Jump by Aehriman, film by many various and talented people.

Demons have always lived among us, preying on humans and stealing our souls for their king, Gwi-Ma. But there also arose demon hunters, shamans who protected the people, and more. They sang songs of hope and courage, and as their song spread, four hundred years ago, it formed the Honmoon, a barrier that locked Gwi-Ma and his demonic legions away from the human world. Each generation, three women are born with the power to reinforce the Honmoon with their song, and the responsibility to hunt down any demons who breach it.

The present models are the hit band HUNTR/X, a K-Pop chart-topping sensation. They hope to finally make the Honmoon golden, permanent, and be able to retire young from the demon-hunting life. But secretly, one of them is half-demon, a fact which is exploited when Gwi-Ma launches a last desperate gamble, a demon boy-band to entice away their fans. You start six months before the movie, and will be present a year. Have **+1,000 choice points** (cp) to get you started, and have fun!

ORIGINS

Hunter - In each generation, three are chosen, to unite the hearts of people with their song to uphold the Honmoon... and chase down and brutally murder any demons who slip through the weak spots.
You can replace one of the canon Hunters, or be a mysterious spare, or part of a different hunting tradition.

Demon - In a moment of weakness that would define the rest of your extended life, you sold your soul to Gwi-Ma for some paltry token. Now you get to suffer like the rest with his whispers in your ear, always reminding you how worthless, foolish and weak you are. Maybe if you bring the guy some souls to eat he'll lighten up, but only so much.

Normie - An ordinary mortal. You're not really good, you're not really bad. You have great potential for good or evil, or being randomly devoured by a loose demon.

FRIENDS

It's a terrible thing to be alone. Or to charge for friendship. No cost.

Cat & Bird - A demonic tiger, surprisingly stealthy and considerate, who can phase through objects, portal away short distances, even run on air. Also a six-eyed magpie in a hat. The hat actually belongs to the tiger, but the bird keeps stealing it.

Rumi - The leader of the band, daughter of one of the previous generation of hunters and a demon. Rumi is the best singer, and usually highly focused, but also driven by the shameful secret of her mixed heritage.

Mira - The tough, no-nonsense choreographer of the group. Mira is the black sheep of her rich family, with her short temper and blunt honesty, but is extremely loyal to her friends.

Zoey - The maknae (cute youngest member) of the group, Zoey grew up in California and felt she never fit into either culture, making her a little bit of an obsessive people pleaser. Still, she's a fierce fighter and rapper.

Old Friends - Take any friends from your journey, or your original home, to share in this adventure with you. Companions get +800 cp and cannot take drawbacks for more points.

Other - Want to bring Bobby? Jinu, if you save him? That cute barista you really bonded with? Knock yourself out.

PERKS

Voices Strong (Free All)
It's a musical celebration of music. You have the talent to honestly compete with the likes of Twice, the Saja Boys and Huntryx, both singing, and the strength, flexibility and endurance to keep up with their demanding choreography.

Second Sight (Free All)
How frightening would it be to live in a world where demons eat people, and have no idea? You can see the world as it is, hidden things like the patterns on a demon's skin, or the Honmoon and its weak spots.

Hunter/x (-100 cp, free Hunter)
Your basic hunter package. You have the physical strength and resilience to walk off freefall from an airplane with no apparent injury or strain, the speed and the martial arts skills to carve through hordes of demons with relative ease. And you can summon a magical melee weapon from the Honmoon (or nothingness) that is personalized to you and glowing with energy hostile to supernatural evil.

Our Faults & Fears Must Never Be Known (-100 cp, free Hunter)
Repressing everything is no way to live, but it can be kind of important when you regularly fight literal demons desperate for any weakness they can use against you. You are great at never letting them see you sweat, and people trying to analyze your fighting style or behavior for flaws almost always come up short.

How It's Done (-200 cp, discount Hunter)
It seems you've been in the demon-hunting business for a while, given you can give out a smackdown in the middle of a musical number, while making ramyeon or holding up a towel or something. You're great at multitasking and juggling multiple important elements during a battle, and also minimizing collateral both because enemies focus on you to the exclusion of civilians, and because a lot seems to never happen just because you're present. You could be in a plane that was torn to pieces, and all of them would fall safely on wilderness or farmland. Finally, because of your experience, you tend to be good at spotting disguised demons, and never hesitate or freeze up in a crisis.

Who's the Baddest? Us, Hello? (-200 cp, discount Hunter)
You are phenomenal at working as a team, in short order any group you're part of becomes a well-oiled machine. You're also quite good at training others to match your skills in combat or dance in record time.

Happy Fans, Happy Honmoon! (-400 cp, discount Hunter)

What you probably came for. By singing, and touching the hearts of people, spreading your songs, you can create a great barrier to lock out demons, horrors, outsiders, elder gods and all kinds of nastiness not native to this reality. If your song spreads far enough, if enough people find it moving, you can form a golden honmoon that will last for ages after you leave.

This Is What It Sounds Like (-400 cp, discount Hunter)
You have learned one of the hardest lessons, to develop a clear-eyed view of your flaws and failings, and accept that you are still deserving of love. Radical self-acceptance. You have no need or desire to deceive yourself, and a clear understanding of what you can and cannot do. You find it easy to awaken this same epiphany in others, pretty much always to their benefit.

Soda Pop (-100 cp, free Demon)
You have a special kind of charisma, whether cute and cheery or dark and brooding, you draw people to you. Looking great helps a lot too, you can be charting after one or two public appearances.

Takedown (-100 cp, free Demon)
Distressing scene, sure, but stealing someone's diss track and turning it on them before they even release it is such a *power move*. You have good luck and great skill in spotting the weaknesses of your enemies, or exploitable opportunities to turn even their strengths into weaknesses.

Also Something A Magician Would Do (-200 cp, discount Demon)
It looks like all (or at least most) demons in this world can teleport. So can you, vanishing in a puff of red smoke. This works over global distances, and into other realms like the demon realm, but by itself this won't penetrate the Honmoon. If you were going to teleport inside an object or lava or something, you'll be shunted to the nearest safe landing point. You can take up to two passengers.

So Easy On The Eyes (-200 cp, discount Demon)
You're a demon, and so can shapeshift to look like people. Even impersonating someone you've only glanced at once is easy, even if you've never heard their voice your disguise is flawless.

Free (-400 cp, discount Demon)
Being a demon is kinda a raw deal. You're locked in the demon realm with Gwi-Ma, and even if you somehow escape, he can yank your leash at any time. And always his voice is in your head, reminding you of your weakness, your failures. No more. You cannot be bound or imprisoned, cannot be summoned against your will, cannot be whispered

to remotely or have your memories altered. You are your own person, uncontrollable, and you are free.

Your Idol (-400 cp, discount Demon)
Of course as a demon you can feast on souls, increasing your own power drastically, or creating loyal minions to harvest more souls for you. You can bargain with others to trade their soul for boons. Why settle for being Gwi-Ma's minion, when with some work you can be his better?

9 to 5 (-100 cp, free Normie)
You have the strength and force of will to get up and go to the most soul-crushing job every day without fail, just to be reliable.

Job Skills (-100 cp, free Normie)
You have the skills and experience of a twenty year veteran at some kind of work. Medicine, IT, Engineering, I'd pick something in high demand.

Raise Right (-200 cp, discount Normie)
You're really good with kids, just top-tier parenting. You know when to push your kids, and when to give them space, how to help them develop into whole and healthy people and take care of their needs. It can be an exhausting job, but somehow never seems to ding your stamina any.

Treat the Whole (-200 cp, discount Normie)
Like Dr. Han, you are eerily good at reading people (bug-out eyes optional) and understanding their motives and deep roots to their behavior.

Helping Hand (-400 cp, discount Normie)
You have all the skills needed to be a top-notch manager, from booking venues to promotion to managing personality conflicts in the band. These skills are widely applicable to most leadership and management positions. Most of all, you are friendly and approachable to those you support or lead.

Best Armor (-400 cp, discount Normie)
To meet a celebrity may be something special. To meet the only three demon hunters in the world? Even more so. You are extremely lucky in meeting talented, powerful or important people, "main characters" so to speak, usually in ways that make them fondly inclined to you. Likewise, you will never be killed by random chance, even when demons are attacking, you seem to be among the very last victims.

ITEMS

Discount two items at the 100 and 200 cp prices, one at 400 cp, discounted 100 cp items are free.

Fit Check (Free)
Whether the Jeoseung Saja outfits or the gals' amazing performance costumes, there's no shortage of cool outfits in this movie. Have a huge wardrobe of custom-fitted, awesome clothes.

Snacks (Free)
It's important to carb-load before a big show! You can conjure small snacks and once a day a proper feast.

Cell Phone (-100 cp)
Your own smart phone, can't be destroyed or lost or tapped, always has battery and signal, and performance matching or slightly exceeding the best devices it's been in continuity with.
This can also duplicate itself, with a private network and a panic button, so your friends always have the means of asking for help and letting you know where they are.

Disguise (-100 cp)
Some baggy civilian clothes. While out and about in these, you won't be recognized, however distinctive your appearance.

Magic Weapon (-100 cp)
Of course, Demon Hunters can just conjure one whenever, but maybe you aren't one and still want more than claws? This is a weapon, perfectly suited for you, that can harm demons and other traditionally ethereal or immune enemies.

Notebook (-100 cp)
Zoey's colorful notebook of lyrics. If you flip it open randomly, you'll always find a song to fit your mood and/or needs.

Money (-100/200 cp)

A most helpful tool in a modern world, you have a passive income equal to an upper-middle class household, plenty to live in comfort and safety and have the odd vacation. No taxes or similar concerns, in future Jumps this adjusts to the local currencies and standards of living.
For an extra 100 cp, you can have the income of a highly successful, chart-topping musician.

Garden (-200 cp)
A perfect place for training, or meditation, an isolated garden spot. Whether you seek self-improvement or relaxation, you will find it comes quickly and easily here.

Private Jet (-200 cp)
A way to travel the world in style. No worries about fuel, maintenance or pollution.

Tower (-200 cp)
Your own residential tower, with a penthouse suite and room for whatever manner of facilities you might need. Plus top-notch security.

Souls (-200 cp)
A steady stream of cruelty-free souls, a couple every minute, a very convenient source for demons to feed on, if less extreme than the smorgasborg the crowd at the climax would have provided.

Two-Week Staycation (-200 cp)
A certificate that, if not used in the middle of a crisis, will guarantee you a two-week break once a year in which no emergencies or important plot developments will happen. So relax, you've earned it.

Realm (-400 cp)
Your 2own bespoke pocket dimension, which you can enter and leave freely, designed to your specifications.

Venue Arrangements (-400 cp)
You can always find a theater or stadium on short notice, and the most amazing setup work is done for you, with all the sound, lighting, wires and pyrotechnics you could ask for.

DRAWBACKS

4Town are Canada's Hunters (+0cp)
Weird, but okay. You can use this Jump as a supplement to any Jump - or visit any setting - with an urban fantasy flavor, where magic persists in the modern day.

Long Ago... (+0 cp)
You can start before the Honmoon was raised, approximately the early 17th Century.

Like a Picture (+0 cp)
Just an aesthetics toggle to make things more like some of the really cool concept art for this movie.

Roll Credits (+0 cp)
The movie takes place over a period of weeks... maybe a month? Feel free to split once you've brought things to a satisfying conclusion or made it impossible, whether that's the Golden Honmoon, the Rainbow, or destroying it altogether and letting demons overrun the world.

Couch! Couch! Couch! Couch! (+100 cp)
You're just a little bit slothful. Not that you can't work hard, but you'll tend to take shortcuts when you can and not really worry about problems until they become a crisis. You're not really motivated to be proactive.

Goofball (+100 cp)
You are a silly person who makes silly faces and sounds. It can be hard to take you seriously when you ruin your menacing approach by knocking over, and failing to set right, a flowerpot. Or scream warcrys as you prepare to write a diss-track about some pretty nice-seeming guys.

Patterns (+100 cp, obligatory for no points Demon)

You have criss-cross patterns in purple over much of your body, the mark of a demon. Any demon hunter who sees this will probably become hostile, or at minimum intensely suspicious of you. These aren't hard to cover up, at first, but as a metaphor for shame, the longer you hide them, the bigger they grow.

Stay A While (+100 cp)
By default, you leave in one year. One purchase of this makes it the standard decade, and you can purchase this up to four times.

All Alone (+200 cp)
No companions can join you on this adventure, I'm afraid. Now how will you handle facing the world by yourself?

A Little Too Eager (+200 cp)
You feel insecure in your friendships, making you work hard to earn and keep your friends' approval.

Catnip For Demons (+200 cp)
Demons are drawn to try and eat your soul. Expect to be under regular threat of random attacks, and almost always during a meal or similarly inconvenient time!

Shame (+400 cp)
You have a voice in your head, maybe it's Gwi-Ma, maybe it's not. But it makes sure you can never forget your guilt, your worst mistakes, that you understand your worst day defines you and anything else is a comforting lie you tell yourself, you piece of garbage.

Bound (+400 cp)
There is a barrier, far more solid than the Honmoon, locking out your Warehouse, your stuff and your perks and powers from previous Jumps.

END

What now? Go home, settle down, on to the next Adventure?