

KPOP DEMON HUNTERS

The Jump

v1.0

by Arionix

When they aren't selling out stadiums, Kpop superstars Rumi, Mira and Zoey use their secret identities as badass demon hunters to protect their fans from an ever-present supernatural threat. Together, they must face their biggest enemy yet – an irresistible rival boy band of demons in disguise. At least, that's how the story goes.

But what happens next? What happened before? And what can you do here to take it all off the rails?

Take **1000 Kpop Points** for the choices you'll make and the life you'll live. You start on the last day of the Huntr/x World Tour.

Starting Location

*You may freely choose where to start. However, you may pay **50 KP** to roll a **1d6** to determine otherwise.*

1. Downtown Seoul

Welcome to Seoul's city centre and central business centre. Enjoy its sights, the Kpop concerts and be wary of the occasional demon attacks.

2. Huntr/x Tower

The Huntr/x, Kpop stars and demon hunters in one, live in this mighty tower. While you won't appear inside – they've probably got security – you'll be dropped close enough.

3. The Subway

A subway line that snakes through the city. You'll be dropped at one of its many stations with a single use ticket.

4. Naksan Park

A relatively peaceful part of Seoul and a park on Naksan. Enjoy all those nice views you'll get from here.

5. A Quiet Village

A quiet village some distance away from Seoul. Not much happens here, so it's a nice, relaxing place. It rarely gets attacked by demons, and when it is, those attacks are quickly snuffed out.

6. Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You are free to pick your gender and age, as long as it's reasonable.

Species

Human [Free]

A regular human in a world that faces demon attacks. While you probably will be sought after as prey by demons, at least you'll make do.

Demon [100 KP]

As a denizen of the abyss, you've spent most of your existence there. You might have had a past at some point, but these memories only serve as ammunition for the demon king, Gwi-ma.

Half-Demon [200 KP]

Rarely, a human and a demon may fall for one another. A half-demon is born in this case, with certain benefits over their parents' races at the cost of being ostracized by both.

Origin

Any origin may be taken as a Drop-In option i.e. without documentation and history. For a truly unattached start, choose Bystander.

Bystander [Free]

You have no care for the conflict that is about to start, or you just want to do whatever without any strings attached.

Demon Hunter [100 KP]

"We are hunters, voices strong
Slaying demons with our song
Fix the world and make it right
When darkness finally meets the light"

You have spent your life training to kill demons. While it's traditional to fight demons as a trio, no one said you couldn't go alone.

Gwi-ma's Servant [100 KP]

Gwi-ma, the demon king, is never short of servants. You too are one such person, though the reason why you serve him is only known to you.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Music Album [Free]

Gives you a music album which comes with the Huntr/x and Saja Boys' entire discography. These songs can only be heard by you (and your warehouse companions) until the end of the jump and play during certain moments as background music.

This can be toggled on or off, of course.

Kpop Star [100 KP]

You are a star when it comes to Kpop. The music, the lyrics, the choreography, it all comes naturally to you. Starting and managing your fanbase on the other hand, that will take some work.

Additionally, you can sing perfectly while doing other activities, like running, fighting and the like.

Management [200 KP]

Or you may choose to apply as a manager. This perk gives you the ability to perfectly manage the people you're in charge of. This does not give you any psychic power over them, but you are more empathetic to them and gain a feeling for what they need. The people you're managing also tend to learn and perform more efficiently.

Rule of Cool [400 KP]

You can be forgiven for things as long as they look cool. Jumping off a crashing plane to land on a stage will barely give you a scratch if you stick the landing, but tripping on a banana peel and falling will still hurt.

Species – Human

All Hard Work [100 KP | Discounted for Human and Half-Demon]

To be human is to err, but we make up for that in hard work. Any practice you do is twice as efficient, leading to better results. While you won't be able to pull constant all-nighters, with this perk you can practice without fatigue for a few days at least.

Unwanted Soul [200 KP | Discounted for Human]

The demons desire one thing, and one thing only: the souls that exist within humans. This perk makes your soul, the very essence of your being, repugnant to demons and those who'd want to steal your soul.

Sound Mind [400 KP | Discounted for Human and Half-Demon]

Despite all that happens, we have gone through darkness at least once. This darkness leaves scars upon the mind, scars which can be taken advantage of by Gwi-ma, the Demon King. This perk fortifies your mind, making it hard if not impossible to be taken advantage of by forces who would use your trauma and misery against you.

The Voice [600 KP | Discounted for Human]

Since long ago, demons have haunted our world, stealing souls and channeling their strength back to their king, Gwi-ma. Until heroes, blessed with their voice, rose to protect humans. This perk gives your singing voice the ability to drive back the darkness, create barriers and summon and store items. You choose where the items are summoned from and stored. Summoned items can be made to return to where you found them by throwing them away.

Species – Demon

Illusions [100 KP | Free and Mandatory for Demon]

There are many signs that can be used to tell a demon from a human; Their horns, their eyes, their teeth. But the greatest sign of a demon is the pattern that runs across their skin. This perk enables you to perfectly disguise yourself as any humanoid form. Just know that demon hunters, or those with enough spiritual strength, may be able to see your patterns. This disguise can also be easily dispelled.

Sneak Around [200 KP | Discounted for Demon and Half-Demon]

The humans here are plentiful, and it is only natural that you have learned to sneak up on your prey. Your footsteps make no sound, your breathing doesn't disturb the air and your movements are smooth. It is quite easy to sneak up behind someone without them noticing.

Demon Biology [400 KP | Free and Mandatory for Demon]

Despite the variety in which they appear, all demons share the same biological qualities; You are a being lacking in blood and organs, letting you teleport in a flash. Your strength outclasses that of normal humans, and you have sharp fangs and claws for maximizing violence. Naturally, you are able to consume souls.

You also gain an instinct for fighting using your claws and fangs.

Barrier Breaker [600 KP | Discounted for Demon and Half-Demon]

The Honmoon is a grand barrier that separates the demon realm from that of humans; It is the one thing preventing an invasion into the human world like in the days of old. This perk allows you to bypass this issue:

You can tear through barriers of all kinds, but this is more efficient on those created through magic. These tears do repair, but can be kept open for long enough for your companions to come through.

Species – Half-Demon

Half-demons stand at the middle to two forces, and therefore, work a little differently compared to the two species present above.

Half-Demon Biology [Free → 200 KP | Mandatory for Half-Demon | Exclusive]

You stand in the middle of being human and demon, and that has come with certain challenges and benefits. For one, your physical attributes are naturally near the peak for humans, but patterns cover your skin, ever growing with your shame and misery.

Speaking of your shame and misery, it may be kept in balance. Too little, and the more human you become, boosting your human-based perks (if you've bought them) until they

match their power if they were bought by a human at the cost of your demon-based perks. The alternative is also true; The more shame and misery you feel, the more demonic you become, weakening your human-based perks and boosting your demon-based ones.

By default, your human-based and demon-based perks work at 50%, letting you proceed in either direction.

For **200 KP**, you may keep this perk for future jumps, letting you use two powers, abilities, magic systems, etc at once at 70%. You may change them by $\pm 30\%$ based on what you favor. One rises and the other falls.

Keeping it all down [200 KP | Discounted for Half-Demon]

Being a half-demon meant you had to hide; Both your patterns and your heritage. This perk enables you to hide your race-based features (like the demon's patterns) behind simple excuses such as tattoos. This perk also makes you much better at lying and generally helps with hiding who you are.

Origin – Bystander

I'm Your Biggest Fan [100 KP | Discounted for Bystander]

Since you're uninterested in the ongoing war between humans and demons, perhaps you enjoy Kpop simply because you like the art? Either way, anyone you're cheering for – whether in secret or in public – gains a small 15% boost to their abilities as long as you're cheering for them.

Cool Costume! [200 KP | Discounted for Bystander]

With the war raging between Demon Hunters and Demons and the general flow of life, it can be difficult to relax and take time for yourself. This perk enables you to keep a cool head and rationalize anything too out of the ordinary when it appears. You may see a horned demon with multiple eyes and you'll rationalize it yourself as it being a cool costume.

Out of Sight, Out of Mind [400 KP | Discounted for Bystander]

Emotions run high within battles, so it is only obvious that the people fighting have little attention on those surrounding them. While on a battlefield where you aren't one of the combatants, you can simply walk away. You may be pushed around, but never really harmed in the process.

Make-a-Merch [600 KP | Discounted for Bystander]

With so many stars around, including the ones you're managing (if you are, that is), you can't help but show your support through other means. This perk makes you a master at merchandise; You know what sells well, what materials you need and how to best boost someone's popularity.

This perk can be dialed back in the event you want to leave your merch's performance to chance.

Origin – Demon Hunter

Spiritual Sight [100 KP | Discounted for Demon Hunter]

The world is filled with demons and those who rise to defeat them. This perk gives you

increased spiritual sight, allowing you to sense when demons and other spiritual beings are near, letting you see their signs (such as patterns) if applicable. This also enables you to see barriers of any kind.

Martial Arts Training [200 KP | Discounted for Demon Hunter]

You have trained to hunt demons since a long time ago, and naturally, you have gained a skill in martial arts. You are an expert when it comes to martial arts, especially with a weapon of your choice.

This perk can be bought multiple times, with each further (undiscounted) purchase making you skilled with a different weapon.

Working with a Team [400 KP | Discounted for Demon Hunter]

Traditionally, demon hunters work in teams of three. This perk makes it so that you naturally mesh with your allies while in a fight or an act, letting you and them attack as if you were in the middle of a dance.

Holy Enchantment [600 KP | Discounted for Demon Hunter]

Ordinary, mundane weapons may be capable of driving back demons, but they can truly be vanquished through weapons imbued with the Voice. This perk enables you to enchant items with the Voice, letting them strike down demons and other such dark entities with ease. The enchanted item will have its enchanted areas glow and display runes.

Origin – Gwi-ma's Servant

The Power of Violence [100 KP | Discounted for Gwi-ma's Servant]

The demon hunters are always active, trying their best to perfect the barrier that separates the humans from the demon realm. And so, the one thing you need is to fight back against the hunters.

This perk gives you an average level of skill with three weapons of your choosing. This can be bought multiple (undiscounted) times.

Lesser Demon Summoning [200 KP | Discounted for Gwi-ma's Servant]

While weak on their own, the demons under Gwi-ma are plentiful. This perk enables you to summon five lesser demons to do your bidding. These demons will be loyal to you.

This perk can be bought multiple (undiscounted) times.

Silver Tongue [400 KP | Discounted for Gwi-ma's Servant]

One of the most important lessons Gwi-ma taught you was to better use your abilities to manipulate others. You can lie as easily as breathing, and your ability to manipulate others through your words and actions is greatly increased.

Usurper [600 KP | Discounted for Gwi-ma's Servant]

Taking it your Silver Tongue a step further, and you gain access to a person's deepest and darkest thoughts; The kind of thoughts they keep from themselves. With ease, you can bring their thoughts to the forefront of their minds, making them far more vulnerable for your means. If they are consumed by their darkness, you can grant them a demon's patterns, which allow you to whisper into their ears.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

The Ticket [50 KP]

Want to hop on a train and get to where you need to go? Or would you like exclusive seating at a concert? Either way, this ticket is the ticket you'll need. It automatically shifts depending on the situation.

Stylish Clothes [50 KP]

As it says above, this item provides you three pairs of fashionable clothing. These clothes will always fit you and make you the most stylish person in the room. These clothes can't be damaged and if lost, appear in your warehouse.

Personal Accommodations [200 KP → 400 KP]

As you'll be staying here for a considerably long time, it makes sense for you to have a place to call your own.

For **200 KP**, you are given an apartment which can comfortably house four people. It comes with two bedrooms, a living room with an attached kitchenette, a small balcony and an attached bathroom. The store room can be used as a temporary studio.

For an additional **200 KP**, this is upgraded to a building. It can comfortably house eight people and comes with two additional bedrooms, each of which have their own balconies. It comes with a proper kitchen and other floors include a proper studio and a gym.

Bystander

Idol Merch [50 KP | Discounted for Bystander]

How would you cheer on your favourite idols without these? Comes with three lightsticks, three band T-shirts and a few posters. These items can't be damaged and if lost, appear in your warehouse.

Additional purchases cost (Undiscounted) **50 KP**.

Phone [200 KP | Discounted for Bystander]

Not just any odd phone, this one shifts in accordance to your preferences and is always charged to 90% battery. It also automatically connects to any form of internet while making sure none of your data is leaked.

Junk Food [200 KP | Discounted for Bystander]

Gives you a never ending box of junk food. It tastes amazing and provides a wide variety of food. This junk food doesn't even affect your health, so you'll be fine eating as much as you like.

Business Cards [400 KP | Discounted for Bystander]

Gives you a collection of business cards. These cards can be used to get into most places; they change appearance to show you're qualified in the required field. The people looking at these cards won't question or test your knowledge of the subject.

Demon Hunter

Simple Disguise [50 KP | Discounted for Demon Hunter]

As demon hunters in this world are also Kpop Idols, they can't really be seen in public. These three pairs of clothes provide the perfect disguise; While wearing these clothes, no one will know who you are. These items can't be damaged and if lost, appear in your warehouse.

Additional purchases cost (Undiscounted) **50 KP**.

Idol Clothes [200 KP | Discounted for Demon Hunter]

As it says above, this item provides you three pairs of idol clothing. These clothes always fit the people wearing them and are designed to complement each other. These clothes are enchanted to protect the wearers against evil, albeit a little. These items can't be damaged and if lost, appear in your warehouse.

Additional purchases cost (Undiscounted) **100 KP**.

Demon Hunting Weapon [400 KP | Discounted for Demon Hunter]

Gives you a weapon enchanted to combat demons and other similar dark forces. Parts of it shine in accordance to your mood and its blade (if it possesses one) is lined with runes.

Strangely, it seems that souls can empower them.

Pocket Honmoon [600 KP | Discounted for Demon Hunter]

A music box that, when placed, plays one of your songs (if applicable). Its singing will be calming to the soul and it produces a small barrier around it, keeping darkness at bay. Its Honmoon can be used to empower your spiritual weapons as well.

Gwi-ma's Servant

Sharp Shades [50 KP | Discounted for Gwi-ma's Servant]

A pair of sharp looking sunglasses that fit you well. Perfect for concealing your eyes. If broken, they reappear in your pocket.

Demon's Weapon [200 KP | Discounted for Gwi-ma's Servant]

A seemingly mundane weapon which may be adorned with spikes. Guaranteed to hit hard and extremely hard to break. If broken, it reappears in your hand after a few seconds. Resistant to holy weapons.

Anti-Holy Clothing [400 KP | Discounted for Gwi-ma's Servant]

Demon Hunters fight with enchanted weapons, capable of rending a demon to dust with

one strike. These clothes aim to mitigate that by providing at least a little protection. This provides you with three pairs of clothes, all of which can only be damaged by weapons enchanted by light. They can take some beating, and upon tearing, reappear in your warehouse.

They look fancy too.

Miniature Demon Realm [600 KP | Discounted for Gwi-ma's Servant]

A miniature copy of the Demon Realm for all your needs. The ground is hard and the sky is always twilight. There isn't much here at all, and so, it can be used for anything you desire. You gain a complementary key to go to your demon realm, just use it on any door. If this key is lost, you find it in your pocket.

If **Demon Biology** is bought, you can teleport here whenever.

Companions

Companions can purchase more companions. By 'purchasing' a companion, you're guaranteed to make a really good first impression with that person.

Your own Group [Free → 200 KP]

Everything is better if you've got a team behind you. For **Free**, you may import any three companions to make your perfect Kpop group. Or you may pay **200 KP** to import any 8 companions.

These companions get a stipend of **600 KP**.

Demonic Pets [50 KP]

Just what it says; You get a demonic pet with no loyalty to Gwi-ma. By default, you get Sussie the six-eyed magpie and Derppy the tiger. You may choose other demonic animals to be your pets, and these are considered followers.

Setting's Companions [100 KP / 200 KP]

You will meet many people within the world of Kpop Demon Hunters. So it's only natural you'll want to bring someone along. For **100 KP**, you are guaranteed a very good first impression.

If this person belongs to a group of five members max, you may import all for **200 KP**.

Drawbacks

All According to Concept [+ 0 KP]

Changes the setting to match the concept arts a lot more, depending on your decision.

By default, most demons will look a lot more monstrous while those like Jinu will have horns. The hunters may have different weapons, and some people may have different appearances. Gwi-ma will physically manifest near his victims, whispering into their ears while demons invade the human realm through giant mouths.

Tone Deaf [+ 100 KP]

You can't sing, like at all. Any attempts to sing will make others beg you to stop, but at least you sound good to yourself.

Two Left Feet [+ 100 KP]

Dancing and choreography are key parts of Kpop. Too bad you can't do either of those. All forms of dancing result in you making problems for others or yourself.

The Patterns [+ 100 KP | Free and Mandatory for Demon and Half-Demon]

Purple patterns cover your skin, marking you as one tainted by Gwi-ma. Though you may not hear his voice, these patterns grow with your shame and misery. If demon hunters see these patterns, chances are that they'll attack you on sight.

Bad Management [+ 200 KP]

Kpop Demon Hunters presents a much better view of the Kpop industry. This perk undoes that, at least for you. Your higher-ups are always pushing you to do better without care for your health, both physical and mental.

Not Popular Enough [+ 200 KP]

No matter how much you try, you are unable to hold onto your fandom. If you're a Kpop Idol, you tend to not gather crowds and your group will generally be near the bottom ranks. This extends to other things as well.

Scandals [+ 200 KP]

On the other hand, you're a bit too popular and thus, for the rest of your stay here, you find yourself hounded by scandals. Expect to have little time for yourself, and for your popularity to take a massive hit. But hey, at least more people show up at your concerts, right?

Keeping it all Inside [+ 200 KP]

You have a habit of keeping your troubles and secrets to yourself. While generally you would be allowed to keep secrets from others, these are those that, if revealed, can shatter trust and friendship. Therefore, you'll keep it all to yourself, never wanting to be seen as a burden.

Of course, you could eventually get over this, but it will be a long road.

A Hunger for Souls [+ 200 KP | Free and Mandatory for Demon]

Normal foods don't satiate you. You must feast on souls instead. The people whose souls you consume are turned into demons and declared missing in the human world. Any soul you consume also strengthens Gwi-ma.

A Whisper in Your Ear [+ 300 KP | Free and Mandatory for Demon]

Gwi-ma, the demon king, whispers in your ears and sees all you see. Acting in accordance to his wishes will lead to him quietening his words, but he will bring up your failures, your shame and misery to forefront of your mind to torture you. By default, he knows everything you've done, but fortunately, he won't share.

If **Sound Mind** is bought, Gwi-ma only knows of the actions you've performed in this world. His influence over you is also lessened, but not zero.

Barebones [+ 400 KP]

You arrive in this world without access to anything but what you've bought here. Good luck.

Decisions

At the end of the road, you have three choices:

Continue

Leave this world behind and go to another along the chain.

Stay

Stay here. It's caught your eye, after all.

Go Home

Tired of your travels and want to rest back home? Well then this is for you, grab this ticket back to where you started.

Change Log

v1.0

Initial Creation