

Hazbin Hotel/Helluva Boss Pilots

Well, well, well~ what do we have here~? A new hellish resident of our dearly departed infernal realm or an old hat raising his head up for the first time in a while? Looking to move and shake? Looking for redemption? Either way, you'll find drugs, booze, sex, and more than you ever thought or knew of down here, and people are gonna be looking to use you too, so...Let's give ya this and hope ya don't die too easily~ **1,000 CP** All yours babycakes~ Have Fun~

Origin

Hellish Resident {Drop In Optional} - Ya just dropped in, eh? Or been here a while? Well, welcome to Hell cutie, plenty of people looking for some new ass and you aren't big or important enough for them to give a single flying fuck about fucking your shit right up so I'd be on the lookout hun.

Hotel Worker - So ya workin' at that new Hotel, under the princess? Ha, what a fucking joke, Redemption, Forgiveness? You think that shit exists for you, for me, for any fucking one down here? You naive piece of shit.

I.M.P. - So you work under that asshole Imp with his idiot Sidekicks, is that right? Murdering shit in the living world and all that? Honestly, I don't get how you all can even fucking function, it looks like a clusterfuck over there.

Prince(ss) of Hell [600 CP] - Ah, so one of the Nobles is your Mommy or Daddy, huh? Or maybe you're the brat of an Overlord, well, either way, no one gives a shit. Just look at how they treated the dumbass daughter of Lucifer on live TV and no one did anything.

Perks

Perks are Discounted for their origin, 100CP perks are free for their origin.

Hellish Resident

I Can Suck Ya Dick! [100 CP] - Well this is hell. Honestly, I'd be disappointed if you failed at this, lewd, crude, or even dark and depressing humor, you're a master of the laugh. Honestly, while some may find your jokes offensive you will find that those you consider friends or allies will always get some amusement and lift their spirits a little.

Famous [200 CP] - You're famous, maybe not...Angel Dust famous, but you're famous enough and this fame will follow you, choose one Profession that you are Good at, Above Average at least. Upon entering each jump you can choose one profession that you're good at to be famous in, can be anything from a famous monster slayer to famous cocksucker, I don't give a fuck, not world-famous, but your country would sure as hell know you.

SON?! [400 CP] - Well, this is awkward? It seems like once a Jump or Ten Years, whichever comes first, when you're about to die, you can say some stupid joke or quip. Only for it to save your life, such as the guy kicking your ass believing you are his son and stopping attacking you long enough for your friend to save your ass. (This is a 1UP)

Addict [600 CP] - Damn...Singing, Dancing, Fucking, Sucking, Snorting, Bitch you got it all. Your dances could make even Lucifer himself sit up and take notice, even get a pretty fucking good stiffy if you put your back into it. Not only that, but it seems like every immoral act you commit gives you a permanent power increase, small, yes, but it's still a boost for something as nice as fucking or stripping or something. Granting about .01% increase in power per "Naughty" act. Also, for some reason, you can fight just as well when pole dancing, stripping, exotic dancing, having sex, or doing drugs as you could when not doing any of that.

Hotel Worker

Work for Room and Board [100 CP] - You seem able to find shelter, food and a bed to sleep anywhere in civilization, as long as you have a trade to offer. Maybe a Mathematician finds work under a king teaching his children or something, I don't know, but as long as you work you're provided for.

Happy Little Maid [200 CP] - Well aren't you the cutest little thing. Wait, where the fuck did you go? How the fuck is my room clean? What the fuck? Some kind of super fast, super good maid power or something? Well, that's interesting, have fun I guess? I mean being fast enough to make even most demons just see a blur has to account for something, even if all the cleaning and shit is odd.

Husker [400 CP] - Pick a card, any card. Oops, wrong card, now they gotta give you their cash. Lying, Scamming, Conning you know it all, and despite being a spiteful little prick people still seem to find you amusing and friendly.

Durable [600 CP] - Okay, when I say Durable I don't mean "Oh I can take a little more damage" I mean quite plainly "If It Can't kill ya it ain't doing much at all." Even if an attack would normally cripple you for life or something, as long as it wouldn't kill you all it's gonna do is give some light scratches, maybe a fracture, you can still be worn down over time or insta gibbed though so watch out.

I.M.P.

Murder! Personalized to your Taste [100 CP] - Pick a Way of Murder, such as "Sending a Message" or "False Suicide" or something similar, you are now rather talented at your chosen way of murder.

Catchy Jingle [200 CP] - Well, that's odd, it seems like you're actually pretty good at marketing. Your ads always seem to find their target audience. Just, um, I wouldn't put "Kids Die For Free" in your jingle or ad, you'll actually get calls asking you to murder kids for no pay.

Family [400 CP] - Any group or organization that you are a true member of, not just say you're a member of but are a true and active member of, becomes like family, this works better the smaller the group. Sure you'll still fight, or argue, but you'll make up and love each other in the end, cause that's what family is about.

Creepy Bird Dick [600 CP] - So, fucking your way to the top doesn't look so bad now, in fact, it all seems to work out for the best. Fuck a Big Bad and then steal his super special book, destroy his wife's food by falling on it and covering her with it and the worst you'll have to deal with is using what you learn from the book to help him every now and then, and some creepy phone calls or sexts, but hey, it's hell.

Prince(ss) of Hell

Cutie Pie [100 CP] - So, for some reason, no matter your true form you can look cute, innocent and adorable, though intense emotions will see you slipping into your true form so be careful.

Hellfire [200 CP] - You have control over Hellfire, a powerful flame that burns the soul directly, not the flesh. So it doesn't affect Soulless beings. But this is one of the only

things that can actually Perma-Kill a Demon or Fallen Soul. Not just hurt them for a while like most other methods. This is tiring though and will take some intense training to use it to any meaningful degree.

Child of the LightBringer [400 CP]{Restricted to Prince(ss) of Hell Origin} - You are a Son or Daughter of Lucifer. And that's Big, no matter where you go, or what you become you'll carry his blood in you, boosting any demonic Powers by around X6 and any angelic ones by about half that and any powers that align with the Seven Deadly Sin you choose is boosted to X10. If you want you can choose to be the child of a different Sin, this also gives you a free purchase of the Bloodlines perk below for the Sin you are the child of, you can choose to embody a different sin than your parent.

You Don't Take Shit From No Demon [600 CP]{Restricted to Prince(ss) of Hell Origin} - To put it plainly, once per Jump, you can put your foot down and say "Enough is Fucking Enough. That's it, no tricks, no traps, no double talk this is what you are fucking doing!" To one Demon or Devil, whatever, you can give one order. The more they like an order the more they'll do it, so Charlie's order from the show would see him happily and actively helping for a good long while, and even if he got bored he wouldn't attack or fuck things up too badly. But if you tried some bullshit like "You are My Slave" he'd be bucking and thinking his way out of it in short order most likely, or at least trying it. But even things like telling say...Trigon from DC to not invade until you leave will just have him shrugging and accepting it. He's waited for a long while, he can wait longer, or go after another universe. This would let you force a deal on a demon for their soul if you take Dealmaker, or something like it.

General Perks

No Discounts

Style [Free] - "In war, the side remembered is the side with the most...style!" How fortunate that you have a lot of it. Not only do you know how to dress, looking sharp while getting the personality across you want to project, you may also, with a mental switch, take Vivziepop's slender artstyle and view the world around you through its lens. This does not actually change the world itself, just your perception of it.

Soundtrack [100 CP] - Huh, not a bad singing voice you got there. Then again, given that this place tends to have people break out into musical numbers sometimes, that's only to be expected. You can sing and dance, while not with the best, at least enough to not embarrass yourself any further than you already did otherwise. And to ensure you

even have a song and dance to sing to, you get a personal little song for yourself that just so happens to pop into your mind when you enter the jump. The fact that it happens to sound like it comes from the people behind the Hazbin Hotel songs... Oh, who are we kidding, we both know that's not a coincidence.

Connected [200 CP] - You're moving up in the world, Jumper, and some people want a slice of whatever pie you're making. From this point forward, you will almost instinctively find people with the right connections for whatever you may need, and chances are you'll develop a working relationship rather quickly as you just seem like the kinda guy who knows what they're doing. Do be aware, however, that they will demand payment for their services, so you best ensure that you can pay. You wouldn't want to make exchanges you can't actually back up, do you? Your mouth writing checks your body can't cash is a quick way to make damnation far worse for you.

Demonic Beauty [400 CP] - Oh my, are you in Valentino's Industry? No? Huh, color me surprised, it seems like the kinda business you'd be more than welcome in. Not only are you extremely beautiful for whatever gender you wish to project, such as blowing other women out of the water with your feminine sex appeal as a guy if that's what you want, you also have the natural charm to know how to use your beauty in order to get what you want a lot of the time. Further, your devilish charm allows you to make people consider a relationship with you purely on your own, ahem, "merits" rather than outside factors concerning yourself, such as your relationship status or your sex. Do keep in mind, however, that this perk does nothing to protect you from whatever bad decision you may make while you have it. After all, you wouldn't want to end up, hehe... "Addicted."

Bloodlines [600 CP] - Tell me, have you ever wondered why Angel Dust looks like a spider? Funny thing about that: His entire family does. Apparently, it's symbolic of their web of crime and influence, given that they are a Mafia family. That gives Angel Dust quite a few abilities, such as the capability to have up to six arms out, poison fangs, you get the idea. Or to put it differently: Your power can be shaped by the blood running through your veins, or similar connections at any rate. And you can use that to your advantage now. You may choose one character, though it can't be an Sin unless you have the Prince(ss) of Hell origin, to be somehow related to, be it literally by blood, being gifted a fragment of their power, or other means of your choosing, and gain a weaker copy of their abilities you can train up. Doing so though... may take a while.

World's Greatest Killer [600 CP] - Did you know that all hunger and inequality in the world could be solved with nothing but Humanity choosing to solve it? Why, then, is it

still a thing? The answer to that is simple: Sheer and utter Apathy. A force that killed more people than any hatred and Evil ever could. Of course, as something which kills so much... Is it not a vile thing as well? I dunno. I'm not some philosopher who sits on his ass all day asking stupid questions that don't matter. For you though, the answer is yes, and a clear yes at that. Now, every act of Apathy becomes an act of Evil as far as you're concerned... Though not exactly a great one. In essence, so long as you do not care about at least some of the things happening around you, any powers which rely on Evil or sin don't diminish, and even grow a bit, albeit at an incredibly slow rate. However, there do need to be things around you which you can ignore: Just sequestering yourself in a cave won't let this perk work. In fact, it works best if you live an ordinary life, with its ups and downs, just like you did before you came down here... And isn't that funny?

Deal Maker Demon [1000 CP] - You can make Deals. The D needs to be capital too, this isn't some pansy-ass half baked give some idiot gold for his soul this is straight-up Wish-Granting levels of bullshit. And you get a power boost for it, though small, about .1% for every deal made. But in turn, as long as you have the raw power, skill, tech, or whatever else needed to fulfill a wish, even if it would normally take years, you can do it instantly and with no prep if it's for a Deal, though you'd have to have enough time left in Jump to do it. After Spark, though, it's "As long as you could eventually do it with the power and skills you currently have". This also lets you make DnD style warlocks, paladins or clerics, as many as you want/can con into signing up with you. And these deals do not lower your power in any way. The power increase you get from making deals is exponential. If you can make/reproduce something within the time you can create it instantly for the purpose of the deal and it doesn't drain or take it from you in any way, such as money or a potion. The deal is not fiat-backed or forced on either side, Demons and those in deals with them constantly try to one-up each other. This gives you some freedom though, such as someone asking for One Million Bucks, getting bucked one million times or something. Weal and Deal and all that my good fellow! Any Souls you own from deals you make lets you bring those who you own as Followers or Companions as you choose on your Chain, or leave them behind, your choice.

Overlord [1000 CP] - Wow shit didn't know who I was talking to. Pick some sort of vice or something that's been called "The Devil's Work" like drugs or the radio or something. You can cast any magic you know using that as a medium adjusting the magic as needed to work with it. You gain magic strong enough to need to be fighting things like Lucifer, Alastor, Darkseid or other high-end beings to even risk running low, much less out. And it'd be strong enough to make those fights pretty up in the Air if only based on power alone. You also gain control/magic tied to the Concepts even vaguely associated with whatever you chose. Such as Radio letting you "Make Contact" with eldritch beings

and summon them or parts of them to attack for you. Or drugs letting you literally chain someone to you by making them addicted to you to a soul-deep level.

Items

100 CP Items free for Origin with the others Discounted

Hellish Resident

Car [100 CP] - You have a car, it's kinda shitty honestly, but it never runs out of fuel and seems to always function as long as it isn't totally destroyed. For 200 more CP, undiscounted, you can make it into a pimped-out Whatever-The-Hell and the fucking thing would still be in good enough condition to drive even after Alastor tentacle'd it.

Fanclub [200 CP] - Fans most would say are horrible creatures, but you have some, some deeply loyal and completely fuck nut crazy fans willing to kill and die for you, a total of about 5,000. Though holding no true strength or power, they will obey without question, though they never seem to hear orders to leave you alone... Also, you might wake up to one smelling your feet or some weird shit, watch out for that.

Porn Studio [400 CP] - Something for every kink. While you won't be overthrowing Valentino with just this, you can rake in cash like crazy and even have your own star of near equal fame to Angel Dust working here, and they actually like their job. It's also the only Studio Big Vee doesn't own so keep an eye out.

Hotel Worker

Maid Closet [100 CP] - You now have an entire Walk-In Closet filled with different Maid and Butler outfits, all look quite good on you and seem to improve your cleaning and cooking by a little bit as you wear them.

Lucky Gambling Set[200 CP] - Pick anything to do with Gambling, Cards, Dice, whatever and you gain a "Lucky" set, you'll always win more than you lose if the place your gambling or guys you're betting against don't get pissy and try to kill ya first anyways.

The True Anarchist's Cookbook[400 CP] - An ever-updating book that never seems to get any thicker, it has instructions on how to construct basically any bomb. It

upgrades to knowing everything in the local jump. It'd even let you steal something like Explosive Designs from Worm's Bakuda if you wanted to...Even her...Odd Ones.

I.M.P.

Shitty Apartment [100 CP] - A basic apartment where you can relax after a long day at work... For some fucking reason though friends and co-workers keep showing up to bum out around the place. Even companions you don't import.

Big Fucking Heavy Book [200 CP] - This book's most basic function is Dimension/World hopping. While you can't hop to other jumps until you spark, demi-planes, connected worlds, etc. are all pretty easy to learn to poke your head in. Just don't get it bitten off.

I.M.P. [400 CP] - I.M.P. follows you into future worlds, either as followers or as a Group Companion. If Taken as a Companion they all get 50% of any perk or items effectiveness rather than splitting it up based on how many there are, you also get 50% effectiveness of any Perk they purchase if you have I.M.P. as your origin.

Prince(ss) of Hell

Hell-Phone[100 CP] - A Cell Phone that automatically updates to the best thing around, retains modifications, can call through dimensions such as from earth to hell, has a shit ton of memory and is all in all an awesome phone.

Demonic Staff[200 CP] - Any business or property you own that has staff now has Demonic Staff, giving it a general boost in all ways by about two to three times what it normally would be.

Your Own Hotel![400 CP] - This could be for Redemption or Damnation, I don't give a fuck. But either way, this massive hotel will hold all your companions and you often get visits from friends out of past jumps, who will stay for a while but not forever. It also retains any modifications you do to it, so go ahead make your dream hotel as pimped out as you want.

General Item

A Holy Arm [500CP] - You have a holy weapon, whatever you want, gauntlets, swords, spears, heck even a gun with unlimited holy ammo that doesn't need to be reloaded, it can kill normally immortal things...such as Sinners and Angels perhaps? You can Use

this to change the form and add the kill the unkillable ability to a weapon you already own. If you so desire, such as turning a pistol into a machine gun or a sword into a scythe. This can't make a melee weapon into a ranged one or vice versa though. Also it's completely unbreakable, it can't be destroyed at all now.

A Slice of Hell [1000CP]{Discounted to those that have Overlord} - You get to bring a bit of hell with you, in its own pocket dimension, powering you up based on the souls in it, stealing souls when it can, though once a year Angels will try and purge it so watch out for that. After you leave this Jump you can choose to keep having the angels attack or have them stop showing up if you want. Also anyone who makes a deal with you, your companions, or your followers will end up here for their afterlife. The Realm Expands as more souls enter it. Making it so it can never get "Overfilled". Those here will be loyal to you, though depending on you that might be because of fear, actual loyalty, mind screwing or something else, anyway, loyal.

Companions

Create/Import [100 CP] - Create a new Companion or import an existing one, they get 600 CP to spend on whatever.

Canon [100 CP] - You've made friends with a Local, anyone but Lucifer and Lilith that we've seen on screen are free to take, do I know how you made this friend? No, but they are your friend now, have fun, they like you and will not backstab you of their own free will. You can also swap their Gender if you want with this, go ahead, Waifu Valentino if you want I don't care.

Drawbacks

Replacement Policy [+0 CP] - You may replace someone based on the Origin you have chosen, gaining their body as an Alt-Form and their memories on top of that, though if you want to be Charlie, in particular, this section is willing to provide it to you basically for free in exchange for some memory loss and certain... responsibilities (See: Jumper The Redeemer). The only exception is replacing an Overlord, requiring the Overlord perk instead. Additionally, at your discretion, you may... Have the world warp to accommodate your choices. As such, an Overlord with the I.M.P. Origin will just have worked at I.M.P. for some reason, and will unexplainably have whatever you picked up

over the past jumps as part of his background powerset, so no one asks how you're pulling out all those weird psionics or whatnot. A word of warning on that though: This is less "it's as if you've always been them," and more "it's as if they, with their personality, always had your powers, and suddenly remembered who they are." So... don't be surprised if the world looks a lot different than you expect it to, should you wish to warp this world to suit your tastes. And the weird looks people keep giving you for some reason...

Surrounded By Assholes [+100 CP] - Hell is already a rather annoying place, what with the territory wars after each Cleansing, the wanton murder, and all the other problems you'll encounter here. Now, however? Now it's worse. Almost everyone becomes a more annoying, if not more dangerous person. Cherri Bomb will constantly blow your stuff up, you have to pack at least three lunches because two of them will be eaten by your douchebag co-workers, and the territorial conflicts are all year round, though fortunately more annoying than anything. And the worst thing is, everyone swears constantly, to the point it'd make a sailor blush, and it's losing its charm *fast*. It's almost like you were sent to a place of perpetual punishment created by and for the worst, most irredeemable shitheads humanity had to offer! ...Oh, wait... Huh... Guess this place already sucks like that. I suppose this is why the Drawback is so cheap?

Inside Every Demon Is A Rainbow~ [+100 CP] - Kill me! I *demand* that you kill me! Please, I beg of you, no mo- *cough*. Sorry about that. A-anyway, I've just been subjected to this Drawback for testing and... Yeah... Look, let's just get to it, alright? This replaces everyone's singing voice with your singing voice. *Prior* to any perks which could improve your singing in any way. This truly is hell...

Of Names And Voices [+100 CP] - Did you know that demons change both their voice and their name from when they were alive? Turns out you went through the same treatment. Both your name and your voice, while not necessarily objectively bad, won't ever feel like they are truly *yours*, and it will grate on you something fierce.

I Don't Touch the Gays [+100 CP] - You, something about you, maybe you're gay, or Mexican, or something else but for some fucking reason it seems like 30% to 40% of people you meet are Bigots against that one thing, it's really fucking annoying.

Hellish Hearts [+100 CP] - The people of Hell are rather open about lust, love, and everything in-between. For you, that's rather unfortunate, because you now have an admirer who you just can't help but dislike. And they don't. Stop. Being annoying. You may choose if you can't kill them due to political implications, their personal power, or

because someone else will just take their place, but the bottom line here is that you won't be getting rid of them. You have my pity. At least the affection is harmless...

The Wildbow Treatment [+200 CP] - To quote Vivziepop: "Reality is going to hit all the characters at a certain point." And oh boy does it if you take this. It doesn't stop hitting them, either. By taking this, you may still have the start you'd normally have, at least superficially, but it will be as if the writing team decided to pull Wildbow aboard so that he may unleash his trademark "Everything Gets Worse" unto the setting, turned up to eleven. If the next purge comes and you suddenly realize that the Angels have a beautiful singing voice you get to hear in the back of your head... Don't say you weren't warned.

Asshole Boss [+200 CP] - You have some sort of boss, or well, someone with power over you. It may be a boss, maybe someone you owe some pretty heavy favors too, But you have to work for them, and even if you kill this self-entitled bastard a new one pops up and has even more dirt on you.

Hitting on you [+200 CP] - No, not in that way, that's what the other Drawback was there for. Blitzo, the founder of I.M.P., got a new contract, with you as the target. On his own, he's just an imp, but he has a whole team on his side, and while he won't scale with you, you'll find putting him into the ground permanently to be rather difficult for your stay here. If you have the I.M.P. origin or item of the same name, it is instead a random competitor in the same business who has a contract for your head... Or who just doesn't like you. One or the other.

Inner Demons [+300 CP] - Angel Dust and Alastor are more than just characters: They are a writer's complex emotions given shape and life. That's a healthy process, a constructive way to deal with those emotions. For other people, that is, because they don't actually have to live with those embodiments. You, dear Jumper? You aren't so lucky. Emotions from the worst parts of your life, at least one per jump you visited plus one from your home, come to life in this hell. They have your body-mod, the Hellish Resident origin, and all the items and perks you bought in the jump they came from. And they know where, and more importantly *who*, they come from, and intend to make that person's life hell on... well, just hell, for the rest of their stay here. That means you, by the way.

Jumper The Redeemer [+300 CP] - Normally, this task would fall to Charlie, but that's now no longer the case. Why, you ask? It's because YOU are now Charlie, or rather, her replacement. You gain the Prince(ss) of Hell origin (losing all Discounts from your prior

origin), though you still have to pay half its cost (which just so happens to be what this Drawback gives you, what a coincidence) and the Happy Hotel as it is at the start of the show, and have to fulfill her ambition. And I do mean fulfill it: Until the “Cleansing” no longer occurs, you’re stuck, your time in the jump being extended as far as necessary for this to happen. Oh, and remember how I said you are her replacement? That’s literal: While everyone remembers you as Charlie, you gain none of her memories and have to feel your way through this. You’re her replacement, not her, after all. Have fun.

Yandere Simulator [+300 CP] - Remember how the Hellish Hearts Drawback has that love be nothing but harmless? That changes now. Your admirer has all three possible traits (politically powerful, personally powerful, and will be replaced by someone who is the same upon demise) and his desire for you has crossed from annoying and slightly creepy to... Well, you read this Drawback’s name, didn’t you?

Abusive Boss [+400 CP] - You’re now stuck working under an abusive boss, one that takes great delight in raping, beating, drugging and doing many other horrible things to you. And you can’t escape or ignore him, no matter how powerful you are.

She Failed [+400 CP] - A fun fact about Vaggie: Did you know that she originally wasn’t a misandrist? In fact, during development, she was planned to be the love interest of Angel Dust, of all people. So let us take that fact and drop you into a world where that never changed... And one where it came to light in the worst way possible. In this world, you see, Vaggie was Charlie’s first girlfriend, first kiss, first... a lot of things, really. Most importantly, she was the first person Charlie ever redeemed, before their friendship became more. Or at least, that’s what Charlie thought before she caught her with Angel Dust. The truth was that she hadn’t redeemed anybody. She failed. Heartbroken, poor little Charlie packed up her things and gave up on her dream of redeeming demonkind, throwing her unending willpower into becoming the best demon she can be instead, and oh boy did that bear fruit: Charlie is now the Overlord Of Temptation, effectively having both the Overlord perk and the entire Prince(ss) Of Hell perkline. And just when she thought she’d give up love forever, you came along. Yes, this is as bad as you think it is. While she won’t outright rape you, as the Overlord Of Temptation she has her ways to make you *wish* she would. And she wants you. Should you fall for her, and remain in love with her at the end of the jump... Well, she wouldn’t want to let you go, has the Prince(ss) Of Hell Capstone which no OoC will save you from, and you ARE a demon for your stay here. You gain her as a free Companion if you want her though, regardless of how your Jump ends, at the end of said Jump.

Stay Tuned [+400 CP] - Alastor is a fucking dealmaker, always trying to get the upper hand one way or the other. While normally, you just take mortal souls to empower yourself, he has taken this to another level. In this instance, he has made a deal with you. While he can't have your soul, an un/fortunate side effect of your condition as a Jumper, he was able to get something else from you. You are now "tuned," and "part of the program." In less cryptic terms, do you remember those Radio Shows you can call in to? Alastor can now do just that, and once per week of your stay, he can "call" and force you to do just about anything so long as you aren't totally opposed to it. While most of his requests may seem harmless at first, Alastor didn't get to where he is now without the ability to have seemingly minor acts snowball into something greater. Something horrifying.

Alternatively, your deal may be with Vox, not Alastor. While Vox can only "broadcast" you once per month, his higher quality product needing more time to mature, he says, he isn't lying when he says his broadcast is more *advanced*: While Alastor can't force you to go against your morals, Vox can force you to do any one thing so long as it isn't suicidal. And be warned: He tends to use his moments of power... well.

Death Approaches [+500 CP] - You are going to die, Jumper. While this won't end your chain, being just a natural way to become a Hellish Resident (or reincarnating into a different origin, as the case may be), when you wake up in hell, you will *remember* how you died. And it won't have been pretty. In fact, it will be straight up traumatizing, a horrible, horrifying experience even beyond regular death. However, while this event is impossible to avoid and backed by fiat, the Trauma itself isn't entirely so. You can, slowly, over the work of years, conquer it, and maybe one day move beyond it. While it may forever be remembered, one day it won't control you anymore. After all, Alastor doesn't scream every time he hears a dog bark, now does he?

Permanent Trauma {Requires Death Approaches} [+500 CP] - Or you know what? Maybe it will. Maybe whatever happened to you was so horrible it left a permanent stain on your soul. This choice... Is not one to be taken lightly. Upon picking this drawback, the Trauma from Death Approaches becomes fiat-backed. Permanently. Not "until the end of your jump." Not even "until you Spark," though after your Spark its backing isn't perfect anymore, though still a bitch to remove. If you pick this, this Trauma will haunt you for the rest of your chain, perks be damned, only offering brief respite if other Drawbacks cause memory loss. It will color your every thought, haunt your dreams, and sometimes, you'll even feel whatever pain you felt when you died in bursts of phantom pain when you're awake. Whatever you buy with this, Jumper... I hope that it was worth it. I really do.

Purge Night, Every Night [+600 CP] - Hey, remember that whole “Cleansing” thing, where once a year Angels descend to kill people because... I dunno, they can’t get their rocks off otherwise? Or whatever they get out of it, anyway. That is now no longer a yearly thing. You read the title: They come down day after day, and they come down for you in particular. This not only means that they will seek you out, but it also means that anyone who finds out about this might be... amicable to ensure you end up in their hands and let them return to their original schedule. Best play this one close to your heart, Jumper.

Imp’d [+600 CP] - No, not like the origin. You are now, physically, an Imp. What that means, weird look aside is that you were naturally born in Hell, and your capabilities reflect that. Or rather, your lack of them. You lose access to your Warehouse or equivalent, out-of-jump items, and any other perks and powers you may have. Yes, this includes your Body-Mod and any variation thereof. You’re an Imp now, not an “Imp as fast as a motorcycle.” Post-Jump, your powers, and similar privileges are restored, and this becomes an Alt-Form.

Notes

Notes I need to write will go here, others can use it for suggestions and the like too.

Would like to give special thanks to WogMog over on Reddit. They helped massively with grammar and made a lot of the drawbacks, something I personally was having trouble with. They also made much of the Generic Perkline

About the “She Failed” Drawback:

- Charlie is either a scaling “enemy” or powerful enough to crush the combined might of all other Overlords like an insect, whichever is worse for you, and which you will forget upon taking this Drawback. Simply put: You can’t beat her in a fight.
- If you take this with “Jumper The Redeemer,” then you will be Charlie’s sibling, by blood or otherwise, picking up the pieces of her shattered dream. To restore her faith in herself, perhaps? Either way, Charlie will seem surprisingly helpful regarding that, so that’s a plus. Needless to say, they’ll remember you as her sibling, and you don’t get any memories regarding it.
- If you take this with Asshole Boss, you may have Charlie be your boss, with you working at the Happy Hotel regardless of your origin. She won’t be mean to you, but you will be spending a lot of time near her. In case you haven’t guessed it,

that's dangerous. Should you take Abusive Boss instead... Remember how the Drawback said she wouldn't rape you? Throw that right out of the window, and any other morals too. At least she has a goal other than your suffering, which might stop her from doing... *worse*.

- If you take this with both Jumper The Redeemer and Abusive Boss... You are either suicidal, insane, or very, *very* kinky.
- Rest assured that despite all of this, Charlie is still Charlie, just buried under a lot of hurt. The feelings she has, despite the way they came to be, are genuine, even if the way she expresses them is warped. She hasn't loved anyone, physically or emotionally, since Vaggie, so she is rather vulnerable... Try not to hurt her too bad if you have to, alright Jumper?

Update 1.1.1: Fixed some weird formatting.

Update 1.1: Change Name, Adjusted some things in Addict, Child of Lightbringer, Dealmaker and Bloodlines perks, also adjusted Slice of Hell Item, Added A Holy Arm item, Adjusted local companion option.