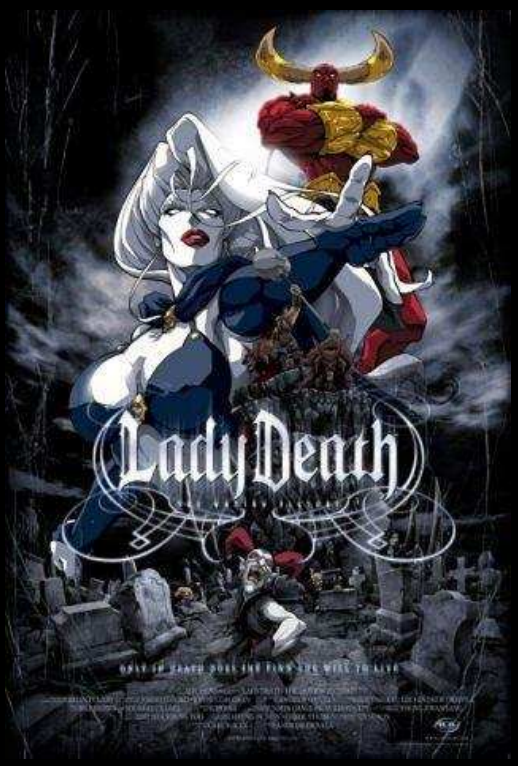
Lady Death: The Motion Picture (2004)

By FancyFireDrake



It is the Sweden of 1478. The land is ravaged by plague and conflict. Hope, Daughter of Matthias, knows this all to well. Her father wages war and claims the populace as more man to throw into the frontlines, with even Hope's own lover Niccolo forcefully enlisted as a surgeon. The dream of a life together and running away from everything shattered in an instant. But you can only push the common man this far before they retaliate. The people of the village marched onto Matthias Castle to depose of him, only to come across far viler machinations than they could have ever imagined. Matthias was exposed as not just a Demon, but the Fallen Angel Lucifer. As he departed back to Hell, the people unleashed their wrath on his daughter, burning her at the stake. Hope, in the midst of suffering burning agony and desperate to be together with Niccolo for eternity, called out for Hell to claim her. That was how the daughter of Lucifer ended up in front of her father once more. Yet Hope rejected his desire to use her incredible innate power, power unlike any in Heaven or Hell, to wage war upon God. Thrown away, the desire to save the souls of her lover and mother alike would pave the way for Hope to become the new ruler of Hell: Lady Death.

You will spend 10 years in these forsaken lands. Take these **1000 CP** and remember: Desire Equals Power.

Origin

Stray Soul (Free/300/600/1200): There is only one Origin in this Jump. Only one that matters at least. You are one of the many condemned, wasting away in Hell. What for many is eternal punishment, is fortunately only a temporary stay for you. Still, you must survive Hell. Keep in mind, just because you're in the afterlife doesn't mean you can't die, or suffer a fate worse than death. Your Age and Gender can be whatever you wish and it is likewise your choice of you have a history in this world.

That being said you need not remain as a lowly slave. Desire Equals Power and if you desire to start being someone or something more you may do so, if you are willing to pay the price. For **300 CP** you are stronger than the average Demon. A more capable demon or abomination who can do battle with many of Hells warriors and come out on top. Archdukes like Asmodeus would make for worthy opponents and ones you can defeat with some skill.

For **600 CP** you may not be much more powerful but still possess far greater potential. Beyond physical power you have a myriad of abilities to call upon, roughly rivalling that of Lady Death towards the end of her training with Cremator in potency. Energy blasts too melt through infernal armours, flight, telekinesis, imbuing your weapons with your powers is but the beginning. However unlike Lady Death you lack her sheer potential to match and surpass her father Lucifer. Should you not want to copy Lady Death 1:1 you may also decide a similarly powerful set of abilities.

For **1200 CP** instead you aren't more powerful innately, but the powerset you selected in the previous tier is far more potent and wielding far greater potential. To use Lady Death as an example, even allowing you to bring back the dead back to life as your servants, the undead legions killing at your command. With enough training your power can eventually even match that of Lucifer himself. If you desire you can instead change your selected powerset to match that of the Lord of Lies, including stealing, absorbing and sealing souls, projecting yourself into an astral body, raining lightning down from the sky, telekinesis, Hellfire, free travel between Hell and Earth and potent curses to ensure someone has to obey your commands or is imprisoned in a whole realm unless they achieve some doable but horrible task. You will still not be as powerful as him… but the path to becoming just as dangerous as him is open to you.

Whatever Tier you took, Discounts work differently in this Jump. You can pick two Perks and one Item of each Price Tier (100, 200, 400, 600) to be discounted by half, with 100 CP Perks and Items becoming Free.

Perks

Chaos! Charm (Free): You gotta love these classic comic designs. Realism is forgotten in favour of simple sex appeal and wanting to portray the main characters as the most perfect physical specimens alive. Especially this world is entirely unashamed and you will fit right in. Your beauty rivals that of the most gorgeous man and woman alive. You might be a muscle packed adonis with a six pack and biceps that puts bodybuilders to shame. Or you have a body that makes an hourglass seem fat and breasts the size of your head. Whatever way your appearance is swinging, be it over the top masculine or feminine, you are undeniably at the most extreme and appealing end of it.

'Bad Girl' Appeal (Free): Embrace the darkness Jumper! There is no need to shy away from the forbidden themes like violence, demons and woman who were as powerful as they were alluring, all the while wearing outfits that one would associate with Strippers. Lady Death is one of the poster girls for all these things in a quite distinct Era of Comics after all. For Free you may take some of this charm with you on your chain. In essence you are like a character in a typical 'Bad Girl' Comic. You can be edgy without coming across as corny and your items and properties are decorated with demonic and dark regalia and accessories. In future Jumps you can even decide to have this apply as a design influence for the entire world, making it all act more like a typical story befitting of this genre. Legitimate badass anti-heroines and occult imagery will be more present, as will many, many opportunities for fan service that no one will think is odd or out of place.

I know not the meaning of fear (100): There is much reason to be afraid. Forces beyond your understanding preparing to march onto Heaven as suffering spreads its wings across the land. But you will not be cowed by that fact, for you do not fear. Ever. You are not foolish or reckless, nor will you ever not know when you are in danger. But fear? That paralysing sensation has no hold on you.

No More Lies (100): Deception is the easiest way to damn a soul. When a man believes he punishes the innocent for a greater good. When a woman gives up her life because she thinks it can reunite her with her beloved. All because of a lie. No longer will you fall victim to such schemes, as you are a living lie detector. You may not know what truth hides behind a lie, but the lie itself will be obvious to you whenever you are being exposed to it.

Only God can take Charge of man's souls (100): A Jumper of faith are you? It is admirable in a land that seems as if abandoned by God with all the suffering that is abound. That's not even getting into the literal pits of Hell. But in the darkness, you will see what is light and what a profane perversion. No matter how much they try to hide their dark machinations or pretend that it is Gods will, you will know true evil when you see it. Unlike the Priest who condemned Hope, you will not be blinded by your own hatred and recognize those who are innocent.

Life in Hell can be beautiful (100): Surrounded by death and despair, it is all too easy to forget what joy ever felt like. But does Hope not spring eternal? Even in the bowels of Hell, there can be salvation. Or at least a semblance of joy. No matter how much you suffer or where you are, you will always be able to experience happiness and pleasure of all sorts.

We Are in Hell you know? (200): Believe me, if there is one place where things can always get worse it is Hell. And you have the skills to be the one perpetuating it. You have a natural talent for torture and torment, spreading pain and fear with your acts upon any soul unfortunate enough to be in your grasp. Even the most resilient will eventually cry for a break.

Resilient Girl (200): Hell breaks people. Even without the eternal torments, many have been left shattered just from the many ways evil is present in the world of man. But not you. You have a great resistance to pain and despair alike. You may suffer but you will be able to endure more than most. Furthermore, pain you suffer will only ever embolden your will, making you all the more determined to change what is broken… or bring down the monster who hurt you.

Learner (200): There are always new things to discover, the question is if what you want to learn is something the world is ready for yet. Like Niccolo you possess a good intellect and a full educations worth of skills in one subject like medicine. You also can pick up new knowledge a fair bit faster than your peers would. If only you could have a chance to see what your mind can truly accomplish.

In this world and the next (200): Aaaaah… love. Rarely has there been something that can save and doom humans as potently. Love you feel does not waver or wane, as powerful in years of solitude as it was on the first day, the same being true for those who love you. Not only that but this Perk guarantees that one way or another, you will always be reunited when you are apart. It is just a matter of time.

Pure of Heart are so Naive (400): What does a pure soul make? Some sort of innate goodness? A resistance to temptation and dark whispers? You know the answer: Utter naivety. Just because they are pure, does not mean they are flawless. You know just how to manipulate the pure of heart, their innate purity seemingly making them more vulnerable to your schemes and tricks. You may not be able to corrupt them but what does that matter when you can destroy and seal them anyway? Or make them scream in pleasure as they are doomed… Hellspawn bastard.

All that was his now belongs to me (400): To the victor goes the spoils as they say. A reality all too present in Hell. When you defeat someone, their possessions and properties can be seamlessly claimed by yourself. They function as they usually would and no one will question your right to use what you claimed. This can even work for rank and titles, though does not so for innate powers or abilities the defeated party possessed.

Hell's Blacksmith (400): What a talented soul to be stuck in Hell. Much like Cremator you are a Master of the Forge, capable of excellent craftsmanship using metal and fire. Naturally your physical power is a fair bit greater than most, swinging heavy Warhammers like they weigh nothing. Your talent is so great even Lucifer himself would be able to recognize you as useful for his army, for better or (very likely) worse. But if you truly put your all into it, you can decide to create a weapon that surpasses all others you can make, something rivalling Darkness. A weapon like this can only be done once, its uniqueness aiding in its power and not something you can replicate again. At least… until the next Jump, where you may make another such miracle. Of course you can always repair your miracles should something ever happen to them.

Court Jester (400): Every King needs a Jester. A mischievous little creep like you. You may not be as funny as some, but you have talents no mortal Jester could share. As a skilled spy, it is easy for you to sneak behind enemy lines and make your way to even their most important abodes and steal things they really wouldn't want gone. Especially when one considers your powers over portals, being able to create pathways within Hell. As a cruel joke you can even imitate someone else's looks and speech. If this doesn't sound like much, do remember that one can easily condemn themselves because of a lie. As a smile side effect, you can usually get away with pissing of your superiors more than most. What would be a death sentence for most might just get you thrown out instead.

Post-Jump your Portals can create pathways between realms as well, going from Hell to Earth and back.

God works in mysterious ways (600): Can it truly be said there is no semblance of Gods designs in Hell? As absent as it is from Him, maybe there are things even beyond Lucifers reach down here. Hope's journey is proof of this being the truth. As if guided by God, you have a unique kind of luck to aid you. Surviving falls and accidents that you normally shouldn't, finding allies when there should be none. An armour not around your body but your 'story'. It will not fight your battles for you but will grant you opportunities and a better chance at survival.

Never a soul like you (600): A single soul can cause a ripple of changes, beyond what even the Lord of Lies could imagine. Hope… no… Lady Death is one such soul. As she marched onward the legions of Hell submitted to her cause, ready to follow her in the battle against her father and their king. You may just be one such soul as well. Your charisma and force of character is the likes worthy of a Queen. Those whose chains you break will swear their loyalty to you even though they should be hating the entire world. Play your cards right and all the Legions of Hell may follow someone new.

So Pure it reaches Heaven (600): The soul is a magnificent thing. Something special within every child, man and woman. Something so easily lost and so often

craved by the many forces of this world. But there is no one, except perhaps Lady Deaths own mother, whose soul is as pure as yours. Like a diamond among coal, it is beyond exceptional and immune to all things that should be capable of corrupting or breaking it. The presence of your purity could even bring Hell back into alignment for but a moment.

Furthermore, this serves as a powerful legacy to leave behind to your offspring. They will be greater in ways they wouldn't normally be, as if some of your purity has decided to bless them, strengthening what they would already have considerably.

Desire Equals Power (600): What is it you desire? What do you crave above all else? Simply the act of wanting it can hold immense power you see. How else could one achieve their goals than empowered by their yearnings? The more you desire something, the more you will see your own attempts in gaining power boosted. Your training will see more results and you will master abilities within a fraction of the time it would normally take to learn them. All that matters is that you have a goal to commit yourself to with all your heart and this perk shall aid you in claiming what you want.

Items

Hellish Wardrobe (100): It wouldn't be Lady Death if she wouldn't be wearing this. Not that this outfit doesn't have its charm. You have your own set of lingerie like clothing to adorn your body. Their exposing allure enhances your own looks considerably, all the while remaining useful and still protecting you from the elements. They are self-repairing and self-cleaning as well and if you like you can have all clothing or armour you own take on similar alternate appearances, without losing their capabilities.

Hellish Harem (100): Lust is too a sin. One far more enjoyable the more are involved. These six gorgeous women are sure to tempt you to indulge in it a little bit. Scantily dressed furies who only concern themselves with physical pleasures. They will obey your every command though are not useful whatsoever in a fight. On the other hand one of them could make for a good reward for your followers if they did a good job for a change.

Nameless Wolves (200): Not many can say they tamed these wild beasts. A pair of wolves made your acquaintance. They are fierce and ferocious, but for you are as tame as well-behaved puppies. They will maul and attack at your command, strong enough to put up a fight against most lesser demons.

Worthy Steed (200): Only an exceptional horse could be worthy of ferrying you into battle. None shall be worthier than this one. It was abused and in pain, with no one but you who could handle its spirit and as such it has seen you as a dear friend. An equal to Vassago of Lady Death, it will happily carry you to the very gates of Lucifer's Palace itself if need be, flying on hooves ablaze with Hellfire.

Throne and Palace (400): From where else do you deserve to rule? This Palace, filled to the brim with delights and luxuries has everything a Duke or King could want. Servants and Slaves, broken and unwilling to fight back appease your whims while regiments of guards defend your home. In its Heart lies a Throne for you alone. A Throne which can double as a Prison for Souls you want to keep, them unable to escape without outside help.

Chasm of Tolomiya (400): Being sceptical about there being a place to rest in Hell is only natural. Rest assured, this Chasm is no deception of safety. In here, you and your allies are safe from Lucifers influence, impossible to be found by his sight and servants. Within this Chasm also lies a Forge, filled with many weapons to train with and materials to make more. Beyond being a place to make weapons it is a good location to train as any training done here seems to show greater results than normal, allowing someone to master powers in years that may normally take a lifetime.

Infernal Armies (600): Hell hath no fury like a woman scorned. Not just because of her own power, but because of who will follow her. You have an army rivalling that of

the one Lady Death herself will command in the following years. Hordes of strong demons who swore allegiance to you alone. Food and weapons for them to have and wield will always be there and they shall never surrender as long as you lead them.

Darkness (600): The greatest Weapon ever made by Cremator. The likes of which that has never been seen before. This golden blade is a tool worthy of your power, capable of withstanding even your greatest abilities with ease and allowing you to channel your energies and abilities through it, doing so making them even more potent. With this blade one may even slay the Lord of Lies. Should a sword not be to your liking, you can instead opt for it to be something else like perhaps an axe or scythe.

Companions

Condemnation (50): Hell is other people. Or it can be with this option if you are willing to subject someone else to this realm. You may import someone as a Companion into this Jump. They get all the Discounts you have access too and 600 CP to spend as they wish.

Salvation (Free/100): Eternal suffering does not need to be when there is a way out. Just like Hope's Lover and Mother have left Hell, others can follow you. If they want to by the end of your stay, you may recruit anyone from this world as a companion for free. Alternatively you can pay 100 CP to guarantee someone will want to follow you. The only one who can not be taken this way is Lady Death herself, as her curse will not allow it.

Damned Souls

Hope is not the only one with desire in this world or those similar to it. There are many who have their own stories. Below you will find a list of individuals who may just exist as well if you allow them too. All of them are for now stuck in Hell for their own reasons and are roughly worthy of the **600 CP** Tier of **Stray Soul**.

For **Free** you can make it so they exist but that doesn't mean they are your allies or even companions. To guarantee you will be able to forge good relations with them, or perhaps even to start with them as allies, friends or more, you must pay **100 CP** per individual.

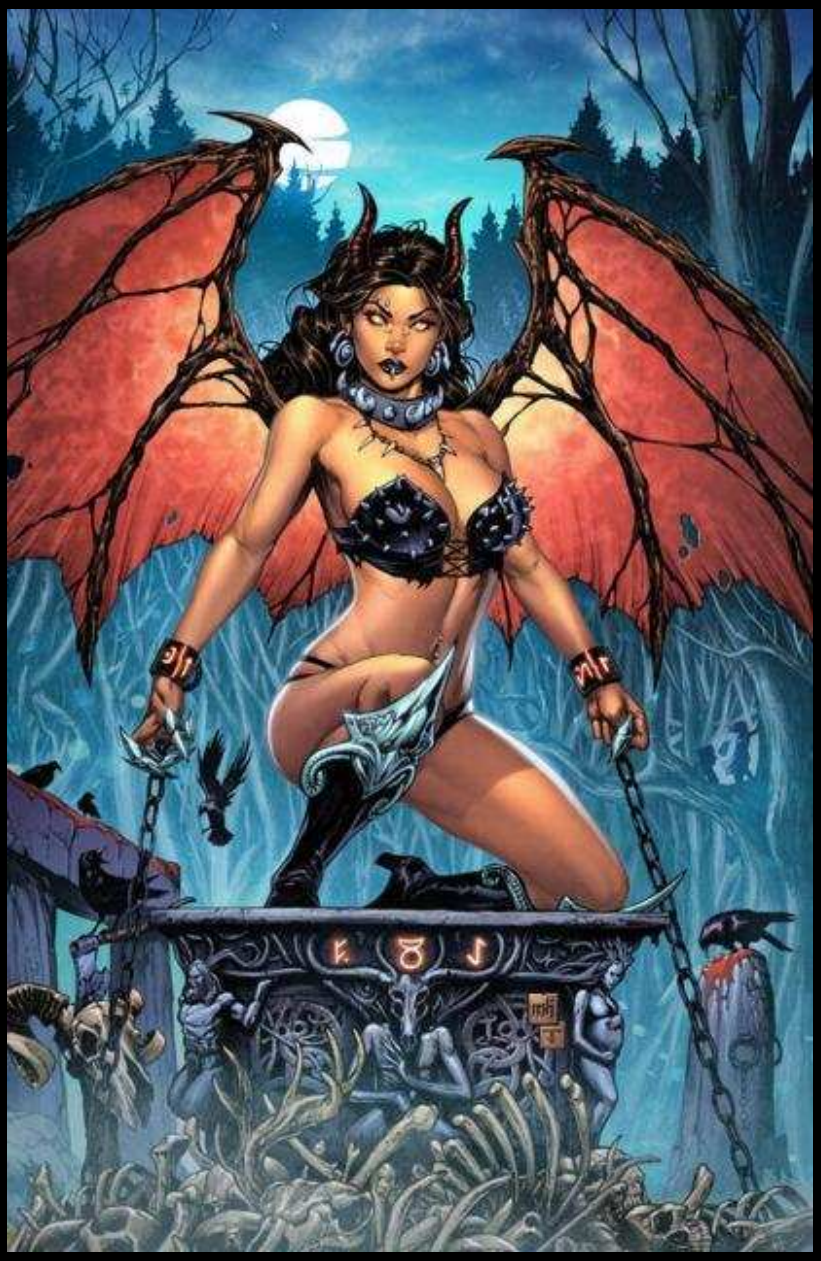
Evil Ernie: This man is not supposed to exist yet. He isn't even supposed to exist in this reality. Yet the connection he shared with Lady Death is undeniably great. Earnest Fairchild was a severely troubled child with abusive parents. One day he was visited by HIS version of Lady Death, who promised to love him forever if he eradicated humanity so she could walk the Earth again. This began the rise of one of the biggest villains his Earth has ever known. How exactly he got here, maybe time travel or that ever popular multiverse stuff, he isn't sure but his desires have not changed one bit. Its anyone's guess how he would react to this worlds Lady Death, mistake her for his own in the past or decry her as an imitation.

Vandala and Vulnavia: Matthias, or Lucifers, love life is best not elaborated upon. But it appears that Hope isn't the only spawn he made. Just the one with the most potential. Before here there was this set of sisters. Their Mother Mary eventually managed to flee with her children and prayed for their safety. Her prayers were heard by no other than Odin who turned them into Valkyries. Now as warriors they were ready to defend the world… but Lucifer does not like being robbed of what is his. Even if they do not have Lady Death's potential, Lucifer punished them and her mother by tricking them into Hell. Now they are stuck here and unable to escape by themselves, manoeuvring the Hellish legions as best as they can.

Tormina: Lucifer had Hope's Mother with him from the moment she died. Should it really be a surprise that he wanted to replicate the miracle of might that is Lady Death? It shouldn't and Tormina is proof of it. Alas instead of the pawn that would help in conquer Heaven itself, Lucifer only received a mediocre mage, albeit one who was a dampener and capable of weakening other individuals. Disappointed, he decided to keep her around anyway and manipulated her to obey him all her life. As the half demon was raised in Hell, she was excited and eager to meet her sister. But her loyalty to her father is wavering and learning of her mothers imprisonment, her fathers true plans and how much her sister suffered is guaranteed to turn her against him.

Purgatori: In ancient Egypt of 1390 there was a slave girl named Sakkara. Toiling day and night to erect a tomb and grinding corn, her monotonous existence was interrupted when she was nearly run over by Queen Ostraca's Chariot. Mesmerizing the Queen with her beauty, Sakkara would be the most favoured woman in her Harem and be happily married. That was until rebellions formed and the Queen needed to turn to the general of her army Ramses. He had one condition, marry him, make him Pharaoh and kill the entirety of her Harem for him and he will keep the populace in check. Sakkara only barely escaped with her life. After encountering an ancient Vampire and mixing their blood with her Fallen Angel Heritage, she came back as Purgatori, massacred the wedding ceremonies attendants and locked Ramses and Ostraca into a Sarcophagus for eternity. Lucifer, impressed by the bloodbath she caused, transported her to Hell to make her his bride. Purgatori disagreed and that is how she became but another trapped soul in Hell, hungry for power and revenge.

Hellwitch: As one of the lowest castes in a Hive in Hell, a nameless pit slave wanted to do the impossible. Rise above her station and claim the power she deserved as the Hellbourne she was, the one true race born in Hell and sworn enemy of the Fallen and the Damned. Rising through the ranks of the system, Hellwitch intends to challenge the Hive's Tyrannical Queen. The first step in her journey to become the most powerful witch in all of Hell.



Vampirella and Draculina: Hell is much larger than most can even imagine. Somewhere within lies the realm of Drakulon, where blood flows like rivers. It is here that the daughter of Lilith and the first murderer Cain, Vampirella is at home. As a Heroic Vampire who fights the likes of her kind that would prey on the innocent, she has recently become stuck in Hell after her latest adventure. Appareantly this is the result of a murderous scheme by her sister Draculina, who is cursed to want to kill her sister as the blonde child of Cain does to the blackhaired one. Beyond that she appears to be very unfamiliar with this iteration of Hell as a whole. Time travel? Memory Alteration? Another retcon? Vampirella isn't quite sure what is going on but wants to save her sister, escape Hell… and while she is at it defeat the bad guys.

Witchblade: There are many artifacts of great power scattered across the realms. One of them is the offspring of the primal forces in the universe. The Witchblade, a symbiotic piece of Armory meant to balance the light and the darkness, usable exclusively by woman. It is capable of healing its user and allowing them to create various weapons. Attached to one Sara Pezzini, the private detective did her best to be a Hero with it. Until in her latest mission things went badly wrong. Being stranded in a place like Hell where Darkness is present everywhere isn't ideal, let alone the fact that she seems to be a couple centuries in the past… but well might as well get to work.

Drawbacks

Hellbound (Mandatory): Did you think Hell was a place you can just so easily get out of? Even if you have some abilities that allow you to cross dimensions you will not be able to leave Hell for the entirety of your stay, or at the very least until Lucifer is defeated by his daughter.

Comic Accurate (+0): The movie offers but a glimpse into the long and storied tale of Lady Death. Some of it altered and others cut out. This Toggle allows you to make certain changes to it and bring more Comic accurate influences into the story. Maybe instead of being cursed to remain in Hell until all of his allies are slain, Lucifer cursed Lady Death to remain in Hell until all of humanity is dead. Or the legions of Hell and other cosmic forces are fleshed out more.

Forsaken (+100): Hell isn't known for being temporary. Every time you take this you will be forced to remain another 100 years in this world. Dying of old age isn't a problem in Hell but… everything else might make this an uncomfortable experience.

Sins of the Father (+100): Your torment didn't begin when you landed here. It began with your death and everything that preceded it. Maybe you were accused of aiding your monster of a father like Hope and burned at the stake or in some other way made to suffer a brutal death. In any case you will need to endure such agony before you land in Hell and your Jump properly starts.

Mighty Damsel (+200): Something that even Hope has to struggle with. Not as often after becoming Lady Death but other continuities know the pain all too well. Occasionally you will be, in spite of your power, be rendered helpless and captured like a damsel in distress. It is never something you can't escape from but it will likely be annoying when it happens.

Unrealized Potential (+200): Perhaps it would be best described as potential robbed from you. Hope is an exceptional young woman, but she had to train hard to realize her power. About 7 years in fact of constant training with Cremator. Much like her your abilities are locked away, their full extend unavailable unless you train yourself back up. The more powerful you used to be, the more you will have to train. This also effects your purchases in Jump.

Without Power (+400): Forget about being weakened, this drawback actively seals all your out of Jump purchases. Perks, Items and Warehouse alike will only be returned to you after this Jump has concluded.

There is no freedom in Hell (+400/+600/Incompatible with Abandon All Hope): You have been cursed just like Lady Death herself would be. Until all of Lucifers allies in Hell have been destroyed, you will remain in this Jump, unable to move on. For **+600 CP** this curse instead becomes a bit more "Comic Accurate" requiring all of humanity to die before you can leave Hell or the Jump.

End Times (+600): It was foolish to think this would have ended with Lucifers death. The final battles for the fate of the world are upon you. Eventually, sometime soon, the final battle between Law and Chaos will break out. Ancient demons and old cosmic beings will come into play, intending to invoke their own schemes. Even Lucifer himself will make a reappearance, having faked his death all along. Can you survive the battles to come?

Scenario

Abandon All Hope (+300/+600): Hope's journey to become Lady Death and overthrow Lucifer was motivated by the desire to reunite with those she loved. Her dear mother and her beloved Niccolo. Lucifer keeping their soul's captive awoke in her the desire to destroy him. Though taking this Scenario changes things a little. Mainly your place in all of this.

Instead of Niccolo, you were the one Hope fell for in the lands of Sweden. It was you she sold her soul for in hopes you could spend eternity together after Matthias claimed you. And it is you who she is reunited with in the river Styx, drifting away to the farthest reaches of Hell.

Through Jump-chan Fiat, Lucifer was not able to lock you up like he would have Niccolo. A small comfort but you are still in Hell and he still has Hope's Mother captive. Needless to say Hope is Hell bent on freeing her and you are taken along for the ride. To succeed in the Scenario you must help Hope to realize her true power as Lady Death and take down Lucifer once and for all, including all his allies. You will have allies yourself like Cremator you can count on, but other than that it will still be a perilous task to claim the Crown of Hell. Lady Death will not be able to do this without you, emotionally or physically.

You may wonder why there are two tiers to this Scenario. Well if you take this Scenario for **+600 CP** this is not a case of you joining her but instead a swap. Hope sold her soul to free you specifically and it is you alone who was thrown in the River Styx. The task remains the same, but now you are without the powerhouse at your side who would have been capable to match him. I hope you already sport power or made wise purchases in this Jump. If its any consolation Hope still refuses to serve him and is simply sealed away in his Throne.

Once Lucifer is defeated, all his allies are dealt with and Lady Death has ascended to her full potential, the Scenario will be completed and you can have your reward.

First you can have all of Hell as a property, now shifted into the **Eternal Graveyard**. This afterlife dimension is under your complete control, its legions loyal to you and you can gain a steady influx of souls of your preferred making in this and future worlds.

Furthermore you receive the Perk **Salvation**. Sometimes killing someone is all you can do to end their suffering and so you will. When you kill someone, you can decide what happens to their soul. They can be released from Hell and be send to heaven, cast down into the Eternal Graveyard you now own or even be condemned to oblivion so they may never trouble you again.

Finally there is of course **Lady Death** herself, at last able to spend eternity with you, her beloved. If you like her mother can join you as well. She would be overjoyed at

the chance to spend time with her daughter and join you two on a well-deserved vacation in future Jumps.

Final Choice

At last your time here has come to an end. Say farewell to the Horrors of Hell. What will you do now?

Go Home: Homesick after all this time like Hope herself? Understandable. You will return to your original world withal you gained.

Stay: Hell can be beautiful indeed. You will stay here with all you gained. Your affairs back home will be put in order.

Move On: There are many worlds beyond this one to explore. To the next Jump.

Notes

-Complete transparency? The probably biggest reason this whole Jump exists is because I find it genuinely criminal there is no Jump dedicated to Lady Death. Like… at all. Overpowered, sexy and edgy. This is everything the average Jumper ought to like. She's basically one of THE faces of 'Bad Girl Comics' next to Vampirella. I can't be the only one who thinks it's at the very least odd we went this long without a Jump dedicated to her. If there already is one I just didn't know of by all means prove me wrong I'd love to see it.

I don't exactly trust myself to make a Jump for a Comic Characters whole continuity, especially one with such an extensive history of publishers. But this Animated Movie was self-contained enough I figured… why not?

But as I started working, followed by hearing that this movie is apparently somewhat disliked in the fanbase, I kinda ended up wanting to incorporate some other aspects of Lady Deaths mythos. Allow for options to make it a bit more comic-accurate. At its core this is very much a Movie focused Jump and there is nothing that really exceeds the movie itself or what is shown there. If you don't want to deal with it and have a movie authentic experience only, there is nothing stopping you from ignoring it, it's all optional. But I wanted to give Lady Death fans SOMETHING considering the genuine drought of content Jumpchain has for them.

This is also how I ended up with the **Damned Souls** Companion Section for example. All characters featured in it are either part of one or more Lady Death canons (though it certainly doesn't include all of them, there are too many to list and information on them is tricky to come by), or appeared with her in a crossover. Even then, admittedly they may not be entirely accurate. Tormina for example is the daughter of the Death Queen, Hope's Mother as a Villain, with what is implied to be someone other than Matthias or Lucifer. So she is her Half-sister and not full sister in canon. I kinda just adjusted her backstory a bit. That doesn't even start into just making up random timetravel to justify Evil Ernie's presence. Honestly you can see it as an example list of who you may be able to include using **Comic Accurate** and feel free to Fanwank preferred ways to include them.

I am somewhat worried that it deludes the original point of the Jump to even offer all of this, but again this is all optional. And really at its core this Jump is meant to just offer a proper Lady Death experience, especially for fans who thought the Movie cut out too much.

I know I am rambling but you would too after researching for hours the mess that is Comic Characters who went through like 5 different companies.

-In the comics the powersource Lady Death uses is called Energy Arcane. This term is never mentioned in the movie but I felt like bringing it up anyway.

-**Hellbound** exists as a Mandatory Drawback because… it just felt wrong for it to not exist? Honestly yeah that's basically my justification. The real plot begins and happens in Hell and being stuck there is so important to Lady Death it felt wrong to just have a Jumper easily be able to ignore it.

-**God works in mysterious ways** is just a Plot Armor Perk. You do not actually have some Gods blessing that is just flavour text.

-On **So Pure it reaches Heaven**, this isn't really brought up in the movie (outside of potentially a dream sequence but that was likely referring to Lucifer again) but in the Comics Hope's Mother was part of the reason she even is so powerful. Basically besides her fathers bloodline of being THE Fallen Angel (another change of the movie btw in the Comics Matthias was 'just' an evil sorcerer descended from Fallen Angels), her mother held a portion of Odin's power within her. I decided to make this work in the sense that all your children have a power boost on top of what they would normally inherit. This can work retroactively if you like.

-**End Times** basically applies Comic Book escalation to this Jump. There will be another more powerful cosmic being always around the corner and at some point there will be a full Armageddon, with all the fitting powerlevels at play. It will also complicate the Abandon All Hope Scenario if you've taken it as… well Lucifer is not dead. You still get the rewards you would have as soon as he fakes his death in Hell but to move on from the Jump you need to kill him properly.