Hazbin Hotel Jump

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Have you ever wondered what comes after death? It is such an integral part of human life, people can't help but wonder what happens when it ends. Well buckle up Jumper for this Jump is all about the eternal reward and punishment.

Welcome to the World of Hazbin Hotel! Where Heaven and Hell serve as the final resting place for all the souls of mankind. Did you stick it to the man while remaining selfless and not stealing? Congrats you're going to Heaven, the perfect afterlife where you never will know misfortune again. Did you fail to live a good life? Well my condolences because you're getting thrown into hell. And if it's the latter, trust me, you are not the only one.

In fact Hell is dealing with a serious overpopulation crisis. So bad that once a year exorcists are coming down from Heaven to exterminate any Sinner in sight and slay them with their angelic steel so thoroughly they get erased from existence. A process so brutal that Lucifer's daughter Charlie Morningstar has made it her life's mission to protect her people and find a different way to solve the crisis, without exterminating everyone. Her idea: a Hotel for Sinners to check out into Heaven. The Hazbin Hotel.

You receive **1000 CP** to make your purchases and start on the day Charlie will announce her Hotel on 666 News. Will you enjoy the fruits of a life well lived, struggle for a last chance at redemption or laugh sadistically in constant slaughter? Let us see where this Jump takes you. Why don't we?

Location

Heaven (Free/Restricted to Angel): Welcome to Heaven! Where the virtuous reside and people are happy that they died. And why shouldn't they be? It is literally paradise, eternally for all who were deemed worthy. Maybe go and see a Koala or enjoy a drink surrounded by people who are all incredibly hot. Just don't go and ask the Exorcists what it is they do every year in hell, that is kind of a pretty huge secret.

Hell (Free): And here is the bad place. Welcome to Hell you miserable fuck! Enjoy eternity in the well and truly final destination for all of mankinds fuck ups and cosmic losers. Although divided into seven circles, the main action is about to happen in the Pride Circle. The only one where Sinners are allowed to remain and the only one affected by the yearly purges. Sinners have no choice but to start here but Angels… well you can still be here but you can leave whenever you want. You start right in the middle of the extermination.

Origin

Age and Gender may freely be chosen for every Origin. Perks and Items are discounted for associated Origins by half with 100 CP Value Perks and Items becoming free.

Sinner (Free): Just one more of you. There is no shortage of your kind among all of humanity. You're a Sinner, a human soul cast into Hell and turned into a Demonic Hellspawn. Your daily life will be drowning in vices or fighting for, against and because of Overlords ruling things. Not to mention the ever present risk of being smited for good. Best keep on your toes or you might die again.

Angel (200): Now to the objectively better option. Angels are the other race playing a role in all of this. Residing 24/7 in Heaven, except for the Exorcists and Adam, they have little to worry about as a result of their virtuous days in life. Because of that you need to fork over some CP to get this option, but it seems like a small price to pay doesn't it?

Perks

Helluva Tunes! (Free): Lilith thrived in Hell where Lucifer despaired, empowering Demonkind with her voice and songs. And singing is a pretty big thing in general around here, with every Demon and Angel seeming to belong on the Broadway stage. So in order for you to belong you can have such oratory skills on the house. Your singing and musical abilities are rivaling that of any of the other Hazbin Hotel characters and you can spontaneously jump into a musical number without it being seen as strange.

Everyone Is Hot! (100): This is definitely a staple of Heaven but Hell does have its fair share of handsome individuals. You're now much like them, your natural beauty being comparable to the angels and virtuous. You're bound to turn all kinds of heads.

Sinner

Sinner Physiology (Free and Exclusive to Sinners): So you died and were not deemed worthy of going past these pearly gates. Welcome to Hell and your new body. As a Sinner your body is very much different than it was in your mortal life. For starters you have much more freedom in how you look, your new body representing certain aspects of your life, particularly your sins, crimes or how you died. If you died because a Piano fell on you, you may choose to gain a row of teeth made of Piano Keys.

There are still some more benefits that go past the visual. Your new self is much more durable and will remain unharmed by most things that can harm humans. Now you're far from invincible but even if you were to be torn apart you would simply pull yourself back together after some time passes. Effectively you're immortal, with your age locked to be the age of your death. You're also immune to illnesses and natural causes that could kill humans. Furthermore your tolerance to drugs is far higher, letting you indulge without consequences.

However, don't think being a Sinner is without consequences. You can still die through Angelic Weapons, such things bypassing your healing factor and killing your soul for good. Particularly powerful holy energies also all but incinerate you.

True Form (Free and Exclusive to Sinners): Sometimes you just need to throw down with someone. Throw caution to the wind and let it all out, show what you REALLY are. This is why you have this. Like all Demons and Sinners you have a True Form you can tap into at will. This form is idealized for combat and is bound to look more monstrous, even if in a subtle way like merely growing horns and eyes turning red.

Bow Chicka Bow Wow (100): You'd think the denizens of Hell would know better insults to be honest… but it seems to be working so who gives a shit right? You're now a master of the half-grade school/half-sailor insult style common in this world.

In addition childish insults now hurt others far more deeply than they reasonably should come across as actually biting rather than pathetic.

No Shit from a Demon (100): One of the better lessons Lucifer taught his daughter… Sinners are full of shit and are always trying to take each other's souls- knowing better than to let them is just common sense but… as we see from the Overlords common sense is painfully uncommon.

You're able to see through the temptations of the moment and see the long term consequences of any action you would take- this isn't future sight or even an intelligence booster it simply gives you the pre cognizance to think past the here and now.

More Than Anything (100): Hell can be a cruel and loveless place. Chances are those you love will never truly know. Or you may have done something that makes them doubt how you feel for them. No more. From now on, as long as you're honest and speaking from the

heart, the truth of your emotions and adoration for someone else will be heard and understood.

Smile My Dear! (100): A smile is a valuable tool my dear Jumper. It inspires your friends, keeps your enemies guessing and ensures you are in control. Now your smile will never waver even in the face of overwhelming odds, you will always be calm and your feeling of control will never be questioned.

My Specialty! (200): Considering where you are, it should not come as a surprise that you're surrounded by people who feel miserable. They could really use a bartender or kind motherly figure to talk to. You are able to comfort someone in times of crisis and help them work through their stuff… even something as extreme as finding out their girlfriend murdered thousands of their people.

Stayed Gone (200): Now where in the world have you been off to Jumper? It's been years! People were already spreading all kinds of rumors. But let it never be said that disappearing did anything to harm your reputation. No matter where you are or how long you are away, your reputation in that location will never change. You will be as feared in years as you were the last time you showed your face, torturing Overlords and broadcasting their screams. In fact you become rather good at making someone afraid of you and coming up with new and terrifying ways to be known. They really will wish you stayed gone.

Love Not Dying! (200): Careful that you don't die a second time. With all the angelic weapons lying around and the yearly visits from exorcists, death could be around every corner. At least you have some advantage there, having a gut feeling for what kind of endeavor would be too dangerous to pursue and who to avoid. That being said, if you ever found yourself in a situation that is worth dying for… well I salute you brave soul and can tell you, you can do so without hesitation or fear stopping you.

Under Contract (200): Like the Overlords you can deal in souls- with a thought you are able to create magically binding contracts, a simple exchange, a favor for a favor and one of the most tempting favors for someone like you is a soul.

Once you fulfill your end of the bargain the soul of the poor sap is yours, and they're forever on your leash- this allows you to make them suffer at will as well as give them orders they are bound to obey… within the context of the original deal of course if you were unable to convince someone to sign up for complete slavery there may be a clever loophole or two in the terms of service like how Valentino was unable to force Angel Dust to obey him outside of the context of work.

However a mere pawn is far from the most valuable thing a Soul can give you- the more spirits that are tethered to you the more powerful you become a tiny fraction of the bound soul's innate power being added to yours.

Hellish Royalty (400): All Hail Jumper! You're a real hot shot down here aren't you? Well maybe if you're willing to throw your weight around more than your new sister- yep that's

right you are a member of the Morningstar Family and a Royal of Hell… though the innate power to match your sister's seems to be a bit… runty without a certain other perk.

Even still you are capable of incredible feats of Magic such as invoking the very fires of hell themself! Your power is sufficient to match lesser Overlords right off the bat and you will only grow greater with training- even in the pits of hell your star is bright indeed.

In future Jumps you may opt to insert yourself into other royal lines as a member. However you won't be getting any power from it.

Fallen (400): Hold on. You're not a sinner at all! Well I'll be damned you're a genuine bonafide Angel with all the natural advantages that implies. For details see the **Angel Physiology** Perk. Though you seem to have become slightly… inured to hell after spending so much time here, this forced inoculation has granted you a permanent resistance to your racial weaknesses from this Jump and a much easier time developing new resistances through exposure in future jumps.

You have also received a decent amount of Exorcist Training and would be able to contend with your basic kin on even grounds.

I know something you don't know~(400): Knowledge is a powerful thing. Powerful enough to create suffering in creation, let hell come into existence and run things on Earth and in Hell even now. So its good to be capable of finding out particularly sensitive knowledge. Fortunately you have such skills, able to easily extract secrets from all but the most skilled at hiding. At times you may even run into them on happenstance. What will you do with such leverage?

Out for Love (400): There are plenty of reasons to fight here. Some more powerful than others as a certain Fallen discovered.

You have the ability to choose a fuel source for your fighting- you can be Out for Blood or be Out for Love.

If you're Out for Blood you will neglect defense relying only on your body's natural durability as you fight like an Exorcist- the longer you pour yourself into this state during a fight the more lethal you become your attacks becoming more damaging and destructive. This however is a risky gamble as any equal opponent will find you quick work if they land a blow.

If on the other hand you're Out for Love you gain power to protect- both yourself and others. As you fight to protect in a defensive battle your abilities will gradually increase, your defense becoming more powerful and your counter attacks more devestating. Someone truly Out for Love could even stalemate or slay a truly superior opponent if fighting for the person they hold most dear.

Redemption (600): If Hell is forever then Heaven must be a lie! I mean look at the hypocritical stuck up dicks they have up there! So when Angels can fall, why can't a Demon rise? Now many sinners and even plenty of Angels don't expect this to even be possible but

you know different. When you actually make an effort to improve and feel genuine regret over mistakes, you will rapidly find yourself in positions to make amends. Put in the work during these opportunities and you will be forgiven by those you wronged. But the perhaps greatest use of this Perk is on the cosmic scale, as you are able to be absolved of your sins even in the eyes of arbiters and systems of such scales. Even retroactively you could be considered pure and of virtue with all the benefits that entails. Perhaps you can even get past those pearly gates. Wouldn't that be a surprise?

Lastly, if you are willing to support others endeavors to redeem themselves, they too can benefit from this Perk. I am sure Charlie would be delighted to have you work at her Hotel.

Tuned In (600): Looks like Vox and Alastor have a new rival to look out for.

You are able to create a 'program' that can be something like Alastor's Radio or something like a TV Show to give already existing examples. In any case you are able to bind other beings to your signal… if they make a deal giving you their souls of course. Once someone is caught in the Signal you are able to summon them at will, force them to obey you, and any other uses you may have for them. This Signal is an innate aspect of your being and will most likely express itself somewhat in your voice or powers- with training you'll be able to manifest 'parts' of your contracted slaves letting you make use of their abilities in the present without risking their destruction.

In addition the primary benefit of a signal in the first place is the ability to reach out right? You are able to use your broadcast to communicate with strange things from the outer darkness and they seem very willing to parlay with you indeed… in exchange for a tithe of flesh and souls the Great Tentacled Beasts of the Gnawing Dark and perhaps other Stranger Things can be drawn to your cause… be warned however from straying too far off the beaten path.

My Dream (600): You have a destiny you intend to fulfill. A goal to aspire to that you are willing to commit your life to it. And perhaps the world itself is in favor of it. You will find that the more you dedicate to your chosen dream and work for it, the more circumstances will align to help you. A powerful Overlord might take an interest, lucky coincidences piling up, unexpected allies on the other side seeing things your way. This can't replace hard work entirely but even the most unbelievable and foolish sounding dream is no longer impossible.

You're in My House Bitch! (600): What kind of fool challenges the King of Hell in Hell itself? You receive a noticeable boost to your fighting power when on your home turf, especially when it is against an invader you did not want to be here. For this you need to actually own the property or location in question. If you own a Hotel you would get this Boost inside or around it but unless you somehow own all of Hell you would not get that additional power anywhere else in the hellish realms.

Princess Of Hell (800): Dont let her kind heart and gentle demeanor fool you, Charlie Morningstar is one of the most powerful beings in all of Hell. Powerful enough that if she

were to try even Alastor would have to submit to her rule. With this Perk you can find out just how powerful you both truly are as you become Charlie's equal. You wield magic on caliber with that of the mightiest of demons, hellfire dancing to your whim and you could even throw around Adam if you put your mind to it. With some time and a lot of training you may even be able to rival Lucifer one day.

As a final note if this Perk is purchased alongside **Seraphim** you are Lucifer's equal in terms of raw power.

Angel

Angel Physiology (Free and Exclusive To Angels): If you are to enjoy your eternal reward you need to look and be the part. You are now one of the various Angels of Heaven, either natural born or a human soul who managed to pass into Heaven. Much like Sinners you have strong resistance to non holy means of attack and your body can come in a large diversity of forms, with an overarching theme of light pastel colors and celestial imagery. Wings and a Halo are for sure included as well.

However you are inherently, simply better than Sinners. Stronger, tougher, you know it.

Celestial Radiance (Free and Exclusive To Angels): Demons are lesser, mortal souls or even Angels unable to live up to their potential and the expectations of Heaven- it stands to reason that lesser beings fall more easily to righteous wrath.

Your magic burns away at their fell powers, in the most basic terms the more powerful you become the more effort and power a demon will need to expend to hurt you- and by the same token the more powerful your energy the less effort that will be needed to harm demons even those that could normally be considered your equals.

God Fearing (100): The Filthy Sinners will be taught their place… under your heavenly boot, the longer you are on top, unassailable in the eyes of others the farther the thought of fighting you will flee from their minds.

In other words if you did as the Exterminators did and assaulted Hell once a year every year without ever taking a injury in almost no time at all the Sinners would be filled with dread at the mere thought of fighting you- with all but those with the strongest wills choosing to lay down and die or run.

Spreading Joy (100): The key feature by which Heaven differs from Hell. Joy. Fun. Peace. There are no bad days here and someone like you may be the reason for that. Much like Emily you are great at spreading joy, uplifting the mood and bettering the day of anyone with your attitude and joy inducing mannerisms.

Divine Mercy (100): We don’t have hard days it’s fucking heaven! But now you can take some of that attitude with you even beyond the pearly gates themselves- you will always be able to remain motivated and cheerful even in the direst of straits, this is not self delusion it’s just the ability to always be the best version of yourself no matter how shit the world around you is.

Burden to Shoulder (100): How exactly can Heaven remain peaceful? What about the hard decisions? Someone has to make the tough calls for the good of all. You now have the necessary nerve and grit to make even heartless decisions with only a modicum of guilt. Just be careful you don't blind yourself to a better option.

The Original Dick (200): You dare call yourself that? Adam is the one who started everything on Earth, THE original man. Though you could certainly match his ‘achievements’. To start with you could always produce a healthy child with your partners. How else did you think

Earth got so full? Furthermore you have a natural ability to ‘start’ something. An idea you have for a problem may be genuinely considered, a family you start over time growing bigger and bigger. To see the true value of this Perks, thousands of years may have to pass but let it be guaranteed that your actions will always be remembered.

Judgment (200): This is what it all comes down to doesn't it? A final judgment on every human soul. You have a gut feeling for knowing just what the real character of someone is, getting a sense for how good or evil they are. But surely a sinner could be nothing but deserving of divine wrath… right?

Deus Faber (200): You’re special in more ways than even your Divine Ordainment would suggest Jumper… you’re able to create objects at will from Pure Angelic Power anything from a guitar to a spear- to a Guitar Spear like Adam’s it’s all yours for the making.

In addition anything you make out of this is genuine bona fide angelic material meaning it’s capable of killing Sinners and Angels alike.

If you have knowledge of some form of enchantment you can add it into the creation process letting you create it using this ability.

If you have **Pure Angelic Power** as well you can attune these items to those energy types as well.

275! (200): Heaven vs Hell is the epitome of Quality vs Quantity. It doesn't matter how many of the filthy sinners there are the more they send to fight you the more there are to kill.

Now numbers do not serve your enemies at all- against you one thousand opponents are the same as one the only way anyone will ever manage to defeat you is to have some method to beat you one on one whether it be Angelic Weapons or simple power.

You Think I’d Come Down There? (400): Absolutely not- why would you need to? You are able to astrally project your mind across vast distances and even to other dimensions should you have access to them normally- in this state you are essentially a hologram able to speak and be seen but unable to be touched.

You are able to exert a minor amount of energy to make yourself more real however allowing you to touch others regardless of not being there in person- it would require truly inordinate energy reserves to even consider fighting using this though.

Lots of Rules (400): Heaven has a great many rules and it would be easy to consider most of them absolute- and now so can you.

You are able to set rules for your territory and followers with a punishment of your choosing- this punishment will be carried out automatically provided the majority of those it applies to consider it fair.

The effects of your rules can be blunted somewhat if the victim is powerful enough or receives some form of special exemption- for example Lucifer violating a rule whose

punishment was death might instead be banished (assuming of course you aren't already much stronger than what this Jump offers.)

Gifted to be here (400): The Pearly Gates aren't for the Sinners to cross even those as strong as the First of the Fallen himself- now you are able to imbue the borders of your lands or those of your faction with a uncrossable property allowing you to bar access to any who don't meet the standards you set.

That isn't to say that it's impossible to break in against your will however it would require incredible effort even for someone like Lucifer to cross without your consent and you will instantly know when the barrier is broken.

Lucifer's little Hottie (400): Maybe you ended up in really awful situations, betrayed and cast out by your supposed allies and left to bleed out. But when you are in such a situation, things are about to look up for you. As long as you are 'left to die' you will be found by a kind soul who will help you get back to Health. They're not just anyone either, usually some sort of powerful or known figure, roughly akin to Charlie in this Jump. If you want you can quickly find yourself forming a friendship with them… perhaps even more?

The Dick Master (600): What can these stupid cunts hope to do against the original? You're the main man, their entire life comes from your nuts! In essence this makes it so that your descendants, your creations, all the potential childrens and grandchildrens you may have will always be inferior to you in power. In a fight it is all but guaranteed you could wipe the floor with them.

But of course they are- after all you're already the pinnacle of your species after all, now you are the strongest it is possible to be for any being on your 'tier' within this Jump- if you're a Sinner or a Virtuous Soul you have attained the maximum potential of a Human Soul becoming as strong as Adam.

If you're a higher class of being yourself you can have even greater power, a Seraphim being even greater than Sera herself.

Divine Conspiracy (600): In Hell the exterminations ordered by Heaven are a simple fact of life. In Heaven however no one save for the exorcists and Sera knows the secret painstakingly kept. You could pull such a conspiracy off as well, able to hide truths and facts or even entire nations affecting events from the populace and leadership. Evidence to your deeds disappears and short of someone shouting the truth out in front of all the leaders, no one will ever know. Something that should be made at least somewhat unlikely by there being a silent agreement with your co-conspirators to not publicly ramble about it.

Pure Angelic Power! (600): Do you know how the Angels gained their fundamental advantages against the Demons? No one does and with God being perhaps the only one truly able to explain it falls to us to offer a potential explanation.

You are able to gradually ‘tune’ the energies you have access to with practice and experimentation. This allows you to focus them on anything from a species to an umbrella class of entity like Demons, a process that generally takes about six months. After this time your energies will have one of two ‘frequencies’ to them. Either a positive or a negative one.

If you have chosen your energy to be negative towards a chosen group it will become toxic to those beings, akin to a grave weakness they possess. Your attacks against them will become stronger, your power will sunder their shields with ease and even their greatest attacks will find it challenging to find purchase as your raw might rejects them.

If you have chosen your energy to be positive towards a certain group however being in contact with it will be far more beneficial. This renders powers like healing or protection magic more useful when used on a selected target.

You may have one positive and one negative frequency to your energies at any time. If desired you can change frequencies by simply retuning them over the course of another six months.

Virtuous (600): Do you want to know a secret? Not even the highest of Angels know what gets a Soul into Heaven. They simply acknowledge that a Soul must have deserved eternal Paradise when it appears in front of them. Now it seems that such systems simply adore you, as you are always considered good or worthy by them. This applies to anything, from locations to judges to artifacts testing for such things. Losing such virtue or worthiness is furthermore impossible.

Seraphim (800): Oh Holy of Holies! Glory to the Heavenly Host for a new Seraphim has emerged! Your Holy Powers are incredible, unrivaled by any exorcist. In essence you are a match for Emily, with the potential to match Sera one of these days.

As a final note if this Perk is purchased alongside **Princess of Hell** you are Lucifer's equal in terms of raw power.

Items

Main Weapon (100): Always best to be able to defend yourself right? And hell isnt known for being ‘welcoming’, ‘safe’ or ‘friendly’. So have some way to stay safe here now. You possess one kind of weapon, though inferior to heavenly steel or the like, it is reliable, self repairing and replenishing in case it requires ammo. Melee weapons like spears and swords, ranged weapons like guns but also explosive small handheld bombs are available here.

Minions (100): A collection of adorable egg-like minions who do your bidding for you albeit with questionable competence. With this item you will be given five egg bois a year which can grow into a large force if they aren’t massacred somehow- if the number ever falls below five they will be replaced until they reach that threshold as soon as you sleep.

Golden Instrument (100): Did you go down to Georgia? You are in possession of any one kind of musical instrument, made out of pure gold. You can summon it to your side at will and your ability to play it will be rivaling the greatest of musicians.

Countdown Clock (200): Because who doesn’t like the occasional reminder of their imminent and inevitable doom? In this world this clock tunes to the Extermination Schedule and will reflect the time remaining before the Heavenly Hosts descend to hell for cleansing again. In Future Jumps it will instead tune to other apocalyptic events, allowing you to know exactly when the next great catastrophe will happen. Not necessarily what it may be though, unless it is something regular and well documented.

Consent (200): A pretty good name for a Sex Club isnt it? You are now the proud owner of the finest establishment for sex and partying this side of hell. Within people are bound to have a good time, maybe literally depending on what you allow in the backrooms. Especially because in here no one can do anything against someone else, against their will. Consent isn't just a good name after all. The Club will fetch you a nice profit as well.

Razzle & Dazzle (200): What a cute pair of small demons! Much like Charlie, you too received an adorable duo of demonic, plushie looking like servants. They will obediently do whatever you ask of them and are even able to transform into a larger form.

Angelic Steel (400): Angelic Steel is the single most sought after substance in all of hell and can be the deciding factor in any disputes. Why? Simple. It is the one thing that can kill a SInner for good. Usually a sinner could be squished and beaten but they would simply regenerate. Not so when killed with this material. It’s capable of killing Sinners, Demons and even Angels, negating immortality and even fast healing individuals will take longer than usual to recover if wounded by it. You receive a small crate of the material every month.

Angelic Weapon (400): Why bother with the Steel if you can simply have a proper Angelic Weapon? You can receive one weapon of any kind you desire, be it a melee weapon or even a gun. This weapon now has all the benefits of Angelic Steel and scales to your own individual power, always a potent option in any fight.

VoxTek (400): Is there a more devilish and sinful thing than making money? Perhaps but even in Hell business needs to be done and now you're going to be at the forefront. You are the owner of a company, specialized in a branche of your choice. It will have a dominant position in whatever it specializes in, bordering on a monopoly if no comparable rivals are present. Whatever products you want to assign to it, like say electronic devices, will be of hgh quality for the Jumps standards and have a fully stocked R&D department that you are free to work with. Profits will be guaranteed, even without your active intervention.

Whatever your company can make does have one more usage however. If you also bought Tuned In you can teleport yourself through the various appliances associated with it. You can also always teleport your way back to your hideout even if you haven't spread or created any devices.

Leashed Overlord (600): Don't let the bravado and sheer power fool you, some people around here in spite of their might and fearsome reputation, still are stuck in a deal. Still have a leash around their neck. And now you can be the one holding the Leash.

This Item takes the form of an unbreakable deal with a major individual of the Jumps setting. This individual has considerable power and influence, but for one reason or another is stuck obeying your will.

There are some things to consider. For starters this will never be the one at the top of the food chain, only someone of considerable power. Let us take this Jump for example: You could use this Item on Alastor or one of the V's but not on Charlie, Lucifer, Adam or someone above them in station.

How they feel about the deal is up to your choice. They might hate every minute and would do anything to get out of the deal, or they might actually be pretty content with it.

Hazbin Hotel (600): Is Charlie getting competition now? She'd probably be happy to see someone else share her ideas and make their own Hazbin Hotel. And that is exactly what you did with this Item, being the proud owner of your own Sinner redeeming Hotel. It comes stacked with all amenities you may need and a self replenishing supply of food and water. Plumbing and electricity are of course included. It comes with a staff of followers that keep it clean and functioning in your absence. Should it be destroyed by your enemies, it will within 24 hours repair itself and be even greater as a result.

But of course the most important aspect of this Item is the goal of redemption. Its existence will quickly become common knowledge in any world you enter. Those seeking redemption or even just having the capacity too will seek you out. Some may do so just for the free room or to spy on someone but that won't stop them from being affected by the Hotel and yourself. Because in here, anything with the goal of getting to know someone better or helping them overcome some personal issues will be amplified noticeably. Redemption is possible here, if the guest in question really tries even on a cosmic and metaphysical level.

As a final note, any guest of the Hotel may become a follower or be made into a companion at your choice.

Synergizes incredible well with Perks like **Redemption**.

Slice of Hell/Heaven (800): Quite ambitious aren't we? Having many plans and dreams in store for an entire dimension to call your own? Within your possession is a small dimensional plane, roughly the size of a city block to begin with, that is under your jurisdiction. You can use it to store Souls you have claim to or collect and it starts with a few dozen weak souls already inside. Additionally any property you own now counts as part of your personal Hell/Heaven.

There is one final benefit to this property. Maybe you noticed that the musical numbers of Adam, Charlie and Lucifer are particularly incredible. Interestingly this is only in Heavens embassy on Hell for the former or Hell itself for the later two respectively. You now have a certain control over the reality inside of your properties, able to say make entire environments on a whim. With lots of practice and the more powerful you become the more this will be potent though affecting those beyond you even inside of here is still a fool's errand.

You can freely decide where your Hell/Heaven is located, if it is attached to your Warehouse or a place in the Jumps cosmology.

Sinner Items

Rubber Ducks (100): With a seal of approval from the ultimate Bad Boy Lucifer himself! A neverending collection of finely crafted Rubber Ducks. Dome of them breathe fire, others do backflips but they are all very nice ducks. Just summon one to you at will.

Drug Supply (200): Your home is literally hell what's the point of being uptight now? People do drugs here and you're immortal so they won't do you any harm- comes in all the possible varieties and is infinite.

Trident (300/Undiscounted/Restricted to Devils): Ah yes the Trident. Has there ever been a more iconic sign of demonic power? Even Charlie herself wields one. Your now the proud owner of your own Demonic Fork. It allows you to easily channel your Demonic Powers through it and serves as a decent multiplier for any such arts.

Cannibal Town (400): A charming village populated by very polite cannibals. This sentence may seem like an Oxymoron but there is hardly a more peaceful corner to be found in hell, violent conflicts unseen here. The cannibals are capable fighters, who are eternally loyal to you. And I suppose if you have a taste for it there is a replenishing shop with human meat?

Fruit of Knowledge (600): The very thing that allowed Sinners to become Sinners. The one thing embodying Lucifers dream and his greatest regret. This is the very same Apple Lucifer and Lilith once gave to Eve. Anyone who eats from this always replenishing Apple will be given free will, unbound by any supernaturally enforced ways to suppress their own ability to make decisions, a trait inherited by any descendants they may have or gain.

That being said you should be careful about who you give one such Apple to, as they could also choose to be evil. In fact you could actively create a Realm like Hell where all the Souls of beings who fail to life up to your standards end up.

Angel Items

Infinite Ribs (100): Adams personal favourite you'll love it! At your whim you can summon a plate of steamy and delicious ribs, grilled to perfection. There is no better meat to be found in all of Heaven. Do feel free to share, you will never run out.

Gatekeeper (200): Every place needs a bouncer. This friendly individual can give St. Peter a run for his money. They will dutifully watch over any of your properties and entrances, always having with them a Book that explicitly lists who is and is not allowed entrance. Deception and trickery they can see through immediately and no one enters the thing you assign them to without them knowing.

Halo (300/Undiscounted/Restricted to Angels): A shining Halo above the Head. That is how you recognize a true Angel. A symbol of all that is good and of terrifying divine power. As An Angel you probably have one by default but this one is worth every bit of CP. It is in a sense the holy equivalent of the Trident, allowing you to easier channel your holy powers and multiplying them by a decent degree.

Judgement Hall (400): Heaven is not just for good times. On occasion judgement needs to be passed and this is the ideal stage for such acts. Any judicial decision made in this court will be considered absolute by any authority and even the losers will have to accept the decisions. Warning: this does not guarantee that they will go peacefully but any authority figure and individual will consider what happened in this Hall fair and just.

Dust of Earth (600): After the creation of Earth, the angels gave life to the first members of humankind. Adam and Lilith. How miraculous that such a ast species can be made from simple dirt and grime. Within your hand is dust that has similar properties, a small bundle of it to be used at your leisure. There is enough to bring into existence up to three living creations ex nihilo (in case one of them ends up running off with a rebellious dreamer). They will have their own soul and can be anything that you have the power to make. What will you introduce into the vast cosmos?

Companions

Check into the Jump (50): You may import one of your existing companions with 600 CP to spend as they choose but they cannot take companions. If you wish to make things more interesting their origin may be determined by their morality in which case they wouldn't have to pay to be a Angel if they earned it.

Check out onto the Chain (Free/50): If anybody here caught your interest and they agree to travel with you they may travel with you. For the small surcharge of 50 CP you can even guarantee that one individual around here will want to come with you.

OC Companions

None of the following Companions exist in this Jump unless taken here.

Angelic Idealist (200)(Discount: Angel): A mortal soul who earned entrance to Heaven with her pious devotion and good conduct- this girl was inspired to continue the fight against evil even in the afterlife voluntarily joining the Exorcists after stumbling upon a meeting.

She quickly mastered their techniques and was a notedly promising candidate- Adam himself commending her for being 'almost as deadly as her tits are huge' however deep down she is a truly kind girl and her faith in the cause has been deeply shaken by the recent extermination her innocent personality struggling to rationalize the truth of Heaven's atrocities.

In times like these it's safe to say she needs a friend.

Zealous Rebel (200/Discount for Angel): This pious warrior was a figure of great renown many… many years ago in the country of Japan. Trying to lead the Christians up against Tyranical Lords, his ambitions sadly ended in death and failure. Even centuries after his death and being accepted into Heaven for his deeds with open arms, his trauma gnaws at him. In an attempt to strike against injustices somehow he became an Exorcist, one of the most lethal around with even Lute impressed by his ferocity.

He can be a good friend but it is undeniable that his past never stopped weighing on him. Maybe he too can use some redemption?

He Who Watches The Gate (200/Discount For Angel): An Ancient Angel one of the oldest of them all, and the second to be cast out of paradise.

His Name is Uriel- the Archangel of repentance and the guardian of the Gates of Eden, and his punishment for failing to protect the Garden from Lucifer's malfeasance is to guard the Gates for the rest of time unable to return to his heavenly home.

Uriel does truly repent for his failure, viewing himself as to blame in part for all of humanity's failings and throws himself into his punishment zealously. He wields a massive sword of fire instead of Angelic Steel but otherwise looks like a Exorcist albeit a tall one.

His regret regarding Lucifer is mostly based on his belief that Humans would have been better off without Free Will and his compassion for them, if you are able to convince him that there is still a way to help humanity and redeem them in his eyes he will follow you eagerly.

Bloody Fiend (200/Discount for Sinner): A rash, loud and aggressive woman of a devil. This girl landed in the Pride Circle not too long ago, rambling about cats of all things. And really she herself could be compared to a cat in mannerisms too, though with her selfish nature perhaps more towards the unsavory cliches attributed to felines. There is no one she really is loyal too… unless you actually get to know her and put the effort in, at which point you could see a wholly new side of her.

Hell being as dangerous as it is, there is a chance she could get in hot water with an Overlord, but at least in a straight up fight she has little to worry about, having great blood manipulation powers.

Martial Devil (200/Discount for Sinner): This purple skinned Devil has not been dead for long and yet managed to reach infamy in the Pride Circle. The corrupt CEO of a company with great influence in world affairs, his family life might be among the worst you could possibly encounter, yes even in literal Hell. Having claimed the company after killing his father and himself being killed in a duel with his own son, he considers his stay in Hell a new opportunity to build up an Empire already intent on claiming his own spot as an Overlord. The newfound powers as a Devil, in particular being able to emit lightning, fly and shoot lasers, are but a means to an end. The end itself being to live his life how he wants to.

Naturally the exterminations are endlessly frustrating to him and he would go up against Adam himself if he stood in his way. Considering that even in his mortal life he was among the most lethal martial artists on the Planet and he got his hands on Gauntlets and Boots made of Angelic Steel, the body count of Excorcists might have been bigger than 1 if he had been there for the last extermination.

A Scarlet Sinner (200)(Discount: Sinner): A surprisingly human looking denizen of Hell, this woman who goes by the name of Scarlet seemingly is identical to her appearance when she was alive… most of the time her true form is a swirling red power that coalesces into the form of a wolf when she lets it run wild, her more… palatable form being little more than a skin suit.

She can also shape this energy with surprising precision using it to form weapons- her favorite being a scythe.

Scarlet sadly has lost her memory almost completely having little more than vague impressions regarding her previous life. If you were willing to help her discover *why* she was sent to hell she would certainly be grateful.

Drawbacks

Language! (+100): So vulgar. People swear so much around here someone ought to scrub their mouths with soap. This drawback can manifest in one of two ways. One is that you compulsively find yourself swearing. You cant go two or three sentences with saying at least fuck.

On the other hand you can go the other route, forced to NEVER swear in any way and speaking in an overall very subdued or overall overbearingly polite way. Either is guaranteed to annoy you and/or someone around you, depending on where you are.

Fuck You! You Old Bitch! (+100): It's not just Susan I'm afraid. Somehow, whenever you want to say something important, you will be interrupted. Getting attention through the nigh constant chorus of boos will be a challenge as well as be a challenge for your nerves. It may not happen literally every time… but often enough.

Violence and Chaos to your Doorstep (+100): Hell is a chaotic place and you're hard pressed to find peace. In particular it seems like Chaos and all kinds of messes and troubles just follow you around, waiting to drag you into them. Even in Heaven you may not be spared, though it could take a different kind of mischief.

Chill jumper Fuck (+100/+300 for Sinners): Its a special kind of demented that makes Adam want you to chill out. You really hate Sinners or Angels depending on your Origin. This leads to you holding back against them in fights out of a desire to make them suffer, as well as causing tunnel vision when faced with the objects of your hatred.

Sinners get more points for this option due to the power disparity.

Just like Lucifer (+200/Exclusive for Angels): Yet another soul cast out of Paradise. Your Location is now set to Hell, you are forbidden from entering Heaven and your holy powers are notably reduced.

Mean Rich Girl (+200/+400): It seems you have a rival Jumper. You may not have seen her yet but much like Charlie has one with Helsa von Eldritch, you have a decently powerful individual who you constantly seem to end up in trouble with and you never seem to be able to get rid of them until the Jump is over. At least there is no real danger involved and they aren't out to kill you or anything. Unless you take this Drawback for +400 CP in which case they will eventually try to kill you.

Im going to Fuck You! (+200): Its fuck you up Jumper, no you fully meant the first thing- much like the Father of Mankind you find it difficult to keep it in your pants even flirting with your enemies or beings able to kill you with only moderate effort- to make matters worse your Game has plummeted to critical levels to the point you could even strike out with the aforementioned Father of Humanity.

This *WILL* cause you problems, it's only a matter of when.

Take That Depression! (+200): Not as if there is a lack of reasons to be depressed. Just ask the great King of Hell himself. Your feelings of depression and sadness are rivaling his in intensity, perhaps estranged from your loved ones, unable to communicate or having your dreams crushed. I do hope you can get through this but it will be a long and difficult journey.

Vile and Blasphemous (+200): How in the world did that happen? Where you nursed back to health like Vaggie was by a friendly demon? In any case Vaggie and Charlie are not the only Demon/Angel couple around. You have found what is essentially your perfect partner. They complete you in ways you didnt expect. The problem should be obvious though. Your cosmically speaking completely incompatible, or at least meant to be. Most people on both sides arent accepting and some may try to kill you both if this is revealed. Not to mention the difficulty of keeping up a long distance relationship between Heaven and Hell. That might get fixed if the Demon ascends or the Angel falls… but there is still the whole other issue of people not approving. If you both survive you can take them as a companion for free.

Drowning in Poison (+400): Angel Dust is one of the first souls who entered the Hazbin Hotel. And his situation is one of the most tricky. Though you may not have sold your soul literally, you are left addicted to the most toxic of feelings, a powerful demon who is as vile as Valentino provides. Even if you recognize you need to stop, you may only end up digging yourself a different kind of self destructive hole.

What just happened? (+400): Ffffuck. There is a good reason why Pride is a Sin. You didn't seem to get the memo however. You are almost suicidally confident in your abilities, picking a fight with the strongest guys around and not taking it seriously until you are left shocked at how close you came to your death.

Radio killed the Jumpchain Star (+400/+600): Alastor has received just the funniest news of all time. That somewhere around here is a person who has access to so many realities beyond this one. So many worlds to listen to his broadcast and be amused by. He has become hellbent on trying to wrap you into a deal, so you may surrender your chain to him. He is surprisingly competent, knows of your past regrets and character shortcomings and if killed always seems to make a comeback, on top of being one of the more powerful Overlords in hell. That being said he is not all powerful and even he has limits of what he can subject you to.

However if you take this for +600 CP it is guaranteed that you will truly suffer as a ploy to make you surrender your chain. You, your loved ones… at some point making a deal with Alastor may seem like the only way to make it end. You will also forget you took this drawback.

Loser Baby (+600): You bartered your soul away to a being at least as bad as Alastor or Valentino a capricious spirit who will use and abuse you as you see fit for your entire time here with these points as your payment- the only way you could feasibly get free from the absolute power they have over you is if they decide to be generous, or if they suffer a… accident on Extermination Day.

Hell Is Forever, The Chain Is Not (+800/Exclusive For Sinner Origin): You have been judged Jumper and your Benefactor has found you wanting- for the duration of your time here you have been condemned to Hell for your every transgression.

The only way out? To be redeemed, to find atonement and healing from all the evil you've done- should you fail? Your chain is over and you'll spend the rest of your existence here.

Your Judge will be Charlie who will know all your sins from all across your chain. If she determines at the end of your time here that you deserve to continue you will if she does not… well you know what will happen.

If you choose you can make your Judge the Seraphim Emily instead with the same conditions.

Scenarios

Rage Against the Heavens (Exclusive for Sinners):

The Angels of Heaven, in their little cushy paradise, never waste an opportunity to show off their power to the ever increasing demonic hordes. Why wouldn't they? Since they are so much better? Or is it that they are scared? Terrified that Hell will overrun and ruin their pathetic utopia if they aren't constantly culled?

Maybe they should have a reason to be afraid.

Your task is to overthrow Heaven itself. The perhaps most challenging task you could hope to undertake, rebelling and needing to win against the ultimate cosmic authority.

If it is any consolation, there is no word anywhere on the capital G God actually existing in this iteration of Heaven so you don't need to defeat an Omnipotent being. But it is still Heaven. By virtue of being divine they are superior to demons like you and they have kept their Order for as long as humanity itself existed. But they never dealt with someone like you before.

It matters little how you do it. Just that you end this Jump being the reason why Heaven is under Hell's heel. Kill, corrupt, deceive, destroy and desecrate, going up against all the Exorcists, the goody two shoes Virtuous and Seraphs like Sera… until you reign victorious.

Reward: For managing the impossible you first shall receive the spoils of your Victory. **Heaven and Hell** alike will follow you as your personal dimensions on your chain, them and its people completely under your control.

In addition to that you receive the Perk **Desecration**. Your hellish powers and energies work like anathema to any Holy and good forces. It will strike them as their true weakness, bypassing any defense as their own Holy powers are effectively useless on you. Any technique, be it merely destructive or corruptive, of demonic nature is going to be any holy entities bane.

When Hell is Empty (Exclusive for Angels):

What an utter eyesore Hell has been. Since the first dawn upon creation this realm by virtue of existing spits in the face of all Heaven and Earth, reminding them of its presence. The Sinners are little better, having blown their shot.

Maybe they deserve even worse than this pitiful existence.

Your Task is to kill your way through the Pride Circle. Kill every. Single. Sinner. You may think this is easy but consider, the Angelic Steel you have in your hands is anathema to your kind too and will become known the instant you start this scenario. Though weak to your holy light, Hell is still filled with powerful individuals like the Overlords and you can't always rely on the backup of your angelic cohorts and exorcists. Soon Hell will assemble an army of Sinners to stand against you… at the front of which will be Charlie Morningstar. She will not allow you to erase all of her family and realize her true potential in response to the threat you pose. She doesn't fight to destroy Heaven, just to save her people and should she fall? Congratulations you just angered Lucifer, the most powerful being in all of Hell and one of the most powerful in all of creation. And when he gets serious? You might actually find him mobilizing all the other circles of Hell as well and all its legions and demons like the Ars Goetia.

A tall order for the greatest of exorcists. Smite, annihilate, murder obliterate and exterminate until no Sinner is left.

Reward: At last your work is done and your blade can rest. With Hell cleansed of the Sinners you may take the **Hellish Waste** with you on your chain. Nothing but a dead and deserted plain. There is no much use for it beyond bragging rights but in case you want to quench your bloodlust you can use it as an Arena, resummon the souls of those you've slain to battle once again for your entertainment.

You also receive the Perk **Hell Slayer**. The downfall of Hell is proof of just how superior you are to them. Your very presence, your every technique and attack, is all the more potent against all that is demonic, multiplied in potency.

Check Out into Heaven (Exclusive for Sinners):

Ultimately something all of Charlie's hopes and dreams depend on. That it is conceivable and possible for a demon to become an angel and join the others in the heavenly realm. A notion that even by the Seraphim is considered impossible. Maybe they need someone to prove them wrong. Someone like you?

Your task is a simple yet complicated one. Find a way to Ascend to Heaven and prove Charlie right. That even a long condemned Sinner can be redeemed. This is going to be a challenge one way or another. There is a reason for why you ended up this way after all isn't there? And definitely a reason why in the history of humanity no sinner ever accomplished this.

You will need to work on yourself, on your own flaws, regrets, mistakes… whatever may have stopped you the first time. By the end of this Jump your efforts must have borne fruit and you yourself become a better person for it.

In case it needs to be said, any Perks that could make this Instant like Virtuous are deactivated and you actually need to work on some flaw of yours. No cheating the pearly gates Jumper.

Reward: Now look at you! Trading Brimstone and Fire for Clouds and light. You did good Jumper, proving your inherent goodness to the cosmos at large. No doubt the moment you succeed in this a LOT of people will be shocked on all sides but you can worry about that after getting your reward. You gain the Perks **Angel Physiology** and **Celestial Radiance** as well as 600 CP to be used exclusively on Angel Perks and Items, discounts counting.

In addition you receive the exclusive Perk **Pardon from an Exorcists Blade** that makes it so you give off an Aura that redemption is possible. Even the most puritanical or idiotic Seraphim would be forced to admit that redemption is an option for the most wretched of souls thanks to your existence.

Fulfill your Destiny (Available to both Origins):

Charlie Morningstar has a particularly impressive ambition, wanting to save her people and give them passage into Paradise. The fact she hasn't given up yet is the most impressive thing of all, considering just how much is against her. She surely could use a hand and luckily for her, you took this Scenario.

Your Task is to make the Hazbin Hotel an actual recognized and valid institution for Hell and Heaven alike. Just being recognized won't be enough however, even if that alone could take a lot of effort. You must also fit a certain quota of redemptions until you can end the Jump, roughly 10% of all Sinners entering Hell yearly. Surprised the number is so low? Do remember that this is still Hell. Some people here can't, won't or don't deserve to change.

Reward: First of, the **Hazbin Hotel** as described in the Item section will be yours. If you paid for it already you will instead get a refund of the CP you paid. But why stop at a single Hotel when you can instead have an entire **Hazbin Hotel Chain**? The Hazbin Hotel as a concept follows you on your chain and you'll find other rehabilitation hotels opening in any jumps you visit. You'll find they work more often than they should too, changing lives and souls left and right. As founder you're entitled to 10% of the generous donations given to these hotels if you want to take it.

Finally your sheer success in redemption has affected your being in the form of the Perk **The Great Redeemer**. Your very Aura and presence makes people better, just passively being inside of a city causing changes. And if you actually try to help them be better people? Who knows just who you could redeem.

First Man (Available To Both Origins):

One of the biggest hurdles in Charlie's mission to save all the human sinners was, of all things, the first Man Adam himself. Acting like a Frat Boy and considering the annihilation of his own kin entertainment, he serves as an example of just what can be wrong with Heaven itself. If things proceed as they should, he would end up dead, killed by Nifty with a Angelic Steel Knife of all things.

But this time around things will be a little different. Adam is still going to die but instead of being gone for good, somehow, perhaps due to his nature as the original man, will become a Sinner. And from there on you have a mission. After all this whole story is all about Redemption.

You need to redeem Adam and make it so he truly earns his wings and halo back, feels remorse for the lives he slaughtered, realizes why it was wrong and ultimately wants to change. Now he doesn't need to be Records of Ragnarok Adam or anything like that but he at least shouldnt take joy in killing his descendants infinite times removed.

Reward: If you made the father of mankind live up to his name, your first reward will obviously be your **Father** himself. Adam will as a free companion come along on your chain. Perhaps he will be curious what his ‘children’ in other worlds are up to. Should Lute be willing, she may also come along, the two of them having a particularly close bond.

On top of that you can consider yourself spiritually adopted by the father of mankind with the Perk **The Eldest**. You get stronger as you age now and have from now on the option to be one of the first of your race in any future jumps for any race you are applicable of. Also comes with the added benefit of your siblings viewing you as an Older Sibling of sorts.

Choice

And another 10 years have come to an end. Now, if you managed to avoid dying a second permanent death, what to do now?

Go Home: Gotten homesick have we? No shame in that. You may go to your original world with all you have gained and my thanks for the journey.

Stay: Maybe you just grew to like the afterlife offered here too much? Understandable all the same. You will stay in this Jump with all you have gained. Your affairs in other worlds will be set in order. Enjoy and have my thanks.

Move On: The usual than? Very well then let's depart onto the next Jump.

Notes

-The OC Companions are based on Irina Shido (Highschool DxD), Amakusa Shiro (Fate), The Gate Guardian (SCP), Power (Chainsaw Man), Kazuya Mishima (Tekken) and Scarlet (I'm the Grim Reaper).