immense skill in this area, capable of making even masters look like children. Additionally, you gain an eidetic memory, and will never forget a single event that happens in your long life. You may buy this perk multiple times.

Invisibility - 200
You gain the power of Azrael, the Angel of Death. You can choose to make yourself completely invisible, clothes and all. You can choose to allow specific beings to see you while this effect is active.

True Form - 300
You gain another form that appears however you like. When in this form, you are significantly stronger than normal. However, the true power of this perk is its ability to instill emotion. Choose an emotion, such as fear or love. When you show your form to someone, they are filled with an intense amount of whatever emotion you chose. Lucifer was able to use this in order to terrify criminals into confessing.

Additionally, you may choose to only show parts of this form. When doing so, you do not gain the enhanced strength of your other form but may instill emotion as normal.

Desire - 400

You have the power of Lucifer himself. With a simple, “What do you desire,” you can draw out the wants of any being you make eye contact with. They will tell you exactly what they want with no regard as to whether or not they should.

Seer of Patterns - 500
You can perceive patterns, granting you a form of low-level omniscience. This lets you set into motion highly improbable events with only a simple action, such as condemning someone to death by simply pressing a key on a piano.

However, this can also be used in combat. With time to to study your opponent’s patterns, you gain the ability to accurately predict their every move. More skilled opponents may require more time.

Despite the power of this perk, certain beings, such as God, are simply too powerful or too alien to predict.

Chronokinesis - 600
The gift possessed by God’s favorite son, Amenadiel. You have the ability to slow time to a crawl, allowing you to toy with bullets and accomplish whatever task you have with no one knowing you were ever there in the first place. You can choose to exclude any being you want from this effect.

The power of this gift is great, but it has its flaws, as the divine and demonic are both immune to being stopped. Post-jump this restriction instead applies to beings more powerful than you..

Items

All items are 50% off for their origin, 100 cp items are free. Where applicable, you may import an item for free.

Human

Badge - 100
You are given possession of a badge that can appear however you like. Nobody will question whether or not you are who you say you are after they are shown this.

A Reliable Weapon - 200
You have a gun of any kind that never jams, never needs reloading, and never requires cleaning. A weapon you can always rely on.

Blackmail - 300
Though on the surface this is but a simple filing cabinet, if you reach in while thinking about someone, you will pull out a file containing every crime they’ve ever committed along with evidence. If the target has never committed a crime before, fake but convincing evidence for a randomly generated crime will be created instead.

The Stash - 400
A seemingly never-ending supply of any kind of drugs you desire. None of these drugs have any side effects whatsoever. Have fun.

Lux - 500
A large, extravagant nightclub guaranteed to be filled every night and staffed by completely loyal workers who are incredibly skilled at their respective jobs. This nightclub comes with a large penthouse suite and is guaranteed to bring in loads of cash.

The Cleaners - 600
A group of men hellbent on making sure you are never punished for your crimes. You can break whatever law you wish and these men will infiltrate the local government in order to get you off scot-free. This will not stop a cop from arresting you if you break a law right in front of them, but it will get you back on the streets in no-time.

<u>Demon</u>

Coin - 100
You possess a coin. At any time you can choose to destroy the coin in order to enter another realm, even if you do not naturally possess this ability. The original version of this coin only allows travel to Hell, but you may choose to go anywhere you like. You get another coin every month.

Booze - 200
A flask containing an endless supply of whatever beverage you desire. This can only be normal, non-supernatural drinks, so not trying to create potions of invulnerability.

Tools of the Trade - 300
A truly incredible collection containing every single melee weapon ever created by man. This even contains various other tools, all of them geared towards harming people.

Book of Death - 400
A book that contains basic information about every human in the world, as well as when they are going to die. Perfect for planning possessions.

Demon-Forged Weapon - 500
Choose a melee weapon. You gain a version made completely of demon steel forged in the bowels of Hell. This weapon can cut through steel with ease and ignores any immortality the target may have.

Hell - 600

You gain your own little slice of Hell. It possesses an endless amount of cells that automatically restructure themselves in order to best torture whoever is placed inside. You may choose to add this dimension to any realm you already own.

Angel

The Key - 100
Not actually a key, this item is instead a necklace. On its own it does nothing, but when combined with the Blade of Azrael and the Medallion of Life, it forms the Flaming Sword. Check the notes section for more info on the Flaming Sword.

Robes - 200
Doesn't actually have to be robes. These clothes, taking whatever form you wish, possess one simple ability: they are invulnerable. They provide no defense whatsoever but will cut take the slightest amount of damage. Now won't ruin your clothes whenever you get shot.

Vial - 300
A vial of clear liquid that, when ingested, have whatever effect you desire, be it instantly killing the target or simply making them fall asleep. This bypasses any form of immortality the target may have.

Medallion of Life - 400
The original medallion contained the knowledge of God and a small fragment of his power. This medallion, however, is empty but can be filled. You may choose to place a portion of your power into the medallion, granting whoever wears it the knowledge and power you chose to imbue.

Book of Knowledge - 500
A simple leather book. When opened, you will find that all of its pages are empty. However, once every ten years, you can choose to have the book reveal any secret, any at all, regardless of how unknown it is.

Blade of Azrael - 600
The blade of the Angel of Death, Azrael. This blade is exceptionally sharp, capable of cutting through steel like butter, and ignores any immortality the target may have. It's true gift, however, is the ability to utterly eradicate any being it kills. Anyone killed by this blade is erased from existence, preventing them from going to any afterlife.

Companions

All options may be purchased multiple times.

Import - 50
You may import a single companion. They gain an origin and the associated freebies, as well as 600 cp to spend on perks and items.

Canon Character - 200
You may choose to take a canon character as a companion. You cannot choose God or Goddess.

Drawbacks

The Time Before - +0
Optionally, you may choose to begin 5 years earlier, when Lucifer first arrived on Earth.

Hot Tub Hottie - +100
There's something embarrassing in your past that nobody will let you live down. Even complete strangers will recognize you. Good luck getting anyone to take you seriously.

Powerless - +200
Somewhere in LA exists a normal human with the ability to disable every one of your powers simply by being near you, turning you into a normal human. You *will* meet them at least once but can choose to avoid them after that. You do not get to choose who this person is. And yes, they're immune to your powers, so no nuking them from orbit.

Homeless - +300
Events will conspire to make sure you never have a home. Should you stay in one place for more than a month, the area will be bought by a greedy businessman who wants to tear it down and build something else. Should you get rid of them, a new one will take their place.

Hunted - +400
A hit has been placed on you. At first, you will be pursued by low-level gang members, then professional killers, escalating all the way to the likes of Mazikeen.

Phenomenal Cosmic Power… - +500
Itty bitty mortal body. Your body isn't capable of containing your power any longer, and pretty soon you'll go boom, likely taking whatever city you're in with you. Better find a solution fast.

Noticed - +600
God has noticed your presence in His creation, and He does not approve. Though God cannot destroy you himself due to an agreement with your benefactor, he has sent his favorite son, Amenadiel, to strike you down, along with a talisman that completely negates any of your out-of-jump powers. If you are unkillable, Amenadiel will instead lock you in Hell.

Notes

The Flaming Sword is much like the Blade of Azrael in that it eradicates whatever it kills. The difference is (besides the fact that one is perpetually on fire and the other is not) that the

Flaming Sword can cut through *anything,* even dimensional boundaries. Lucifer used it to literally cut through reality and shove Goddess out. The original version of the blade can only be used by Lucifer, but if you create it using items bought here, it will work for you just fine.

Any perk that gives you a skill, such as Grand Design, can be assumed to be superior to what is given by Knowledge of the Ancient.

Because you are buying abilities with CP, you are not subject to the normal rules of the setting. So Angel's can kill and your power doesn't go away or change based on your mental state.

Should you have questions about the jump or the show, Skeletickles can be contacted on Reddit, SB, or Frozen in Carbonite.

Changelog

V1.1: Nerfed Grandiose Plan somewhat. Added item importing. Changed Mark of Cain. Replaced the drawbacks Perpetually Drunk and Favor with Hot Tub Hottie and Phenomenal Cosmic Power, respectively. Reworded the Powerless drawback. Specified that companion options can be taken more than once. Nerfed Seer of Patterns slightly. Fixed some spelling errors. Changed the Noticed drawback to account for the Mark of Cain.

V1.2: Fixed some minor spelling errors. Reworded Chronokinesis. Changed The Stash. Replaced the Soul perk with Choice. Reworded Seer of Patterns to make it clearer that it takes time to learn someone's pattern.

V1.3: More spelling fixes. Reworded Mark of Cain.