Generic Deal With The Devil

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"Well hello there my friend! Care for a deal?"

You struck a deal you shouldn't have with a man with yellow eyes, and now to put it bluntly you aren't the Jumper anymore- game over, it's all over you will go home with nothing you gained and none of your new friends...

But of course should you... disapprove of that notion your new friend is willing to offer you another deal should you pay him 1000 Souls he will restore your status to you and of course should you make further concessions he may be willing to provide support.

Origin:

Damned Soul [-1000]

You are a damned soul not a Jumper and as such you do not get the standard 1000 CP your current budget is **zero**

Contractual Obligations:

Should you desire powers, wealth, **means** to carry out your contract your generous friend is willing to provide should you agree to additional conditions for your contract.

Consent (0/Mandatory):

You are only able to claim souls to pay off your debt should they agree to give them to you knowing they are doing so- no terms of service shenanigans for you, once their souls are yours however there is no such thing as a takeback.

Purity (100):

You may only claim the souls of virgins- some go to maidens may I recommend you try Comic-Con?

Saved (100):

You may only claim the souls of Christians, a condition of your contract demanding you steal them from your god.

Bulk Order (200):

All the souls must be collected at once- meaning that all one thousand must be alive until you have formed all of the contracts, one dying means the soul is wasted- though your friend will still claim it.

Night Terrors (200):

Your soul will spend every night in hell while your body sleeps until you resolve your contract- you will suffer punishments explicitly designed to be the worst possible for you.

Deadline (400):

You must form a contract with a single person at minimum every day- if you fail to do so not only is your chain forfeit your soul will remain in your friend's hands for eternity.

Interest (400):

Every Year you spend without paying off your debt will increase it by 100 souls.

Residency (600):

You will reside in Hell for the duration of your task, you will be able to appear in the dreams of mortals and manifest on earth for one week whenever you claim a soul for your friend.

Benefits

Contract (0/Mandatory)

You are able to create binding contracts where you provide the target with some form of favor in exchange for their soul- if you manage to pay off the devil you may use these souls for your own goals.

Beauty (100):

You are conventionally attractive and know how to talk to people, in addition this gives you the skills to engender trust in others at least enough to hear out any proposals of yours.

Wealth (100):

You simply make double the money you should, whatever your agreed upon wage happens to be you receive double it, same for investments and even the lottery if you can manage it.

Fortune (200):

You have naturally incredible luck- if there is a chance for something to go right for you the odds are good it will, you could make a decently consistent income at the gambling tables.

Youth (200):

You don't age, this means that as long as the human race lasts and you are not killed you have the possibility of paying off your Friend.

Friends (400):

You are naturally good at forming connections and no matter where you end up you will quickly be able to form a network of casual connections willing to do you a good turn now and again.

Love (400):

You are a master of seduction, skilled at everything from arranging one-night stands to starting a romance with the girl of your dreams, in fact with the latter it's a guaranteed thing your friend pulling on the strings of fate once every ten years to claim you a specific heart of your choosing.

Contractor (600):

You are able to share any benefits you purchased here to others who you form a contract with.

Salary

Home (100):
A suburban home of your own design, the taxes are all paid for you after all you already paid much more for it didn't you?

A Light (100):
A pack of cigarettes and a lighter, by offering one to another person and them accepting they become bound by your friend's power to listen to any deal you propose all the way through.

Snowglobe (200):
The storage receptacle for your claimed souls- you can hear them scream when you shake it which will always make you feel unnaturally calm and refreshed.

Pension (200):
You make six figures every year even with no work on your part.

Den Of Vice (400):
A swanky nightclub of which you are owner and proprietor, it is managed for you by loyal NPCs and will always generate a profit- there is a gambling den in the back that encourages those invited to risk more than they can afford at the tables...

Eye (400):
You have a good eye... you keep it in a jar on your desk- when a person is in the line of sight of this macabre token you will see *exactly* what it would cost you to convince them to sell you their soul.

Sub Contractors (600):
By striking a deal with a persons loved ones you can resurrect one person every ten years, these people are under the same conditions as you are- under the effects of all your Drawbacks, inheriting all of your benefits, and of course owing you 1000 souls.

Human Resources
You may take as many associates as you wish from this section- however to do so you must take up their debt for yourself, every companion offered here owes a certain number of souls to your friend that you will have to pay off in exchange for their help.



Heiress (+1000 Souls)

A Old Money Business Leader who sold her soul in exchange for the funds to revive her family business- she is amoral in the extreme and extremely cold in her mannerisms. however as you are quite literally saving her soul it would be an understatement to say she has a soft spot for you.



NEET (+1000 Souls)

This one is a monster, she sold her soul simply for the guarantee her family would stop bothering her about her gaming habits and distaste for the outside- it's highly doubtful she even noticed their violent

deaths... provided you don't ask her to leave her apartment you'll find her very useful as a adept hacker and programmer in her own right.

Payment:

What Would You Do This For?

You get one wish- something that you would trade your chain for, although it is limited as to not completely replace the chain or surpass it- other than that you may select any wish and it will be granted to you whether or not you managed to pay the devil back.

If you did manage to reclaim your chain you will get this wish post spark.