A Jumpchain CYOA

HELLBOY

The world you are about to enter is much like our own- or at least, that's what most people would tell you. Behind the veil of normality, the supernatural exists- unseen by most- the knowledge of its existence safely guarded and protected for fear of what could happen if the truth got out. The Bureau of Paranormal Research and Defense (or BPRD) is the foremost of these protectors; an agency formed by Roosevelt during World War Two when it seemed like Hitler would seize victory in the war, due to his use of occult artifacts. And the most well-known (to the chagrin of his superiors) of these agents is Hellboy; a demon with a red right hand who has been prophesied to bring about the end of the world. Hellboy will face many threats during your time here; in addition to his normal operations, he'll have to deal with a mad Russian sorcerer trying to get him to fulfill his destiny, bringing his dark god to earth, and an Elvish prince trying to wipe out humanity. Whether you decide to help him or not is up to you.

Here's +1000 CP to help you survive in this new world.

ORIGINS

You can pay 50 CP to swap your gender and choose your age, and you may choose to start somewhere appropriate for your Allegiance. You may choose one Origin and one Allegiance. 100 CP perks and 50 CP items are free for their Origin/Allegiance. Freaks, Demons, and Mythical Creatures have access to the Supernatural Powers section and a 300 CP stipend that they can spend there, while humans have a 300 CP stipend that they can spend on Items.

"Human"- Your bog standard human. Or not; a lot of humans here are exceptional, if not supernaturally powerful. Age Roll: 2d8+18

Freak- Here's something a bit more impressive; perhaps as the result of experimentation, some sort of supernatural accident, or even just random mutation, you've become a much more exceptional member of the human race. Your abilities make you powerful, dangerous- some would say scary- but ultimately it's you who are in control of them. Age Roll: 2d8+18

Demon- Demons- the inhabitants of Hell- can take on many shapes and sizes, from humanoid to beast-like to immense, building sized abominations. All of them are stronger and tougher than humans, and some possess further abilities. While the Ogdru-Jahad are not demons they are ancient enough to have played a hand in the birth of many a demon including Sammael, the hellhound, and are chaotic and destructive enough to be counted among their number. Age Roll: 1d8x10 or Ancient

Mythical Creature- Trolls, ogres, goblins, elves, fairies, and stranger beings; many so called creatures of myth are actually alive and well, though not exactly thriving. They've sequestered themselves away in the hidden places of the world, in communities and kingdoms large and small. Age Roll: 1d8 x 100 or Ancient

ALLEGIANCES

No Allegiance- You have no affiliation with any of the groups running about- either because you have your own goals or masters, or you just haven't joined up with anyone yet. You can also choose to appear with no history or memories in this world by choosing this.

BPRD- You showed extreme aptitude in your job in some other part of the US Government; maybe you were a gifted scientist, a bureaucrat, or perhaps a particularly skilled agent in the FBI. If you are a non-human or otherwise unique individual you might've been recruited for your exceptional abilities; in any case you're a member of the BPRD- the Bureau of Paranormal Research and Defense, an agency that was founded by Roosevelt in 1943. The BPRD is basically the FBI for supernatural happenings- it is dedicated to the research of the supernatural, and the protection of the United States and the world from supernatural threats, while also protecting knowledge of the existence of the supernatural world. BPRD facilities also protect- and imprison- supernatural creatures under their care.

Thule Society- The Thule Society was the Nazi parties' own answer to the occult, founded sometime before the second World War by Karl Ruprecht Kroenen, Hitler's top assassin. Although Kroenen's true allegiance was to Grigori Rasputin, the Thule Society was heavily ingrained into the Nazi regime and under Kroenen's leadership conducted numerous operations for their leader, including the retrieval of the Lance of Longinus and even saving Hitler from being killed (or possibly reviving him) until he died in 1958 after the Occult Wars. The Thule Society would have many uses for one such as you, especially if you possessed your own mystical abilities.

Magical Races- It is said that at the dawn of time man, beast, and all magical beings lived together. But man had been created with a hole in his heart, a hole which nothing could fill. And in his infinite greed, man dreamed of expanding his dominion over the entire earth. The blood of many an elf, ogre, and goblin was spilt in that war with man and King Balor watched the slaughter with dread and despair. An unstoppable golden army was forged to crush humanity's forces. But King Balor's heart grew heavy with regret, and a truce was called; man would stay to their cities, while the forests would belong to the magical beings. But some magical beings are not content to hide away in the dark, forgotten, while man continues to thrive and expand. Whether you are one of them is up to you. You can still be aligned to the Magical Races as a human; after all, there are many stories of fairies stealing babies or raising lost children as their own.

Human Perks

Have Courage (100)- Monsters, demons, madmen and worse; all exist in this world, and yet you're just one mortal being. It can be overwhelming, and even the toughest people can succumb to fear. But not you; while you're not exactly fearless, your fear doesn't get in the way of your bravery, letting you act in spite of your fear without being hampered by it.

Good, Solid Word (200)- You're pretty good at this whole "talking" thing. It's not exactly a silver tongue, but you're great at cutting to the heart of the issue and getting people to listen to you. You're also great at convincing people of things they already know, but are unsure of due to their doubts and anxieties.

Pure of Heart (400)- You might not think you're pure, but it's obvious to anyone who can see (or read minds) that you've got a heart of gold. You are absolutely unfettered when it comes to being yourself and your friendship brings out the very best in other people, because you inspire them to be the best they can be and to try even when it seems like they're powerless. You can even snap them out of things like mind control or brainwashing with just a few choice words reminding them of who they are.

What Makes A Man, A Man? (600)- It's not his origins, or the way he came to life. It's his choices; not how he starts things, but how he decides to end them. You know this truth; you are unbound by any prophecy, fate, or destiny that might be forced onto you. Not only are you immune to these things, but anyone else you decide to work with is, as well. They may have been born a demon and a destroyer, but with your help they can become a savior and a hero.

FREAK PERKS

I Am In Control (100)- Your powers don't control you; you control them. They are a part of you, and you are their master. You possess exceptional control over your superhuman abilities, to the point where you might even be able to hide them completely- reigning in your superhuman strength to use doors without wrenching them off their hinges, or using just enough firepower to incapacitate someone instead of splattering or cooking them alive.

He's Just Acting Out (200)- Turns out, people will forgive a lot of things when they need you or want to keep you around. It helps when things are out of your control, or not actually your fault, but even when that isn't the case you're able to get away with a surprising amount of mischief and rule breaking before you have to face the music.

All Us Freaks Have Is Each Other (400)- In the end, your friends and family are all you've got. So what does it matter that they've got horns, or look like a fish, or jump between dimensions? You can easily make friends with other "freaks" and strange people… and perhaps become something more? Even if you're not a freak, or if they're not exceptional, you'll still find it easier to make friends with them. It just goes to show that the differences between us are only skin deep, even if that skin is red, scaled, or ectoplasmic.

You Should Be Running (600)- Okay, maybe your control over your powers isn't quite- oh? When you're in a heightened emotional state, the strength of all your abilities increases drastically? You hit faster, blast harder, think and react quicker? AND without any actual loss of control that such a state might normally bring? Huh. Seems you might have the power to blow up buildings, if you had any power to begin with, if you just get angry enough. Try not to let all that power go to your head- if only because you can do it the other way around now.

Demon Perks

True Appearance (100 CP)- All demons are monstrous in some way, but some are considerably more so, and still others are able to hide their appearance somehow- either through magic, or through thoroughly rejecting their destiny. You can choose which one you are; if you choose to wear your demonic face with pride, you will be a terrifying example of demonhood, monstrous in appearance. If you choose to hide your true nature, you may still be terrifying, but the worst of your nature will be hidden- only to be seen by those with magically enhanced vision- leaving you infinitely more approachable by the common person in comparison.

I'm Always Gonna Look This Good (200 CP)- Demons are extremely long lived, like most supernatural beings. Some of them also tend to be unusually compatible with humans- some would even say attractive- considering they're an entirely different species. You can choose to be one of those demons, possessing a more palatable appearance than, say, a hellhound- or you can choose some other quality for your form to possess besides beauty or handsomeness, such as terror, awe, or even cuteness. If you wish, you will never appear to age past your chosen appearance.

Hey You, On The Other Side (400 CP)- You know what can be even more terrifying than a monster, even more so than death or even the devil himself? The sheer force of will of one person who will do anything to achieve their goal. Essentially, the stronger your will the more your enemies are afraid of you and more specifically pissing you off. And your will is strong enough to scare whatever or whoever is on the other side of death into giving back the life of your friend when you ask, rather than risk you killing yourself to bring them back by force- though that might not be possible elsewhere.

Bringer of Doom (600 CP)- The Antichrist. The bringer of Ragnarok, the Apocalypse, and the End of Days. Perhaps you are kin to Anung Un Rama? It is your destiny to herald the end of the Earth. But your fate is not so set in stone; ultimately, it is your choice as to whether the world ends in fire and ruin. Though your destiny may seem unavoidable, it is and will always be your choice. In future worlds, you will soon discover the means to trigger apocalyptic events of the same caliber. Choosing to do so would mean the end of all life on Earth… but perhaps that would be a mercy. This also has an unusual side effect- so long as you reject your destiny as the Bringer of Doom, you are immune to good or holy effects- your rejection of your destructive nature being holy and good in its own right.

Mythical Creature Perks

Longevity (100)- Not quite immortality, but close enough for any reasonable person; you are extremely long lived. It's quite possible that you've been around since the dawn of time. Though you still age, it will take an extremely long time for you to become feeble and even longer for you to actually die from your old age.

Glamour (200)- Not all of the mythical creatures are content to hide away in the darkness, even if they are content to let the humans rule the surface. Rather than striking back against them, they would join them- living together in their cities, seen, but unseen. A glamour is a combination between a magical transformation and an illusion. It guises inhuman creatures, giving them a human size and shape, while still allowing them to use the various aspects of their anatomy. This often looks weird- a large mouthed creature would appear to unhinge its jaw like a snake if it tried to open its mouth all the way, for example- meaning the being that uses the glamour must remain careful, even as they walk around freely in broad daylight.

Hidden Kingdom (400)- The Magical Races have all hidden themselves away, creating magical communities and secret enclaves all over the world, with the largest being in New York. This requires no small amount of magic; both for hiding and keeping these places hidden, secure, and safe. You are now capable of creating similar places- hidden from mundane means of detection, and all but impenetrable without the right key or phrase to get in.

Magic Smithing (600)- The Golden Army, the Crown of Bethmora, Nuada's Spear… such relics as these are beyond the ken of humans. But you can not only understand their construction and the magic behind them; you can create wonders of your own.
Self-repairing golems, magical artifacts that control them no matter the size of the horde, spear tips that inch ever closer to the heart and cannot be removed by mortal means and much more are possible for you to create now. Though, getting all that gold might pose a problem…

No Allegiance Perks

Occultist (100 CP)- You have a great deal of knowledge about the occult; perhaps you learned from pouring over ancient texts, or maybe your mind was touched by something greater than yourself. In any case you are formidably knowledgeable about the supernatural goings on of this world, enough to identify or understand most books on the subject. You know how to protect yourself from certain types of beings through the use of charms and other trinkets.

Dark Masters (200 CP)- Demons, devils, and darker beings still; you are skilled at finding those who would teach you what they have to know… perhaps, for a price? Evil beings are a little more trusting of you; enough for you to make your case and perhaps secure a place for yourself by their side.

Horrible Will (400 CP)- You have the strive and will to survive a great deal of pain, even when the results of that don't look pretty. You could be poisoned, shot, stabbed, clubbed, castrated, and they'd still need to drown you to finish you off. And even if they do kill you, your death is far from certain- once per Jump you can be revived from death, using some manner of dark ritual or other form of resurrection that you or your conspirators possess. For you, death need not be the end… rather, it can become a new beginning.

Dark Magic (600 CP)- Through profane spells and dread rituals your power has increased to the pinnacle of what most occultists could only dream of, or fear in their darkest nightmares. In addition to your greatly increased ritual powers (which include such spells as to revive and summon demons, or even to cause two more to arise when one is slain) you can step into the shadows to travel many miles in an instant, invoke horrible nightmares in the sleeping and even literally suck the life out of someone. Your dark life force is even more responsive to calls from beyond the grave, and you can be resurrected once per Jump- and not only will being revived in this way restore you to life, but your dark powers will grow in strength afterwards; each trip beyond the veil bringing more and more power with you each time.

BPRD PERKS

Bureaucratic Nightmare (100 CP)- Why can't you just do what you're told? Maybe it's because that doesn't matter as much when you're actually in the field, especially for you. When you're part of an organization, your superiors are willing to tolerate you acting up a lot more than they would normally- and even ignoring their rules entirely- and you find that you get tangled up in red tape and bureaucratic nonsense far less often. They might just be afraid of ticking you off, but whatever.

It's A Hoax! (200 CP)- Fact or fiction? One of the most important things about being a secret agent is going unnoticed- and especially unrecorded. Unfortunately, some people kinda suck at that, especially if they're big red demons. Luckily for you, unwanted videos and pictures of you always seem to turn out blurry and out of focus. Of course if you stop and pose for the camera and stick around to sign it afterwards all bets are off.

Basic Procedures, Rules, and Direction (400 CP)- You're one of the top agents in the BPRD, with all the skills necessary to make that happen. You're a crack shot with damn near any firearm you can lift, know the strengths and weaknesses of any magical species the BPRD has encountered or proven to have existed (and some they haven't), and in general you're one of the toughest, most well-trained examples of your kind around.

Gadgeteer (600 CP)- I mean, someone's got to make all the cool gear and equipment that the BPRD uses, right? But not only are you a skilled engineer and inventor, capable of making things like Hellboy's Samaritan revolver and the garbage truck they use in the field, but you're also able to create technology that interacts with and perhaps- with time and study- even uses some of the mystical energies found in this world, such as the detectors they use for finding magical creatures and objects. In addition, designing specialty gear meant to be used by one person such as Abe Sapien's breathing apparatus or- again- Hellboy's pistol is much easier and quicker than it would normally be.

Thule Society Perks

Climb the Ranks (100 CP)- Loyalty, and dedication, can get you far in this world- not just in terms of life, but in power and status. You are adept at climbing the ranks of an organization, and seem to know almost exactly what you should do and who to butter up to quickly gain prestige and recognition in their ranks.

Silent Assassin (200 CP)- And deadly, too; you're a skilled combatant in hand to hand combat, and are particularly skilled with some type of weapon, be they handguns, blades, or something else. You're also nearly silent when you want to be, and are capable of twisting and contorting your body to climb up and down walls if necessary. In the shadows is where you do your best work; be they in backrooms or ancient catacombs.

Clockwork Artist (400 CP)- Kroenen is said to have created a clockwork bird capable of singing Mozart in his earlier days, though the assassin's love of music is less well known the fear he inspired later in life. He is now more well known for his other clockwork inventions- namely his hand, and the clockwork mechanisms spread throughout his body that when wound up give the man his deadly strength, speed, and reflexes. You are capable of creating similar mechanical inventions, though you may lack the ability to self-modify to his extent without his love of pain and lack of blood.

Blood Like Sand (600 CP)- Over long decades of life and exposure to dark magics your blood has gone dry- turned to dust. Your corpse-like body now has no pulse; no need for blood or organs save the brain. You cannot bleed out, instead leaking sand from your wounds, and have the endurance to survive massive trauma- multiple gunshot wounds, multiple punches to the head from superhuman beings, and even impalement without being hindered too much. You also heal quicker; not enough for it to be much use in a fight, but enough that such wounds won't keep you down.

If you have Clockwork Artist, you can choose to have modified yourself in a similar way to Kroenen, replacing your limbs with stronger mechanical counterparts and filling your body with gears and cogs that can be wound up to increase your superhuman body's power for a short while, letting you cut down a group of men in seconds and go toe to toe with enemies who would normally overpower you.

Magical Races Perks

The Long Perspective (100 CP)- The magical races are all long lived, though they all still age. Some have been on or under the earth since the dawn of time itself, and can remember when they walked freely on the surface and lived side by side with man and beast. Yet their minds are not dulled by the passage of time. You are the same way; your memories will be just as fresh in your mind the day you made them as they will be in a hundred-thousand years, or however long you live, and the passage of time will not hinder your ability to feel emotion. Nor will it prevent you from moving past your pain and past.

The World Is Poorer (200 CP)- Your ambition is noble; your cause is right. Whatever it may be, you will find others who will flock to your side to help you accomplish your goals; be they hero, villain, or just someone tired of hiding underground. Though your views may not be in the majority, you will be able to gain trusted allies if you but seek them out.

Magical Royalty (400 CP)- Whether because of your noble birth, the weight of your presence, or something more mercurial, you command the courtesy and admiration of all the magical races. It's plain for any of them to see that you are royalty, and while their loyalty may not be guaranteed their respect is- and they will be loath to anger you because of it. But if you do push a mythical creature enough, or if you come into conflict with them, they may wish to spill your blue blood. Note that while the magical races encompass a wide degree of mythical creatures, not all supernatural creatures are in their number; demons, freaks, magic users, angels, and abominations among those that aren't. Though they may still recognize your nobility, it will not hold the same weight for them.

Warrior Prince (600 CP)- It is not enough to merely be good. To realize your destiny, you must be the best. You've spent thousands of years honing your skills, so you can survive to hone them further for thousands more. Your skill is to the point where you could duel a group of your own kind at once with equal strength, speed, and ferocity; your reflexes are sharp enough to slice a drop of water in half. You're one of the deadliest beings above or below the earth, as anyone who dares to stand in your way is sure to find out.

Supernatural Powers

Strange Body (Free)- You may choose to have an obviously inhuman or altered appearance, which will become an alternate form Post-Jump. It can be no taller/longer than ten feet, no shorter than a few inches, can weigh no more than a ton, and can't have any features that can be purchased in this section, but otherwise it can look however you want it. It will have appropriate physical abilities for its size and shape. Physical features purchased here are exclusive to this form, while things like Telepath or Elemental Kinesis are not.

Animalistic (100/200 CP)- Your body has animalistic features; for 100 CP you might just have a scorpion's tail or the lower half of a horse. If you choose the 100 CP option you can purchase this multiple times with a discount on additional purchases, for additional features. For 200 CP you have a body that is heavily influenced by an animal; you might be some sort of werewolf, or a fish man. In any case you possess most of the attributes of whatever animal you chose; a fish man could breathe and see better underwater, for example. Your body might have increased strength, speed, or durability depending on what animal you chose.

Behemoth (100/300/500 CP)- You're bigger than even most trolls, and can be anywhere from twenty to thirty feet tall/long and can weigh up to ten tons, with appropriate increases to strength. For 300 CP you're not just big; you're gigantic. At least as big as a house and big enough to swallow a man (or demon) whole, with proportional strength and toughness to match. For 500 CP you're even bigger, towering over most buildings with even greater physical attributes. You can also choose to have a smaller form that you can take on, for fitting into smaller places.

Elemental Blood (100 CP)- Your blood is rich with an element; when it is spilled, it is unleashed. Where your blood drops grass might grow, or fire might start, or something along those lines.

Multiple Heads (100 CP)- You know what they say about two heads; they're just better. You have another; whether it shares your brain or you have another consciousness along for the ride is up to you. This can be purchased multiple times with a discount on additional purchases.

Multiple Limbs (100/200 CP)- You've got up to four more limbs than you'd otherwise have. For 200 CP, you have however many limbs you can fit onto your body and want to have.

Natural Weapons (100 CP)- Some sort of natural weapon, built into your body; maybe an internal, organic blade, or claws sharp enough to slice through steel, teeth like buzz-saws that strip flesh from bone in seconds, or maybe just a really big whammer. This can be purchased multiple times with a discount on additional purchases.

Prehensile Tail/Tongue (100 CP)- You have a tongue or tail up to 15 feet in size that you can somehow use as if it was an arm and hand. If you choose to apply this to your tongue, it will somehow fit inside you when not in use. Just remember: no tongue on the first date. This can be purchased multiple times with a discount on additional purchases.

Wings (100 CP)- You have wings that, no matter how big your body actually is, allow you to fly at a good speed.

Organic Acid (200 CP)- You can produce a powerful acid somehow, and can use it to burn your enemies. It melts through human flesh easily, and doesn't tickle for those with tougher skin.

Enhanced Strength (200)- You have greatly enhanced strength, durability, and stamina. You could go ten rounds with an angry hellhound, get dropped off a building onto a car, and even get ran get clipped on the head by a subway car without getting hurt too badly.

Environmental Adaptations (200 CP)- Your body is naturally suited towards an environment, or is naturally immune to some sort of element. You might be able to breathe and see underwater and withstand the pressures of the deep sea with ease, or your demonic body might be immune to fire or, you might just be naturally resistant to electricity or something along those lines. This can be purchased multiple times, with a discount on additional purchases.

Altered Physiology (300 CP)- Your body is greatly different from most forms of life; you might be a plant-like being who gets sustenance from photosynthesis, or you might be some sort of inorganic golem or homunculus, or even some manner of undead creature who doesn't even need sustenance. In any case, you either have no need for sustenance such as air, water, food, or sleep, or fulfill those requirement through some other method, such as photosynthesis or drinking blood. You are also immune to poison and disease, either way.

Red Right Hand (300 CP)- An appendage similar to Hellboy's own right hand, though it doesn't necessarily need to be your hand- or red, for that matter- but it most be obviously different from the rest of your body. One part of your body is all but indestructible to all normal and most supernatural means, and is much stronger than the rest of your body- capable of flipping speeding cars or punching through stone walls with ease. Yours doesn't necessarily have a prophecy of doom surrounding it, though it might give certain people pause. An actual Right (or Left) Hand of Doom comes free for Demons who've purchased Bringer of Doom if they want it. This can be bought multiple times, with a discount on additional purchases

Regeneration (300/500 CP)- Your body naturally heals very quickly, fixing broken bones and bullet wounds in seconds and severed limbs in a manner of minutes. It would take catastrophic damage to kill you; getting splattered by a train, being incinerated, crushed, or blown up, or things of similar damage. For 500 CP your body heals even quicker, and can even reassemble itself if you were dismembered or gibbed; it would take the complete destruction of your body either very quickly, or all at once, to put you down for good.

Elemental Kinesis (500 CP)- You can create and control an element such as fire, water, ice, or something like plant in a manner that is highly destructive; a pyrokinetic could scour a building of all life in a couple of seconds with their most powerful burst of energy. You are also immune to damage from whatever element you chose.

Ectoplasmic Being (500 CP)- Bad news- you died. Good news- you're still alive! You're some type of ghost, making you an incorporeal being that is capable of gliding through walls, levitation, and using 'teleplasty' to possess things living, dead, inorganic, or organic, or even temporarily reviving them with your essence. However you're limited by the size of your body in terms of what you can possess, with objects bigger than you being harder to possess- or impossible if they outsize you too much. While you don't have to worry about dissipating like Johann Krauss, you can still have a suit similar to his own for free. You are also impossible to kill by conventional means; it would take something supernatural in nature to hurt or kill you. Post-Jump, your ectoplasmic body can become a separate alt-form from what you've designed here.

Prophet (500 CP)- You see the past, present, and future, and are able to do so easier and more clearly than any telepath. The more focused your searches and inquiries, the easier they are; you can clearly see the past and present of one being and can see into their future for several years, but two at once is much harder. The more you try to focus on, or the more powerful or complex the subject, the less clear your mental images become.

Telepath (500 CP)- Somehow, you have the ability to read minds and other empathic abilities, including psychometry. You can read minds, sense emotions, and even determine the nature of beings, such as if they are good, evil, or supernatural. Your psychometry lets you determine the recent history or future of an object.

Human Items

Candy Bars (50 CP)- Your favorite type of candy bar (default Baby Ruths, Hellboy's favorite), which you can always find in your pocket. When shared with an inhuman being, they tend to like and trust you a little more.

Schufftein Glasses (200 CP)- These magical mask/goggle devices, invented by Emil Schufftein, have the unusual ability to see through glamours and reveal the the true nature of beings seen through their crystal lenses. Purchasing this gives a set of four.

Reliquaries of St. Dionysus (400 CP)- A box of rosaries, which help ward off evil spirits and demons, though some are strong enough to overcome this. There are enough here to outfit an entire platoon of soldiers with them. You also have one of the rare reliquaries of St. Dionysus; a part of the saint kept preserved in a glass tube, with a cord or small chain run through it that can be worn. It is much stronger, warding off all but the most powerful of evil spirits and demons.

Occult Texts (600 CP)- You have a set of occult texts, two of which were in the possession of the BPRD and third belonging to Rasputin; the first contains a ritual that can temporarily resurrect dead beings, and forces them to aid you. The second is the List of Avignon; a list of all demons that the Catholic church has uncovered or discovered, which will update with the true names of many demons in future worlds you visit- especially the higher profile ones. The last is the Des Vermiis Mysteriis, a book that is said to contain every prophecy ever told within its pages.

FREAK ITEMS

Six Pack and Cigars (50 CP)- A six pack and cigars that can be enjoyed by anyone, since they don't have any of the adverse effects that they would normally bring other than drunkenness. Stop treating your body like a temple, and start treating it like an amusement park.

Safe Room (200 CP)- A room, decorated to your tastes, that has the unusual property of being 100% resistant to any and all of your powers. Keep it empty and use it as a testing chamber, or don't and use it as a living space. It will be a cozy but livable size for your largest alt-form, and becomes a Warehouse attachment Post-Jump.

Life Support System (400 CP)- This suit changes in shape and size to best suit whatever shape or alt-form you're in and is of your design. Not only that, but its systems change to suit the needs of your form; a sea-dwelling creature would find it has a supply of oxygenated water for their gills, while a ghost would find they can "possess" it, even if they can't normally do so with inanimate objects. So long as it isn't breached, it also functions as a perfect environment suit- protecting from any terrain or environment.

Nanny Squad (600 CP)- Your own government cover up division! They're here to sweep up the aftermath of your battles, destructive outbursts, accidents; whatever! Not only that, but they seem to always have enough money to do whatever needs to be done- whether that's to bribe the people that need bribed to stay quiet (not that they're afraid to "silence" people through other means) and of course to afford all the equipment and manpower they'll need for their job. They only come when you want them to, so you don't have to worry about them cleaning up your enemy's base or anything like that. Keep in mind that money, even an arbitrarily large amount of it in the hands of the government, can only go so far.

Demon Items

Dining Cart (50 CP)- This dining cart, which refills three times a day (breakfast, lunch, and dinner) is stocked with some of your favorite meals in ludicrously large amounts. Stacks of bacon and eggs and pamcakes for breakfast, piles of nachos and huge bowls of chili for lunch, and a quarter of a cow in steaks for dinner.

Crown of Flame (200 CP)- A floating crown of flame; a dark halo that bears the weight of your destructive capabilities. Anyone who sees it will know, unconsciously, how powerful you are; what forces you can bring to bear, and although they won't know why they will be filled with dread at the thought. It has an appearance of your design, and a crown can be imported freely for it. It can also be hidden from normal sight; still there, but only seen by those with the means to pierce illusions.

Samaritan (400 CP)- A large revolver, specially made for Hellboy- and for you, it seems. It requires great strength to wield, but deals devastating damage- capable of knocking out chunks from stone pillars, and making big holes in big ugly monsters. It also comes with a replenishing supply of specialty ammo; Hellboy's own bullets, made with holy water, clover leaves, silver shavings, and white oak, explosives rounds, and tracking rounds, as well as regular bullets (as regular as what amounts to hand-held artillery can be, anyway).

Big Baby (600 CP)- The Samaritan's bigger, meaner older brother; the Big Baby is essentially a shotgun that fires kaiju-killing rockets. Like the Samaritan it requires superhuman strength to wield, and it also comes with its own replenishing stock of ammunition.

Mythical Creature Items

Strange Cuisine (50 CP)- Many mythical creatures have diets that could be considered… unpalatable. Blood, teeth, live cats, and worse. This serving tray is perfectly suited for those of unusual appetites; simply lift the lid, and whatever weird (but still mundane) fair your heart desires is there.

Elvish Weapon (200 CP)- This is an expertly crafted elvish weapon, with two unusual properties. The first is that it is capable of extending; a sword becomes a spear or a longer sword, a club becomes a staff or hammer, etc. The second is that it possess a bladed edge somewhere that, when stabbed near the heart of an enemy, will detach and replace itself. The shard, left behind, will slowly inch its way closer to the heart, enfeebling your enemy, and can only be removed by your hand or through supernatural means. You can freely import a weapon to take on the appearance and properties of an Elvish Weapon.

Hidden City (400 CP)- An entire city, hidden underground and shrouded from all means of detection both magical and mundane, including a resplendent golden palace that you can reside in. Though the city is empty now, those who choose to call it home will become true citizens of the place, and in future worlds you will find people who are similar to them already living in the city. They won't possess any of their counterpart's supernatural abilities or appearances outside of the human norm, unless they were provided to you or already exist in that world, though they may possess powers or appearances of a similar nature if they exist there. Inactive companions can also reside in the city.

Goblin Forge (600 CP)- A replica of the forge used by the nameless goblin smith who forged the Golden Army. The forge is magical, and can do much of the work in the forging process by itself, only needing your input for the first designs before becoming capable of churning out an army- or the weapons to equip them- in a much shorter amount of time than would be thought possible. The items forged by it are all but indestructible, and will last for millenniums without needing repair or upkeep. It will be up to you to provide any resources needed for their crafting, however, but any enchantments you choose to apply will be applied evenly to every craft you wish it to be, so long as you can supply it in the creation of the first one. Can become a Warehouse attachment Post-Jump.

No Allegiance Items

Stylish Robes (50 CP)- A stylish set of robes that practically radiate a feeling of occult strangeness. They also have the ability to change shape, taking on the appearance of other clothing items such as suits, including items like sunglasses.

Resurrection Chamber (200 CP)- A small pool, hidden away in a labyrinth that is itself hidden away in a cave in some remote part of the world. By committing a human sacrifice in this place, filling the pool with blood, the dead can be revived- one life, for another- with no body necessary. Can become a Warehouse attachment Post-Jump.

True Name Shackles (400 CP)- A set of shackles; when the true name of a being is inscribed onto their metal, they become indestructible and unremovable, and prevent the wearer from moving themselves without your permission. You are the only one who can remove them under those conditions. They also change shape once a name is inscribed onto their metal, so that they can actually fit around whoever you want captured. The name fades away after you're done, allowing you to reuse the shackles.

Mausoleum (600 CP)- A labyrinthine set of tunnels, caves, and catacombs hidden away in a graveyard that extends for miles underground. It is full of traps such as spike pits, guillotines, and collapsing bridges, and it is filled with loyal monsters that can prey on those who intrude into it. You know the structure like the back of your hand, and can safely navigate its twisting passages with ease and quickness. Inactive companions can also reside in the Mausoleum.

BRPD Items

Uniform (50 CP)- A BRPD Uniform- which, considering their lack of a dress code when it comes to certain agents, can look like anything you'd like. Whatever it looks like it's surprisingly protective and resistant to cuts and tears, even if it's just a stylish looking long coat that doesn't even cover your entire body.

Vulcan Grenades (200 CP)- A bandolier of extremely powerful explosive/incendiary grenades; they can be taken off the bandolier individually, or you can pull a cord running through their pins to start the timer on all of them at once. They can take down buildings, collapse tunnels, or blow up monsters from the inside, but are guranteed to never go off until the pin is pulled, even if they get shot.

Garbage Truck (400 CP)- A "garbage truck" that is actually a highly advanced mobile staging ground for special operations; the back of the truck includes a highly advance, compact laboratory for analyzing items in the field, as well as a mobile armory with a large supply of weapons for taking down both ordinary and supernatural targets. Also included are some of the gadgets used by BRPD agents, such as the bulky devices they use to detect energy signatures and the locator/communication devices they use. The truck itself is armored, and has bulletproof, one way, camouflaged glass in certain sections so the agents in the back can see outside.

Headquarters (600 CP)- A building similar to the one used as the BPRD's main headquarters. A state of the art building that can house hundreds of agents as well as support staff, as well as a large armory of weapons, a library with a wealth of knowledge on the occult, and an infirmary/lab. In addition to its agents, it's also built to hold prisoners of the supernatural variety, featuring reinforced cells and security systems. Finally, in each world you visit it will be staffed by that world's equivalent of secret agents and/or military, including a few unique individuals like Hellboy, Abe Sapien, and Liz Sherman if they exist. Inactive companions can also reside in the Headquarters if you wish.

Thule Society Items

Coat of Iron (50 CP)- A bulletproof metal breastplate, and matching gas mask, in a similar style to the ones used by Kroenen. They serve extremely well as armor for your most vital parts, but don't cover your entire body. If you'd like, you can have a uniform similar to the one Kroenen wore during World War 2 as well.

Blades and Luger (200 CP)- A collection of swords, knives, and other edged weapons that are extremely sharp and strong; enough to slice through stone, if you can put enough force into the blow, without breaking. The Luger is otherwise mundane, but has the property of being exceptionally accurate when used against someone you outclass physically- letting you execute them from a distance with style.

Nazi Gold (400 CP)- A briefcase filled with, well, Nazi gold. There's enough gold here to live like a rich man for someones entire natural lifespan; not only that, but the briefcase refills every ten years, giving you a replenishing fortune. Just… you might want to melt it down or something before you trade it in or give it away.

Thule Portal Device (600 CP)- A strange contraption, built by the Thule Society with the direction of Rasputin. Somehow, it has the ability to open portals to other dimensions, including the Abyss- where the Ogdru Jahad lie imprisoned. It does this by channeling electricity and energy from that dimension (provided by Rasputin) into a gyroscope, which then uses this power to open a portal between dimensions. Your version is capable of opening portals to any dimension, but by supplying it with something native to that dimension- be it an individual, energy, or something else- you can access dimensions that have been sealed off from normal means of dimensional travel, or that are otherwise harder to get to than normal.

Magical Races Items

Retractable Fist and Troll Armor (50 CP)- A large, durable iron fist that you can wear normally or as a prosthetic and a rough, crudely made- but exceptionally durable- breastplate. The fist can be launched with great force, enough to send someone flying or break stone, and returns by scuttling back to the wearer or by retracting the chain.

Map to Troll Market (200 CP)- A map that leads to Troll Market; although not very exceptional right now, in future worlds it will be able to lead you to similar magical communities/marketplaces- and even if none are known to exist, you will still be able to find a communities of magical creatures.

Crown of Control (400 CP)- A magical crown that can be split into three pieces, like the Crown of Bethmora; the crown allows the wearer to command the non-sapient beings that they have created, including living creatures as well as golems and robots. When they are being controlled in this way, they are unable to be controlled through other means- your control over them is absolute. In addition, if you wish, the crown can put them in an inactive state where they will not be able to be harmed, and will not degrade or require maintenance or sustenance of any kind. If you'd prefer, you can choose a different item other than a crown for this option, such as a sword, necklace, or ring

Golden Army (600 CP)- Turns out the goblin blacksmith made double the amount of soldiers King Balor requested so he could put down that he made more on his sales reports for the year. Now you have the other half of the Golden Army; 70 time 70 golden soldiers. Individually each one is powerful and indestructible; a massive machine much larger than a man, armed with blades on their arms that can slice through swaths of men with ease, pulling themselves together and repairing their bodies automatically when they get damaged. Unfortunately, though they have their own stores of magical power, they lack a means of controlling them. And so they sit; dormant, silent… indestructible. Though you may be able to control them through other means- such as by having spirits possess each one- the easiest method would be to create (or purchase) a Crown of Control that could be attuned to them. The army lies in a great underground vault, impenetrable to all save yourself, and follows you on your journey.

COMPANIONS AND PETS

Companion Import/Creation- You can import or create one companion for 100 CP, four for 200, and eight for 300, giving them 600 CP to spend and their choice of Origins and Allegiances. Companions get access to stipends, but cannot purchase property such as the Headquarters or The Golden Army. You can also choose to recruit a canon character instead for 200 CP.

Baby Ogdru Jahad (100 CP, free No Allegiance)- This is a surprisingly cute tentacled abomination from beyond the stars; an infant version of the Ogdru Jahad that are imprisoned in the abyss. It waves its tentacles at you enthusiastically whenever it sees you, begging for you to pet it or pick it up, and uses them to give you hugs while burbling excitedly in dark tongues. It's more like a baby than a pet, and doesn't take up a companion slot. It will take a very long time for it to reach maturity, but when it does you'll have a dark, eldritch, and still very hug-happy god to call your own.

Cats (100 CP, free BPRD)- A large number of playful, affectionate, and surprisingly well behaved and trained cats. How many cats are there? As many as you can handle; it seems that all those cats Schrodinger put in boxes and ended up losing ended up here, and now you have a ton of them just hanging around you. If you don't want any cats around there aren't any; if you want one there's one; if you want a stream of cats you've got them. Just don't try and do anything unreasonable like drown your enemies or the world in cats; it won't work.

Clockwork Bird (100 CP, free Thule Society)- A clockwork bird of choice (might I suggest an eagle?) that is capable of flight and can follow your instructions. Unlike the clockwork bird that Kroenen constructed, this one can sing/play any song that you've heard.

Tooth Fairies (100 CP, free Magical Races)- A box crammed full of Tooth Fairies; small, insectoid creatures that can devour an entire human body in a matter of minutes when in a swarm (which you have). Despite being sapient, all they think about is eating, pooping, and eating again, so these ones will count as pets. They follow your directions eagerly, especially when they get to eat. They don't seem to get any hungrier when you keep them inside the box for a long time, which is good since you probably won't want a swarm of flying, pooping piranhas hanging around you all the time.

Ivan (50 CP)- An undead creature that is forced to follow your commands… and isn't too happy about it, as it will constantly tell you. While sentient it doesn't take up a companion slot; it also doesn't have any legs, meaning you'll have to carry it around. They also have a great sense of navigation, but are otherwise not of much use.

Freak (100 CP, free Human)- A unique individual who you're friends with, or whom has decided to follow you around for some reason. They have the first two perks in the Freak perk line, and have the 300 CP stipend to spend in the Supernatural Powers section. For 100 CP more, they can have all of the Freak perks and an additional 300 CP to spend in the Supernatural Powers section. A companion can be imported for this option.

Minder (100 CP, free Freak)- The BRPD has assigned a caseworker to you; either that or you have some sort of henchman, or maybe just a good friend. They have the first two Human perks, and the first two BRPD perks; in addition they also usually have a Candy Bar (your favorite, not theirs) or a Six Pack and Cigars to share with you. For an additional 100 CP they can have the other two perks in the Human perk line. A companion can be imported for this option.

Agent (100 CP, free Demon)- Like the Minder, only with a little more ass-kicking potential. They might be a more experienced BPRD agent, a cultist, or maybe just a good friend (with military experience); either way they have the first three Human perks and the third BPRD perk. For an additional 100 CP they'll be able to bring their "Garbage Truck" with them, as well as a bandolier of Vulcan Grenades and their choice of a collection of blades and an old Luger or an Elvish Weapon that they looted somewhere. A companion can be imported for this option.

Old Friend (100 CP, free Mythical Creature)- An old, kindly mythical creature; maybe they found you abandoned in the woods and decided to raise you as their own, or maybe they're your neighbor in Troll Market. They have the first two Mythical Creature perks, the first Magical Races perk and 300 CP to spend in the Supernatural Powers section. For an additional 100 CP, they can have either the third and fourth Mythical creature perks or the fourth Magical Races perk, a Retractable Fist and Troll Armor, and an additional 200 CP to spend in the Supernatural Powers Section. A companion can be imported for this option.

Assassin (200 CP, discount No Allegiance)- A very deadly killer that calls you master. They prefer to stay silent most of the time, only speaking up when they think you're going to do something that gets you hurt, preferring to let you handle the talking while they handle the fighting. They know Basic Procedure, Rules, and Directions, are a Silent Assassin, and either have Blood Like Sand or have the skill of a Warrior Prince. They also possess a Coat of Iron, and their choice of an Elvish Weapon or a collection of Blades and a Luger. A companion can be imported for this option.

Supernatural Partner (200 CP, discount BPRD)- A Demon, Freak, or Mythical Creature with a warrior's love of fighting; they have the first two perks of whatever Origin they have, as well as the first two perks of whatever Allegiance you have, and finally 800 CP to spend in the Supernatural Powers section. A companion can be imported for this option.

Dark Master (200 CP, discount Thule Society)- A strange, cloaked individual that claims to be from Brazil. They seem to use Dark Magic to keep their hood appropriately shrouded in darkness and in place, and have a Horrible Will, and are an accomplished Occultist. They also have the perks "Good, Solid Word", "Longevity", "Bureaucratic Nightmare", and "The Long Perspective". At times they can treat you like a minion, but secretly they're quite proud and fond of you. A companion can be imported for this option.

Twin (200 CP, discount Magical Races)- Your very own clone! Er, no, wait, it's actually your twin. They share all of your purchases in the Supernatural Powers section, and they can be a fraternal or identical twin. They share a special connection with you that lets you share emotions, thoughts, and allows you to sense eachother's location. If you wish, you can even choose to share physical sensations with your twin- though this might be uncomfortable, even without the thought of what happens when one of you gets injured. A companion can be imported for this option.

Ghost (200 CP, discount Human)- A somewhat snarky and sarcastic ghost with a heavy accent of some sort; naturally they have the Ectoplasmic Being power, as well as a Life Support System of their own, as well as the first three Human perks, as well as "Bureaucratic Nightmare" and "Basic Rules, Procedures, and Direction". For an additional 200 CP, they've somehow managed to find a spare Golden Army Soldier, unconnected from the rest of the army; perhaps it's a prototype? Whatever it is, your new friend is capable of possessing it, animating the indestructible construct for its own use.

Angel (200 CP, discount Freak)- A quite freaky looking angel (seems the angels of this world tend to look like they do in the Old Testament, rather than the women with wings and halos that most are familiar with. Despite their strange appearance, they act as a guardian angel towards you- using their gifts of Prophecy to protect you. They also have an additional 700 CP that can be spent on Supernatural Powers for them so you can further customize their appearance. For an additional 200 CP they seem to possess powers of Telepathy as well, which they can use to further protect and guide you on your way.

Hellgirl (200 CP, discount Demon)- Seems Hellboy had a sister he didn't know about. Or maybe he does; she shares whatever Allegiance you have, so it depends on that. Personality wise she's very similar to her older brother, only she's traded his love of booze and cigars for a love of sweets of all kind. She has the first three Demon perks, and all the Allegiance perks of whichever Allegiance the two of you have. She doesn't have a Red Right Hand like her brother, but she does have his other attributes- including enhanced strength and durability, horns, a prehensile tail, and an immunity to heat and heavy resistance to electricity. She also has her own Samaritan pistol, just because. For an additional 200 CP it turns out she does have her own Red Right Hand! And her own destiny as the Bringer of Doom and the end times! This might be a problem for the two of you.

Elemental (200 CP, discount Mythical Creature)- A small, cute elemental with the ability to grow into a bigger, much more pissed off elemental when angry or in danger. At its smallest size it's big enough to fit in your hand; at its biggest it's a little under twenty feet tall. It has Elemental Kinesis, Elemental Blood, an Altered Physiology, and enough Environmental Adaptations to be immune to its element in whatever form it takes. For an additional 200 CP it's capable of growing much bigger, towering over most buildings; becoming a true god of the natural world, similar to the forest spirit unleashed by Nuada. It also gains Magical Royalty, to reflect its true nature.

Supernatural Pet (100 CP)- A pet with an obvious (or not so obvious) supernatural nature; if you want your own Hound of Resurrection, this is what you're looking for. You can also freely import one pet per purchase of this to modify them instead. They get 900 CP that you can spend on them in the Supernatural Powers section.

DRAWBACKS

(+800 CP Limit, +1200 with Ragnarok)

Alternate Start (+0 CP)- You can choose to start earlier in the timeline, all the way back to WW2 when Hellboy first entered this world, letting you experience the Occult Wars that followed and the time in between then and the modern day. You may also choose to go to a different continuity such as the comics or the animated movies, until such a time as Jumps for those are made.

Raised by the Other Side (+100 CP)- If you're a human, you were raised by demons or mythical creatures; if you're one of those, you were raised by humans. This puts you in the awkward position of not really fitting into either world- not fitting in with the people who look like you because of how you act, not fitting in with the people who raised you because of how you look- and try as you might you'll be unable to rectify this.

"Mmm. Nachos." (+100 CP)- You've got a big appetite; enough to put even Hellboy to shame. Expect to spend a lot of money on food, a lot of time cooking, and a lot of time eating.

"My Body Is A Temple." (+100 CP)- You go without any vices at all- no smoking, no drinking, no drugs, no sex, and so on. If you take this with the below perk, than this doesn't change- except for the occasional massive binge of those things, which always leave you feeling wrecked afterwards.

"Well, Now It's An Amusement Park." (+100 CP)- You love drinking. You love smoking. You love food. And you loooove sex. If you're not in the middle of taking or coming off one of those things, you're just not enjoying yourself.

Bureaucratic Struggle (+100 CP)- Seems that no matter what you do, it involves a whole hell of a lot of paperwork. Fighting monsters takes paperwork, dark rituals takes paperwork, finding golden armies takes paperwork; it never ends!

Hound of Resurrection (+200 CP)- Sammael, the Desolate One, Lord of the Shadows, Son of Nergal… and Hound of Resurrection seems to have a grudge against you. The hellhound will attack you often during your stay here, always coming back with more of himself if you win, and no matter what you do you can't seem to kill him or all of his eggs completely.

Parabnormal Skeptic (+200 CP)- Parabnormal? Before today, you never even heard the word, "parabnormal"! You're a skeptic, now; no matter what end up in your face, you'll never think it's supernatural in nature. You could have a front row seat to Hellboy taking down a giant monster, and go away thinking you just saw an elaborate hoax or even a conspiracy instead.

The Last of Your Kind (+200 CP)- Pretty much exactly what it says on the tin; you've got a lot of angst because you're the only you there is, or at least one of the only remaining ones. You might not be the last of your species- that'd be weird if you were human- but you might be the sole survivor of some accident or bloodbath, leaving you with survivor's guilt. Either way, you've got a lot of angst to work out because of this.

There's No Such Thing (+200 CP)- It's a hard job, keeping people unaware of the paranormal things happening around them. There are a few people that know- it's impossible for that to not be the case. But now you've got the unfortunate job of keeping Hellboy under wraps. If a significant portion of the world's populace believe that Hellboy exists, than you'll fail the Jump. With the advent of YouTube this is hard enough, but the jolly red giant actually poses for pictures on occasion. You've got your work cut out for you.

Not In Control (+200 CP)- All those powers you have? Just became a lot harder to control; it's not that they're on all the time, but actually using them is like trying to fire an assault rifle with one hand. They also seem to go off on their own when you're mad; hope you don't mind breaking things… or people.

The Key (+300 CP)- You're the key to some sort of ancient prophecy; whatever it is, it's nothing good for you, or the rest of the world. There will be numerous groups and powerful individuals pursuing you, either to kill you so it can't come to pass, or to try and force you to fulfill your part in the prophecy. If the prophecy comes to pass, you'll fail this Jump and be sent home as if you had died.

Connected Lives (+300 CP)- Your life is connected to that of another; a sibling, or close friend maybe. You can sense eachother's thoughts, feelings, and general location, but also their injuries. If one of you dies, you both die, as anything that happens to your twin happens to you, too. Thankfully, you don't necessarily have the same antagonistic relationship that Nuada and Nuala had with each other, but you should still keep your twin in mind- because if you don't, both of your bodies might be in peril.

Ill-Fated (+300 CP)- You're fated to lead a hard, dangerous life. It seems that no matter what you try and do, you just end up in more danger- dragging your loved ones along for the ride. All of you will be in danger, and so long as you live you will remain in danger.

Just The Tip (+300)- Sometime during your stay here you will be pierced near the heart with some sort of weapon, a small shard of it breaking off. The shard weakens you, making you unable to use your powers while it is inside you; it can also not be removed by you or anyone or anything else you have. The only way to remove it is to seek out your Angel of Death; a being which represents your inevitable demise. You will have to rely on your companions or friends to do this, as getting to it will not be easy. When you arrive, the angel will speak cryptically about your death and what it would mean, then will remove the shard from your body, restoring you to perfect health.

I'm Not A Baby; I'm A Jumper (+300 CP)- Well, this is… weird. Seems you're a tumor now, Jumper; you're growing out of the side of someone's body. Thankfully you get to keep all of your powers, but you won't be able to take on alternate forms for your stay here; and if your host dies, you'll die, too. Nothing will be able to remove you from whoever you're attached to.

Ragnarok (+600 CP)- Despite the best efforts of yourself, Hellboy, and the BPRD, Rasputin's plans for Ragnarok will come to pass. The sky will split open, tearing open a portal to the Abyss, and the Seven-Who-Are-One will descend upon the earth, bringing their foul children with them. Devastation will reign, as darkness falls over the world. You must survive in this doomed world that has been created, or find a way to kill seven dark gods.

ENDING

Go Home

You go home, taking everything you've gained on your journey with you.

Stay Here

You decide to stay here; back on earth your affairs are taken care of, and your journey stops here.

Next Jump

You head on to the next world.

Notes

-YJ_Anon

-Similar items can be imported for certain item options, letting them take on the appearance and properties of that item. If you have a bladed weapon, it can be imported as an Elvish Weapon; armor/clothing can be imported for the various clothing options; dungeons and other property can be imported for the various property options, etc.