



K-Pop Demon Hunters

The world will know you as a pop star, but you will be much more than that. Demons have always haunted this world, stealing souls and channeling strength back to their lord and master Gwi-Ma. That is, until Huntresses arose to defend mankind with the power of their voices, forging a barrier known as the Honmoon. It has been generations since the Honmoon was created and the work on it is almost complete. Take 1000cp and survive this shadow war between demons and pop stars.

Locations

You can drop into the setting wherever you'd like on earth or in the underworld, but it's recommended to start in Korea as that's where the story is set. But hey if you want to become a Brazilian pop star for some reason go for it.

Origins

Manager - Not an idol at all, but still an important part of the industry, you manage an idol group, or perhaps multiple of them, trying to help them reach the top of the charts.

Idol - An unaffiliated idol, either alone or with your own group. You're here to make it big and compete for the top, and no one, not even a supernatural shadow war is going to stop you.

Demon - Chained to Gwi-Ma by demonic markings and shame, you're a being of darkness who feeds on human souls. A menace to demon hunters everywhere. You may choose what your demon form looks like.

Huntress - Singing warriors who've reached the top of the charts. They will forge the golden Honmoon this year. You can choose to be a former huntress or a member of the group.

Perks

General:

(Free) How It's Done - Singing, choreography, media management, you can do it all. Any skill a pop idol might need is yours for grabs. You're not perfect, and you're not able to arrange the impossible, but you're definitely good enough to be considered a professional with a bit more practice.



(Free/50) Expressive Face - You can make some ridiculous faces, up to and including popcorn spewing from your eyes. For 50cp your eyes do more than change shape, they can stare into and know the truth hidden in someone's soul.



(100) Music Video - When you sing the world around you seems to turn into a music video, including backing vocals and music. The world around you shaping itself perfectly for a music video of whatever song you're singing. Only certain kinds of damage or events will remain after the song is done, this effect is toggleable.

(100) Your Napalm Era - So sweet, so easy on the eyes, you're a 10/10 in the looks department even if it wouldn't make sense. Like wearing a sleeping bag to the Met Gala. People also seem to think that your looks are indicative of your personality.

(200) Mental Playlist - Gwi-Ma has some very dangerous powers of corruption, you probably want to avoid falling under his control. As such you now have a mental playlist that will automatically start up and drown out any attempts to dominate your mind. Comes with the complete soundtrack of K-Pop Demon Hunters, including the cut songs. Integrates well with other soundtrack perks.

(400) Demon-Blooded (Capstone, Requires Patterns Drawback) - Whether both or just one of your parents was a demon, you've inherited their markings and their demonic magic. Presumably the demon whose blood you inherited was fairly strong, able to send ripples across the Honmoon when angered. Staring off small, these markings will grow with age and change color with your general predisposition. Your abilities will be stronger than they otherwise would be, both physically and supernaturally in addition to the powers it gives you access to.



Manager:

(100) Organizer – Having contacts is one thing, but you have something almost as good. Competence. A ridiculous amount of it in fact, you can schedule signings and book venues for a worldwide tour with the same efficiency as a team of ten, making you one of the top organizers in the world.

(200) Trainer – Whether through classes or past experiences you are one hell of an instructor for idol groups. You can take a group of nobodies and turn them into stars, in a few months of training they'll be singing like professionals and have mastered your choreography to the point where they can correct their own mistakes and come up with new routines and songs.

(400) Caring – While you're no Demon, you might be mistaken for one with this ability. You can sense the needs of any group that you're in charge of. Whether that's mental, physical, or emotional, you have a near prescience for how you can fulfil those needs in the most effective ways possible.

(600) Contacts – You have a million contacts in the industry, and a fair few outside it as well. Anything you need to get a hold of, you can find someone to supply it, set it up, and run it. Some of your contacts are even placed fairly high up.

Ex-Idol – Your former work has left you with more than just some contacts in the industry, it's left you with friends. Friends with long memories of your hard work. Not only are more of your contacts higher up in the food chain, but they'll also let you borrow their subordinates to help with whatever you're doing.



Idol:

(100) Soda Pop - You can put out the most generic cookie cutter songs possible or improvise an entire set live and still be praised as a great singer and dancer. What can I say, they're catchy songs!

(200) Great Management - Your managers treat you like a real person instead of a product they can sell to the masses. Thankfully this means you won't need to face the harsh realities of the industry. In future jumps this applies to all superiors.

(400) Fan Support - They're the reason you do this, the fans. Well that's what you tell them. Regardless of if it's true, your fans are as loyal as they come. It's almost cultlike. It doesn't matter if you have a scandal or if you do something that'd ruin other idols, your fans will twist it to justify their love of you.

(600) Whole World Playing Your Sound - You are a prodigy when it comes to singing, you'll have a meteoric rise to popularity that's guaranteed to stump every expert on the planet. After one local concert you'd find people in the next town over humming your songs, and they weren't even your target audience! Becoming number one will still take work, but this will help you get there faster than anyone could guess.

Once In A Lifetime Performance - Once per jump you can schedule the largest event of the century. People from all over the world will tune in, all over the country people will make pilgrimages to hear your voice. This performance WILL go down in history.



Demon:

(100) Illusion Crafting - Hunting for souls in the human world has become a lot harder in recent times. People just don't accept monsters walking around their cities. As such you have learnt how to make illusions. These are mostly minor in scope similar to prestidigitation and the ability to take on an illusory form, it's not perfect as some of your patterns will still show through. Thankfully in the modern day, unless someone's a hunter, most people will think them nothing more than a tattoo.

(200) Warping - Any time you desire you can teleport away from a situation in a cloud of red mist, there are some limitations to this though. You cannot teleport great distances, instead you'll be placed in the nearest hidden unoccupied space. Though with enough power any distance is theoretically possible.

(400) Corruption - You can sense people's most emotionally charged thoughts, impressive enough but you've learned how to telepathically talk to people, forcing them to look upon their shameful desires. With the right wording you could get anyone to do what you want by pitting them against their worst memories and feelings. Useful for therapy and psychological manipulation.

(600) The Idol - You will be their Idol, the thing they worship and give their souls to. You may consume someone's soul to empower yourself. This can be done either by making a deal for their soul, or simply stealing it from those unsuspecting. Note that anyone who knows what you're doing will be able to resist your attempts if they didn't give permission.

Gwi-Ma - Collecting souls is tiresome, why not have someone else do it for you? You can turn the souls of those you've eaten into minor demons under your command, and reabsorb them whenever you like. These demons have the ability to consume souls, siphoning only a small piece to sustain themselves while sending the rest on to you. Each counts as one soul despite the piece siphoned off.



Huntress:

(100) Gear Up - You can summon a magical iridescent weapon to your hand whenever you like. These weapons are made entirely from the magic of the Honmoon and are limited to melee or thrown weapons. Any weapon summoned this way will ensure that demon bodies disappear once slain. You may summon copies of owned weapons to add this effect to them.

(200) Combat - You're an excellent combatant, specializing in improvising weapons as well as a martial style of your choosing. More importantly you have enough control to keep fighting while dancing, allowing you to perform impressive maneuvers and feats of acrobatics while on the battlefield.

(400) Combat Voice - Why limit yourself to simply being a good combatant? When you sing you will gain strength, speed, and competence. Singing a song during a fight will let you control the flow and tempo of the battle. You'll never run out of breath or get distracted by singing in combat.

(600) Golden - People within hearing distance of your singing can lend you their souls power similar to a demon's empowerment from consuming said soul. This will have no negative effect on them and their souls will remain in their bodies. Impressively, even those without souls will be able to lend you power to enhance your abilities.

This Is What It Sounds Like - Others can join in on your song and receive the same benefits as you from it. Singing in harmony allows all participants to enhance their bodies to the point that they could fight a demon one on one. Additionally you may designate up to 8 others to be group members. Those 8 and no others will be further enhanced and may even gain unique abilities depending on the song sung and mood of the crowd powering you all.



Items

General:

(50) Fit Check - The largest walk-in closet ever with every possible outfit combination in its own lit display. Can absorb other outfits and mix and match them with what you already own. This becomes a warehouse attachment post-jump.

(50) Tickets - Congrats on getting front row seats to the Huntrix and Saja Boys concerts, Jumper, those are nearly impossible to get right now. In future jumps these tickets to any concert on the planet with the best seats possible.

(50) Grape Juice - Unlike the scam passed off by a doctor with a questionable medical license, this juice will actually soothe the throat no matter how strained. Guaranteed to fix your voice within an hour.

(50) Lightsticks - These lightsticks do more than just light up. Like the ones used by the Huntrix and Saja Boys fans, they include brand signs. Even better, the signs change depending on what you're using them for. Idol group? It's the idols brand. On a runway? They're marshalling wands now.

(100) Unlimited Band Shirts - Like all fans you have to display your love for your idols, as such you now have a neverending band shirt. You can tear this shirt off only to have another underneath branded for a different idol group or band. If people try to tear it off you, they'll only find another shirt.

Manager:

(100) Merch - As the manager of a famous idol group you're not only entitled to a percentage of that sweet sweet merchandising money, you also have your fair share of actual merch. This manifests as a warehouse attachment full of your idol groups memorabilia.

(200) Phone – A state of the art cellphone that receives real time updates on all the relevant movements and social media trends in a selected field. More importantly it will highlight the ones that would be of most interest to you. As an added benefit all conversations on this phone will be heard without yelling no matter what environment you take the call in.

(400) Relaxation Resort – The fanciest and most exclusive resort in the country, and you have a standing appointment year round. While you can take up to 8 others for a relaxation vacation, you can just as easily go by yourself. Break out the embroidered bathrobes and cucumbers, because it's time to kick back and relax!

(600) The Grove – Every manager has an office, yours just happens to be outside, under a tree filled with ribbons. Every instruction you relay to your team while in this grove will be followed to the most exacting of standards. Letting you train your team in the most complicated choreography routines in a casual and relaxed setting.

Idol:

(100) Microphone - This microphone can be held or transformed into a headset for you to wear, it can connect to any nearby speakers to allow everyone to hear your voice. Any voice based powers may also be channeled through it and its connected speakers.

(200) Idols Disguise - This piece of clothing perfectly disguises you as an average person. It can be any piece of clothing you want, so long as you wear it people will think you're normal. This is great for hiding from hordes of crazed fans at your doorstep.

(400) Tour Bus - Time to travel in style, this luxury bus will get you where you're going in record time and ensure that you're never bored or carsick while on the road. The seating is comfortable and both alcohol and food is provided. Your name and image are plastered on the side, letting everyone know that you've come to town. Requires no fuel or maintenance and will maintain any upgrades.

(600) Record Label - This label signed off your idol group with an exclusive deal. You'll be able to publish whatever media you want through them and they'll arrange great deals for tours, signings, and other events. The major benefit of this company is that they're nearly great at their job, finding new markets for merchandising and keeping a pulse on your fans' desires.

Demon:

(100) Saja Soda - An unlimited supply of the branded soda pop. Each can has a unique Saja Boy pictured on it, making them collectibles for fans. In future jumps you'll find unique flavours with famous people pictured on the cans.

(200) Reaper Robes - The same costume the Saja Boys wore during their consolatory concert to summon Gwi-Ma. But these are no ordinary robes, they lend your movements a hypnotic quality, allowing you to easily charm and persuade those that see you to do as you ask.

(400) Bathhouse - People would fight for a spa day at this bathhouse for exclusive clientele. There are separate and mixed bathing areas, steamrooms, massage areas, and a staff of water demons that will serve clients while also harvesting their souls for you.

(600) Underworld - A dark mirror to the real world, this dimension sits parallel to the world you're in, allowing you to open portals to and from it in order to travel. It is a place filled with demons that follow your every command and may only leave with your permission.

Huntress:

(100) Song Journals - You have an infinite supply of journals that are continuously filling themselves up with lyrics and music pieces that you think up. Never fear forgetting a lyric or song name again!

(200) The Stage - A massive stage with a group of NPC stagehands who might just be magic. The lighting is perfect for any production without making the stage hot to perform on, the curtains will keep out anyone not permitted backstage, fog machines can generate enough fog to change the weather of a small town, etc. Any practical or special effect for a production is possible on this stage.

(400) Plane - A private jet with NPC staff to wait on you. The food and wine available on this jet are of the highest quality. The aesthetics are up to you, anything from passenger liner to solid gold to anything in between. If lost or destroyed you'll get a new one the next day.

(600) Tower - A personal luxury skyscraper with your name on the side of it. The penthouse is restricted to yourself and those you allow in. It has enough bedrooms for your entire group along with the single comfiest couch in the world.

Companions

(50) Demonic Pet - This pet is a demonic animal who holds no loyalty to Gwi-Ma and will follow your every instruction. By default this is either Derpy or Sussie. Derpy being a friendly enough, though stupid, blue tiger capable of teleporting short distances. He's basically a giant house cat, cut him some slack though, he does try to clean up his messes. Sussie on the other hand is a six eyed magpie that's far more intelligent, and very exasperated with Derpy. Keep a close eye on them, they're a kleptomaniac, though that should've been expected as they're a magpie. Alternatively you can choose another animal that you'd like. Each comes with a free tiny hat, guaranteed to just appear back on their head if stolen! May be purchased multiple times.



(100) Manager - A world class Idol manager, they can book venues, manage socials, and basically get anything you could want or need as a world famous musician. It's kind of scary how effective they are actually, maybe they're a demon? For 50cp more you can take Benji as your manager.

(100) Jinu - Over 400 years old, Jinu is a demon musician who leads the Saja Boys. An extremely manipulative man, his public persona is teasing and charismatic. He knows exactly how to get under someone's skin and hasn't done a single thing that hasn't benefitted himself in some way. He has decided to join you on your journeys in hopes of finding redemption for his betrayal of his family. If bought with the Saja Boys he receives the same benefits as them.

(100) Idol Group - Your very own Idol group! You can import up to 8 companions to fill the role or you can design them as you'd like. Imports get a background and 600cp to spend. You can purchase previous hunter generations or your rivals from the Takedown drawback at a discount if you prefer.

(300) Huntrix - The stars of the show Each are skilled singers and dancers as well as deadly warriors. They come together and share a companion slot. They also get the perks Gear Up and Music Video for free. You may purchase individual members of Huntrix if you don't want to take all three.

- (200) Rumi - Popstar royalty, the lead singer of Huntrix. The group was literally built around her, and despite her kind demeanor, she regularly hides secrets from her two friends and does things behind their backs.
- (200) Mira - The visual and lead dancer of Huntrix, she was the black sheep of her family before joining up with Huntrix. She has a more snarky attitude than the other two idols and her tough girl persona helps keep them on task.
- (200) Zoey - The rapper and lyricist from Burbank of all places. A bubbly and somewhat naive girl, but her personality does a complete 180 when rapping. She's the youngest of the group which has left her eager to please her groupmates.

(400 Discounted with Jinu) Saja Boys - A demon boyband? Yeah that'll totally work. The four members, sans Jinu, have agreed to join you. They come together and share a companion slot. Additionally they have the Shapeshifting and Teleportation perks. In future jumps their marking can stay or disappear at their preference. You may purchase individual members of the Saja Boys if you don't wish to take all of them with you.

- (200) Abby - Taking on the eye candy archetype Abby presents himself as someone vain in an attempt to hide how perceptive he actually is. His constant need for physical contact with others furthers his perceptiveness allowing him to make subtle observations about others physical capabilities.
- (200) Baby - Forced into the cutie persona due to a case of babyface, he tries to prove that he's not the child he looks like by being incredibly competitive. In private however he takes off the mask and is very nonchalant about everything since he has to overact on stage.
- (200) Romance - The laidback ladiesman of the group. Romance is your typical heartthrob archetype when on stage or in front of fans. But behind closed doors he's probably the most demonic of the group, being absolutely morally bankrupt and using his persona to manipulate fans for his own ends.
- (200) Mystery - Wrapped in an enigma in a riddle, yadda yadda yadda, you know his role. The mysterious silent type who's incredibly reserved. He's actually incredibly mischievous and the prankster of the group, though he doesn't take jokes as well as he dishes them out.

Drawbacks

(Free/100) Cut Content/Teased Sequels - This movie was going to be three hours long with many more scenes. If you wish, you may extend the time of your stay an additional 10 years to hear more wonderful music. For no points you can cut your time here short, leaving the setting when the story is done.

(100) Distorted Voice - Whether it's from overuse, poor preparation, or demonic markings, you're steadily losing your voice. If you manage to power through and perform regardless your throat will be torn up for a whole week no matter what kind of medicine or regeneration you use.

(100) Tone Deaf - Maybe you still have your voice, but you really shouldn't be singing. No, not even in the shower. Your voice is so bad that deaf people will temporarily gain the ability to hear just so they can shut off your music.

(100) I See Your Real Face - And it's ugly as sin, seriously put a bag over that mug. You're at best a 3/10, and that's with makeup. Good luck getting popular as an idol when your fans can't stand to look at you.

(100) Choo-Choo - You have terrible fashion sense. This wouldn't be too bad if you were just wearing it in private, but you'll be wandering around town in the most mismatched and garish outfits you can find. But hey at least they're comfortable right?

(100) Patterns (Mandatory/No Points for Demons) - You have glowing patterns somewhere on your body as a symbol of your enslavement to Gwi-Ma. Patterns show when using powers and under certain light conditions, they are reminders of a deep regret or shame. Emotional chains upon a Demon's soul, or at least the soul that formed the Demon. Thankfully you can't hear Gwi-Ma's voice, still you'll want to hide these around the Huntrix lest they kill you on sight. These markings will grow with every bit of negative emotion that you feel. You can keep these post-jump if you like.

(100) Clutz - You are incredibly clumsy, this is toned down when on stage, but everywhere else you're bound to knock things over or trip over your own feet. Worse, any time you try to clean up a mess you made your clumsiness will get even worse, making you take forever to clean up your mess. At least you'll be able to relate to a certain big blue cat though.

(200) Stereotypical Archetype - You're as stereotypical as can be. Whatever genre you deal with you'll be a random archetype when it comes to looks, style, and attitude. At least in public, in private you can act how you like. Are you the hot one? The broody type? The baby of the group? Whatever you are it's obvious to anyone who so much as glances your way.

(200) Unknown - I thought you wanted fame? Guess you'll be working for it, because now you're a nobody. Any events you put on that would gain you any amount of fame or prestige will be half as effective.

(200/300) Flashbacks - I'm sorry for the pain you've had to endure jumper, unfortunately you'll be reliving it quite often. You'll have flashbacks to every traumatic moment in your life here, it won't be 24/7, but it will happen multiple times a week. For 100cp more this includes traumatic moments from previous jumps.

(300/100) Takedown - As if a world famous pop group and demon boyband weren't enough competition apparently, you've somehow managed to piss off a very petty band. They've dedicated themselves to becoming your rivals and they're just as skilled when it comes to the idol scene as you are. Should you try to take them out they'll temporarily grow in combat skill to survive your attacks. May be purchased multiple times with further purchases discounted.

(400) SHAME - Your markings have grown to overtake your entire body, your eyes are lit up by the fire of Gwi-Ma. He can constantly sense your emotions and what causes them, speaking into your mind treacherous words to tie you to him further. Worse, he can use your markings like chains to drag you to the underworld to face him in person.

(600) No Honmoon - Uhoh, you're not going to like this. There is no Honmoon, it hasn't been made yet. Not for lack of trying, but having three hunters in one country cover the whole planet was a bit much to expect. Gwi-Ma isn't the only demon king running things either, there's a power struggle between various demon lords around the world. Each with their own hunter teams using their voices to build up the Honmoon. Missing persons cases around the world are on the rise, as are skirmishes between demons. The good news is, with all the modern tech available to move people around, hunters are closer to forming the Honmoon than ever before. Try not to get your soul snacked on jumper.

Scenarios

Master of Idols (Manager Only) – What's a manager without an idol group to manage? You need to scout natural talent and train them up into the best idol group you can make. You'll be responsible for all the marketing and arranging the various performances they'll be putting on. While the members might be able to help here and there with their talents and connections, 90% of the work will fall on your shoulders. You have to ensure that they're at least in the top ten in regards to popularity by the end of your time here.

Reward:

Talent Agency – You have a growing talent agency under your command, staffed with a small core of professional image consultants, media managers, and trainers. Along with a small horde of assistants and staff that have a discipline that's nigh on military in nature. This agency will give you a foot in the door when it comes to the world of celebrities in future jumps while also providing a nice stipend from their revenue.

Superstar (Idol Only) - You've thrown your hat in the ring between two supernatural music groups vying for the hearts and souls of the fans. As such you'll have to do more to reach the top than either of them, any album you release must reach the top ten in the charts, and any single you release must reach the number one spot. This applies to EVERY release, but as a mercy, it doesn't need to remain in its position for very long.

Reward:

Jumper Don't Miss - You can cause any one piece of media you produce to become the most popular piece of all time. This scales with the setting, so a popular piece would only be popular in one country if the setting is limited to a city, whereas a galaxy wide setting would see it becoming renowned galaxy wide.

Will He Let The Fire Go Out? (Demon Only) - There once was a mighty demon king. Stop me if you've heard this one before, he was in total control, he feasted on souls, the world trembled when he roared. But then you came along. You must usurp Gwi-Ma's place as ruler over demonkind. How you do this is up to you, but by the end of it you must have nominal control over the demons while Gwi-Ma's fire has grown cold and dark.

Reward:

Demonic Transformation - You may bestow patterns upon people. This will grant them the shapeshifting and warping perks from the Demon perktree as well as a more appropriate demonic form. If you don't steal their soul in the process they will be stronger than they otherwise would be, but you'll have less control over them.

Golden Honmoon (Huntress Only) - For generations hunters have used their voices to build upon and reinforce the Honmoon laid down by the first hunters. This generation is the last that will need to do so. It is up to you to ensure the Honmoon turns golden without ever fully breaking.

Reward:

Huntress Transformation - With the need for hunters gone from this world you have been given the magic needed to make new hunters for worlds in need. All a hunter needs is the ability to sing and the will to act against the forces of darkness. If they have that you may grant them the Gear Up and Combat Voice perks from the Huntress Perktree. Their popularity is dependent upon themselves however.

Idol Awards - The Idol Awards are a battle of the bands style awards ceremony. The final performance needed for the Honmoon to solidify and the final chance for an idol group to steal away another's fans. It is up to you to win this awards show by putting on the single most legendary performance in a generation. Whether you're an Idol, a Hunter, or a Demon, doesn't matter, if you win you'll succeed in any goals your faction may have for these awards. If you're a Manager it's a little bit different, you need to make your idol group win instead of the others, but you can't directly compete. You'll arrange everything necessary for the performance and train your group to win. Remember, no matter how many groups compete, there can only be one winner. Good Luck.

Rewards:

Fandom - In future worlds you will find a small but dedicated fandom for your idol group, they somehow have access to your top hits no matter what jump they were produced in. While not a workforce for you they do produce the usual things a fandom would and are a solid base for expanding your popularity without starting over in each jump.

Honmoon Ritual - In future worlds you may perform a ritual song that will allow you to seal away something in a separate dimension. Your own personal Honmoon, unlike the original, is golden from the start and impossible to break through without your permission. This song has a strange side effect when done around other barriers though, allowing you to replace them with the Honmoon.

It's the end of the jump, you are free.

Here with all your new friends you can finally breathe, so you decide to remain with them.

You can't fix the past if you never face it, you decide to return to your homeworld.

Let the past be the past and escape this world for another, you decide to leave for a new life.