



HELLPÉR
SAKK

I N T R O

Some ground rules, before we begin.

When someone dies, that person will wear a ticket on his wrist. If the ticket is white, it leads to Heaven or rebirth. Black, it leads to Hell. That's where you will end up. However, if you collect 100 black tickets, it can be exchanged for a white ticket. That's how the story goes, anyway.

Jang Gwangnam, a young man with a talent for bringing the "light" out of those living in the "dark". Inhuman, in both his fighting ability, and naivety. In life, he united hundreds under the banner of Killberos. He gathered street punks, brawlers, people too raw and aggressive to be accepted into society, and made them into a force of good for their community. His charisma made all this and more possible, and now he's going to Hell.

In spite of his best intentions Gwangnam had made many enemies in life, it was only a matter of time before someone took action. Gwangnam now finds himself in the Underworld, with a black ticket around his wrist. After escaping the Reaper sent to escort him to Hell, Gwangnam crosses paths with Sese, a Ghost who quickly becomes swept up in Gwangnam's charm, and his journey to return to his loved ones in the living world.

However, in the Underworld, an immutable hierarchy exists in the form of a spirit's color, with red, the color of Ghosts, at the bottom. Gwangnam will ignore this hierarchy time and time again. It will be quite some time before he realizes the impossibility of his actions, and the machinations behind them, as he uncovers the true nature of himself, and reality itself.

C O L O R

Choose your age and gender freely

GHOST

[FREE]

The lowest of the low in the spirit world. All Ghosts live on the run from the Reapers, and other Ghosts seeking tickets, save for those who have sought out refuge in Middle Town. The only power that appears to be unique to Ghosts, is the ability to give themselves “shape”, or create clothing representative of their cause and image of death.

GOBLIN

[100CP]

Yellow is the second weakest color in the Underworld, but that still leaves them far stronger than the average Ghost. Goblin culture is similar to a benevolent street gang, violent, but with a strong focus on comradery. Goblins are slaves to their own instincts, that compel them to fight strong opponents and obey anyone who defeats them. The only way for a Goblin to free themselves from their instincts is the removal of their horn, but doing so will make them an outcast among their kind.

Taoist

[200CP]

There may not be an official term for them, but a wide variety of spirits bear the color green in the Underworld. This color generally denotes owners of towns and businesses and those that serve them. Many associated with this color are incredibly wise in the ways of the spirit and the universe, but not always. It can be assumed that the power of a spirit with the color green is greater than that of the color yellow.

Reaper

[400CP]

Reapers are the law enforcement of the Underworld, and as the third strongest color. Their power is greater than all the lower colors on average, but there are exceptional cases. Their primary duty is to escort Ghosts to their afterlife, be it Hell, Heaven, or rebirth. Reapers are strong, but their duty is to enforce the law, with little control over its formation. Unlike other colors, blue can be earned by spirits of other colors through a test, but success is considered nearly impossible.

Dark Party

[800CP]

The most powerful color in the entire Underworld, possibly the whole universe. The Dark Party are the lawmakers of the underworld. They're untouchable, in both political and personal power. Only three other spirits possessing the almighty purple color exist in the Underworld, each one wielding power greater than hundreds of Reapers combined. A peculiar quirk of purple spirits is using a particular body part as their primary means of attack, sprouting additional ones from their body and even their surroundings. Such as a pair of hands, or a large acidic tongue, or more... vulgar extremities. Like all others of this color, you were born from the body of Sheville Warhand, better known as "the Lower" or "the Devil".

Sheville is the one who brought death and evil to the Garden of Eden by tempting Eve into tasting the Fruit of Virtue and Vice, which compelled her to devour Adam alive. It can be argued that they are to blame for God distancing himself from the world he created. From the depths of the Underworld, they've even managed to cripple the archangels with their own pride and gluttony, fattening them with corpses of fallen The Dead.

The Dark Party seeks the end of Heaven's rule. A task that involves The Lower lending their own power to a Ghost, named Jang Gwangnam.

P E R K S

Discounts applied based on Color, anything discounted past 100CP is FREE. Perks with multiple Colors are undiscounted, and the Colors will only determine the base price.

SAKK STYLING

[FREE]

This setting has its own peculiar aesthetic to it, evocative of graffiti and street fashion that you might have seen in other worlds. In the living world and afterlives alike, most everything is monochrome, with splashes of color here and there for emphasis or thematics. Following this jump, you may change the appearance of the world around you to match this style without anyone raising alarm, and change it back just as easily.

MONKEY KING'S BLOOD

[400CP/300CP/200CP/100CP/FREE]

You are the child of the legendary spirit known as Sun Wukong, or the Monkey King. Descending from him has granted you his potent navy blue blood. Once you've tapped into this dormant blood, you will gain power greater than the Reapers' blue, though still weaker than purple, making this somewhat redundant for members of the Dark Party.

Having this blood allows you to take any two items marked with navy blue at the stated price or discount for that color. Discounts do not stack.

Your father was frankly a monster, responsible for massacring millions of Goblins. Anyone bearing the color yellow will instinctively loathe you down to your core, even if you share their yellow blood. Taking this color requires you to take the Drawback The Only Family That Matters for no points.

SPIRIT FLESH

[**FREE, Mandatory**]

As you might imagine, the body of a resident of the afterlife is very different from a living body. For starters, spirit bodies don't have vital spots per se. Spirits can regenerate from almost any injury, though damage will still accumulate internally. Accumulating too much damage will eternally destroy the spirit, wiping their very soul from existence.

The afterlife is filled with a mystical energy called Dark Power. Dark power is what sustains a spirit's body, and determines the strength of all their physical and mystical abilities. Having more Dark Power than another spirit will even allow you to leave lasting marks on their body. Various colors can use their Dark Power to create magical abilities and artifacts, though this is far beyond what Ghosts are capable of. Goblins notably do not use Dark Power for their abilities. Whether they are unable, or unwilling to use it, they instead rely on a similar power called Effort.

All spirits are capable of transforming themselves or things in their surroundings according to their imagination. Transforming one's own body is called Internal Transformation. All spirits possess this ability, though it's somewhat rare for Ghosts. External Transformation involves transforming objects outside of a spirit's body. This is widely considered impossible for Ghosts to perform. Finally, is the Great Transformation, a brief full-body transformation that consumes 90% of a spirit's Dark Power in one go, enhancing all their abilities dozens of times over. The ability to use the Great Transformation is considered rare, even among Reapers.

Additionally, so long as their feet are intact, all spirits possess the ability to levitate. Though only a few inches off the ground, and no faster than you're able to walk or run. This body becomes an altform post-jump.

MOSQUITO

[100CP]

You just keep buzzing around, but always too fast to get swatted. You have a special kind of talent for annoying people. Allies and neutral parties often exhibit an unnaturally high tolerance for your disrespectful attitude. At the same time, prideful enemies are driven up the walls by even the most juvenile provocations. Be warned, this will make you many enemies.

LIGHT MAN

[100CP]

Whether alive or dead, this isn't a world for heroes, but you're still willing to put that to the test. You have a mesmerising sense of naive justice. Even if you can't exactly follow that ideal to the letter, as long as an effort is made, you can get even the most cynical people caught up in your pace, and willing to at least pretend for a time that they can make a difference.

BLOOD OCEAN

[200CP]

If you know anything, it's fashion. In any environment, you know what's fashionable, and not only can you draft up the hottest designs, you can manufacture them yourself. Now that you've entered the spirit world, you can create clothing that provides a spiritual and physical boost to the wearer, proportional to their aesthetic and emotional compatibility with it.

ERASED DEATH

[200CP]

Oh... oh dear. There's no gentle way to put this, you were aborted, or some similar experience. As a result, you have almost no presence. For sapient beings, this is less effective, but you can still sneak up on all but the most cautious ones. To non-sapient beings, you're essentially invisible. Sapient or otherwise, this effect ceases upon physical contact with you.

CRAZY GUY

[400CP]

In this world, it's next to impossible for the weak to harm the strong, but there is a little-known workaround. By condensing your power, and letting it spike at the point of impact, you can release attacks that hit as if they were from far stronger beings, without expending any more energy. You can pull this off with any energies you have, and even physical strength.

100 BLIND CHICKENS

[400CP]

The secret to fighting 100 men, is to think of them like 100 blind men. Whether they're 100 men, or one man with the strength of 100, the stronger the enemy force is relative to you, the more their competence and composure drops against you. Through dirty tricks and experience, you can even the odds against enemies well over your weight class.

STRONG PEOPLE ARE JUST STRONG

[600CP]

This goes well beyond just being strong. If you possess enough power to sustain it, you can absorb powers or effects granted by outside beings or substances. Whether it comes from bodily grafts, or temporary powerups from artifacts or a higher power, they can eventually transform to fit your body or spirit, letting you retain their power or effects indefinitely.

HELLO HELLPER

[600CP]

It's uncommon, but occasionally, Sheville Warhand will decide to sponsor a Ghost with his own power. You may use The Lower's power in this world, and hold a similar contract with his contemporaries in future worlds. Each use brings you closer to losing your life and humanity. Your progression to this metaphysical edge cannot be reversed until the start of the next jump.

SWAG

[100CP]

Goblins may not be the most ambitious bunch, but they know loyalty better than any other color. You can engender this comradery in those sharing your circumstances, or who bond with you through battle, willing stick by you through thick and thin, if you'll do the same. This also comes with excellent street smarts from your closeness to your community.

LUCIDITY

[100CP]

You have a much better hold on your impulses than most Goblins, assuming you are a Goblin. Not only are you more level-headed than most, you're almost impossible to antagonize, even with a Goblin's battle lust. You can't resist instincts that are just too strong, but you can identify and move to avoid situations that would set them off in the first place.

GOBLIN SORCERY

[200CP]

Goblins do not use the same Dark Power as other spirits, instead they use a force called Effort, which is strengthened by physical exertion. You now have the same ability to increase the potency of your mystical energies, powers, and artifacts through physical exercise, usually by means of sweating. This is admittedly a gradual process, but it will bear results.

YELLOW BONDS

[200CP]

The bonds between Goblins are not to be trifled with. From those you love, you can tank any amount of attacks. This may still leave you bruised and beaten, but you will not fall to anything short of a lethal attack. This drains the stamina of your beloved attackers abnormally fast, to the point that they may pass out before you need to throw a single punch.

FISTS OF LOVE

[400CP]

A technique, used by Seopjikoji, the Harubang, or leader of the Goblins in Swearword town. You have the ability to instantly dispel the injuries of a target, by attacking the afflicted area. It doesn't what form or how direct the attack is. This can also dispel damage done to the spirit, but the likes of curses or toxins requires more prolonged methods of harm.

GOBLIN LAW

[400CP]

Goblin instincts are simple, but brutal. Along with an almost irresistible urge to fight strong enemies, Goblins must loyally serve anyone who defeats them in battle. Going forward, you can enforce Goblin instincts on any sapient horned being, or any being that already bears such a battle lust. In the former case, these urges are moot if the horns get broken off.

HORNS ON THE INSIDE

[600CP]

The blood of the Bull Demon King flows in you. Rather than having horns on your head, you have horns on the inside. From any part of your body, you can sprout countless massive horns with enough speed and strength to fight off high-level Reapers from several meters away, and your body is similarly boosted. That said, this won't change any difference in skill.

FOOT TRICKS

[600CP]

The power that allowed the Harubang to fend off the unstoppable Monkey King. With each stomp, you can call up tomb-shaped stone structures to sprout from the ground with great force from any spot of your choosing. The harder you stomp, the larger and faster they rise, whether you call up knee-high tombstones, or skyscraper-sized mausoleums.

COMPLETELY GRAY

[100CP]

Green spirits are rarely the types to get mixed up in political matters. If you aren't already aligned with one of two opposing factions, both sides will often accept your position as a neutral party. You have the will to remain neutral under pressure, and identify actions that place your neutrality at risk. This also tends to give you a pass on acting like an abrasive asshole.

RUSTY NAILS

[100CP]

There might have been a time when a spirit was something special, but that time is long gone. You grasp just how small people are in the grand scheme of the universe. You're not afraid to smack people with the cold hard truth of how meaningless life is. Most will accept it, but some may still be willing to fight for something that has value only in their own heart.

SHED CUTICLES

[200CP]

Rather than having "skin", a spirit's membrane is called a "cuticle". This isn't normal, but you can shed your cuticle like snake. You can shed once you've built up a great deal of excess power, and each shedding makes you slightly stronger, physically, mentally, and spiritually. There's a small chance for shed cuticles to survive and develop into independent beings.

PATH OF THE UNCONSCIOUS

[200CP]

The service that makes Samsin, owner of Middle Town so sought after. You can connect any two dreams between the living world or afterlife, as long as one of the two are sleeping near you. The weakness of this process is that it that you cannot help either end recognize that they're in a dream, and they may pass each other by without remembering their objective.

TAOIST MAGIC

[400CP]

The mystical techniques used by the guardians of Middle Town. You can perform it with anyone that's roughly the same type of being as you. This magic allows you to merge with other beings, combining your power and mass. Even if your fused form takes a lethal shot, it likely won't kill every part of the fusion, and those that died will just be ejected.

SPIRIT BUTCHER

[400CP]

You'd think that operating on a body with no vitals that can regenerate perpetually would be a hassle, but you seem to manage. You have the expertise to modify spiritual bodies to a greater extent than a master surgeon can a human body. You can heal damage to the soul, transplant parts between different spirits, induce mutations, and more.

MOTHER(?) NATURE

[600CP]

Putting your green thumb to work, you can control mundane plants around you to move and grow as you please with a thought. Not only that, you can cultivate plants possessing any number of magical effects, such as seeing other worlds, or erasing curses, but the greater the effect, the more time it needs to mature, often stretching into decades or centuries.

AT ONE

[600CP]

Within your domain, you're the next best thing to God. Each jump, you may select one piece of territory under your rule, up to the size of a large town. Within this domain, not only are all your abilities significantly stronger, you may freely exclude it from metaphysical principles present in the outside world, though the effects cannot extend past your domain in any way.

MISSION ACCOMPLISHED

[100CP]

Phrases like “greater good” tends to ring a bit hollow in most cases. When you talk about the greater good, others feel that you know what you’re talking about. You’re good at ignoring any ulterior interests in determining what the “greater good” really is. If you believe it’s for the best, you can sacrifice your own allies by the dozens without a moment’s hesitation.

ORDERS ARE ORDERS

[100CP]

You have a commanding presence to you, that quickly snuffs out doubt in your leadership ability from your subordinates. Your orders have weight to them, and you give off the image of someone with integrity. If you make a point to follow your organization's rules to the letter yourself, only the most treacherous subordinates can deny your judgement’s legitimacy.

RUUIN-VALL

[200CP]

A classified technique of the Western Reaper Branch (even if it’s not really a new idea). Simply put, you can launch concentrated Dark Power straight from your hand in an enormous long-range beam. You can even replicate this with other supernatural powers you possess. This technique drains your energy rapidly, but its destructive power should speak for itself.

THE STRENGTH OF STATUS

[200CP]

Most Reapers are of noble blood, but yours is a bit more noble than most. You receive an enormous permanent boost in one of your characteristics. Maybe your speed is too great for most to even see you move, or your healing leaves you nearly immortal. This drains a fraction of the power it would normally, and will improve alongside your spiritual strength.

MY FINGERS AND MY SOUL

[400CP]

Though rarely employed outside of the elite Team Darkness, Copy Races are artificial spirits designed for support. You can create Copy Races, either from scratch, or using preexisting beings as a base. Copy Races are not as powerful as a natural-born spirit, but they are still sapient and loyal. They can even be designed with magical powers built right into their body.

SERVANT OF THE LIGHT

[400CP]

Your hard work has brought you into the fold of Heaven's White Party. In addition to boosting your power to the peak of what Reapers are capable of, you gain the power to view the memories of recently destroyed beings, sapient or otherwise. If Heaven deems a being in your world too evil to be left alone, you can choose to be teleported there to deal with them.

KING'S ORDERS

[600CP]

You possess a charisma beyond all reason. You can expel all corruption from an organization in a sentence, or erase all fear of death from your subordinates with a quick speech. You can even work this into a magic that lets you manually control the feelings, powers, and actions of hundreds of underlings at once, at the cost of halving their power.

CHAINSMOKER

[600CP]

A technique that could turn the Underworld on its head. Twice per jump, you may enter a form that forces your body to burn all its energy, to ignore your body's limits and project a light that "bleaches" the surroundings of all color. Authority, supernatural powers, everything except for physical might is nulled. However, using this places immense strain on your body.

PROFANITY

[100CP]

When the Dark Party came into being, they chose strange words known as expletives for their names. Sheville, Johnana, Shite, and now you. You now have a name that makes all those who hear it feel offended and disturbed without even knowing why. As the word has no actual meaning, using this as your name will not act as an insult against yourself.

THAT'S POLITICS

[100CP]

Just like living politics, Underworld politics are all about who can lie the best. You have a natural charm that makes people want to forget that you're literally the Devil. You can butter up all but the most righteous, and trick people to think that helping you was their decision the whole time. You're also quite good at digging into people's emotional vulnerabilities.

NEW COAT OF PAINT

[200CP]

A handy skill for someone so famous. You have the ability to conceal your power and nature. Here, this means you can disguise yourself as lower colors. In future worlds, you can disguise your metaphysical power as that of a weaker species or being. You can also masterfully hide your character and intentions, for years if need be.

UNIMAGINABLY LONG TIME

[200CP]

Time passes differently for beings like you. 100 years? 1000? It passes like the blink of an eye for you. Time means next to nothing to you, as such, you're used planning over those absurd spans. You can patiently set schemes in motion that take centuries to complete, with the same odds of success of a competent human scheme lasting only half a decade or so.

HELLPING HAND

[400CP]

If the Underworld is so desperate for your power, who are you to refuse? You have the ability to form contracts with any being in the same world as you. You can loan them the entirety of your power for brief spans of time, or you can exclude certain abilities. Each use eats away at their humanity, and alters their personality. You may only hold one such contract at a time.

LAWMAKER

[400CP]

Life isn't fair, and the afterlife isn't much different. As long as you hold great political power, and those above you are willing to prioritize the status quo, you are always seen as being in the right. No matter what crimes you commit, the law will not only rule you innocent, but your victims can be framed as criminals for trying to hold you accountable.

JUST ONE OF MANY

[600CP]

Why settle for just one body when you can have hundreds? You may start every jump with dozens of clones of you spread throughout your current world. You can make more, limited only by your spiritual power. All your bodies share one mind, regardless of distance. You control all of them, but only one body may have your full power and attention at a time.

AFTER THE FALL

[600CP]

A power thought to be unique to Sheville Warhand, but here you are. You may travel freely between any afterlives, and even the world of the living. You can do this without raising the slightest alarm, save for those who catch you in the act. You can even take others with you, pull a human into Heaven, or an angel into Hell. Doesn't mean they'll be accepted there.

A L L I E S

RED EYES

[100CP]

You were loved very much in your past life. As such, each purchase of this will raise your potential for Dark Power. In Ghosts, this is represented by a red eye on your shape. Whether you're a Ghost or another color of spirit, you can choose whether you receive eyes painted in your color, or just experience the benefits with no outward representation. Each purchase will also allow you to import one of your companions from past jumps into this one. They receive 600CP, and may gain up to 200CP from Drawbacks.

BLACK EYES

[100CP]

A Ghost is branded with black eyes when there was no one to miss them when they died. That's not to say they can't make new friends here in the Underworld. These black eyes will behave in a similar fashion to red eyes, increasing your Dark Power potential. Regardless of your color, you may choose whether you bear black eyes on your body or not. With each purchase, you will also be granted the chance to befriend a resident of this world. As long as you're in the same world, you will repeatedly cross paths with this person on good terms. If you can convince them to tag along on your journey, with an adequate understanding of all that entails, then they can follow you past this world as a companion.

I T E M S

Discounts applied based on Color, anything discounted past 100CP is FREE. Items with multiple Colors are undiscounted, and the Colors will determine the base price.

LEATHER ARMOR

[100CP]

This leather armor is to blame for the Monkey King's massive, and frankly terrifying appearance, despite his true body being closer to that of his son, Jusa. This armor is quite heavy, and can get quite hot, but it provides the same boost to size and intimidation as it does its original owner. Not to mention it's durability is closer to steel than leather.

DEATH PHONE

[300CP/FREE]

A device used by Reapers to keep in contact with each other and assist them in guiding souls to the afterlife. This is done by a specialty app. By searching up a living person, you can find their fated cause of death and the day they're destined to die, if their fate has been decided. You can also take a picture of a spirit to gain a similar assortment of information.

GOLD BAND

[200CP/100CP/100CP]

One of the Monkey King's three artifacts. This crown can freely change its size, switching between an ornate waistband and a thin crown. This band can travel between your waste and your head in a split second, and is nearly indestructible. This band will automatically move to protect your skull before you're even consciously aware of the danger.

RUYI JINGU BANG

[400CP/200CP/200CP]

One of the Monkey King's three artifacts. This weapon initially takes the form of two wine bottle shaped clubs. When combined, they become a staff that can freely extend great distances in an instant. This also has a form like a beer glass, that can produce devastating whirlwinds. This weapon acts as a holy weapon, letting you store excess Dark Power in it.

WARHAND

[400CP/200CP/100CP]

Half of Sheville Warhand's hand has been grafted onto your own. Don't worry, he has a lot of those. This lets you release attacks on the scale of a Dark Party executive from this hand. This won't give you any of his specific abilities, just some of his raw power. This drains much of your own Dark Power with each use, but not nearly as much as you'd expect.

GORGON

[400CP/200CP/100CP]

One of the "absolute weapons" created by The Lower himself. Gorgon is a magical hand mirror that can suck beings into it. Without purple power, freeing those inside is impossible. Countless powerful Dead already live in Gorgon. This artifact is well known for its indestructibility. It can be broken from the inside, but doing so will only trap those within forever.

DARK PARTY PIN

[600CP/400CP/FREE]

This small pin is the symbol of the Dark Party, and distinguishes you as a member. Wearing this grants you the power of Authority. This allows you to force others to obey your orders against their will. The potency of this depends on the extent that the target acknowledges your authority over them, ranging from full bodily control, to no effect at all.

INTENTION

[100CP]

As opposed to Ghosts that died of natural causes, a life taken with intention is given a knife as part of their shape in the afterlife. You have one such supernaturally sharp knife that can never be lost. Being part of your shape, it will heal as if it was part of your spirit, but being a separate object, changing its shape will still require External Transformation.

HELL ENCYCLOPEDIA

[200CP]

This enormous book contains all there is to know about living in whatever world you find yourself in. From societal structure to important figures. Anything and everything that could be considered common knowledge. However, it provides the information as the average inhabitant knows it. If what everyone believes is a lie, the information here will be just as flawed.

MT. BLACK COFFIN

[400CP]

A towering mountain, that you shall have access to in every world you step foot in. Near the top of Mt. Black Coffin is a cave, housing a unique species of flower. Any who fall asleep near these flowers will sleep forever, until woken by an outside force. Whether they're wasting away or standing before a killer, they won't notice a thing until it's already too late.

THE DECEASED

[600CP]

When a Ghost loses their ticket, they are overwhelmed by Dark Power, and transform into a mindless beast, called The Dead. All feelings other than loneliness and the anger that comes with it ceases to exist within them. Normally, these colossal monsters attack everything that gets near them, but this one seems oddly eager to follow your every order, like a loyal pet.

MASK SEED

[100CP]

The trademark battlegear of the Goblin race. From anywhere with exposed ground, you may plunge your head into the dirt to dawn your own Goblin Mask. This will provide an immense boost to your physical and spiritual power. This mask is grown through the power of Effort. The more of your sweat you let soak into the ground, the stronger this mask becomes.

SWAG-MOBILE

[200CP]

You've got your own sweet ride that just oozes swag. The sound system on here can fill a city block with tunes, the speed puts motorcycles to shame, and it hits anything you drive into like a tank. This car doesn't take any kind of fuel, and it repairs any damage done weekly. Other than that, it's just a big yellow car. At least it looks nice

BROTHERS OF BLOOD

[400CP]

You possess your own guardian tribe. It's made up of violent street punks, but every one of them is sincerely devoted to serving the community. In future jumps, you can decide whether this is a tribe of Goblins from this setting, or just regular humans. This doesn't take up any companion slots, but it's not necessarily the same group of people each jump.

GEUNDUUN

[600CP/300CP/300CP]

One of the Monkey King's three artifacts, and companion to the guardian of Swearword Town. This often takes the form of a small dog by the name of Bongsan, but it is actually a sapient cloud. It can take many forms, such as an enormous masked beast, or a floating motorcycle. Bongsan's special property is to take on the color of its current master, in other words, you.

MIJU BOTTLE

[100CP]

This magical bottle of liquor has the ability to drain all the drugs and toxins from one's body. The target must be restrained under a large rock with this bottle nearby. Everything will be drained out of them over several days, but if they taste the liquid inside or going towards the bottle, or give up halfway, they lose everything, their spiritual power, and even their life.

ME, YOU

[200CP]

The green guardians that faithfully protect Middle Town are known as SoongSoongs. You have a loyal pair of Soongsoongs of your very own. They can understand your words, but can only speak their own names. These two can also fuse into a stronger Soongsoong. They've always been together, and can't deal very well with being separated.

LIVING ROOT

[400CP]

A mystic root that ordinarily takes 300 years to grow. Eating this allows one to view the living world from the afterlife or vice versa. This ability quickly drains spiritual power, but it can be disabled at will. Under normal circumstances, you will lose this power once the root digests, but you will receive another root in your warehouse once that happens.

SECOND MIDDLE

[600CP]

You are the undisputed ruler of your own town. This region is special, not even the forces of Heaven or Hell are willing to officially oppose your rulings on what happens in your territory, officially. They may still act against you in secret, but even if it obviously goes against their values or objectives, not even angels will question your rulings to your face.

HOLY WEAPON

[300CP/**FREE**]

All Reapers possess their own unique Holy Weapon. It can take any form, a weapon, a mundane object, a collection of items, even a tattoo. Reapers always passively funnel excess Dark Power into their Holy Weapon. As a result, by the time they use it, a Reaper's Holy weapon is just as strong as the Reaper themselves. In terms of spiritual might, anyway.

ZIP-UP

[**200CP**]

Another piece of top-secret reaper technology. Ordinarily, this takes the form of a normal hoodie, but by zipping the hood all the way up, it transforms into a full set of body armor. This suit allows the wearer to use every last drop of spiritual power in their being, even the potential reserves that they had not discovered or tapped into yet.

RIGHT MAPPAE, LEFT MAPPAE

[**400CP**]

Two special magic coins, with a potent combat power. By touching any oncoming attack or magical effect with the Right Mappae will nullify that attack on the spot. While that is stored, that same attack can be launched back at the attacker through the Left Mappae. Only one attack may be stored at a time, nullifying a new attack will overwrite the last.

FIRST APPLE

[**600CP**]

The Fruit of Eden, the Apple of Virtue and Vice. This purple fruit has many names, but its power speaks for itself. Water that this berry was dipped in will give more power than most spirits can handle. Eating this will briefly grant that being the power of a purple spirit, but force them to eat the closest living creature, permanently adding the being's power to their own.

ANONYMITY

[100CP]

One of the Dark Party's quirks is for its members to cover their face at all times. It's not a rule or anything, that's just what they do. Now you have some kind of mask or covering, it can be something as simple as a plastic bag, as strange as a pair of hands, or as elaborate as a pair of femenin masks that transform into a mass of square tiles when you're enraged.

THOUSAND-YEAR LIFE LIQUOR

[200CP]

The finest wine in all the underworld, picked by the hands of a master brewer. This is the third of three existing bottles, but this one will refill at the start of every jump. In addition to truthfully being the most delicious wine in the Underworld. Drinking this liquor restores stamina, and greatly boosts vitality, but also has the property of breaking spiritual seals.

AP-SICKLE

[600CP/400CP/200CP]

The strongest Absolute Weapon, formed from the bone of Adam, the first human. This blade takes the form of a U-shaped sickle. Once per day, anything between the two blades will be severed. The absolute power of the blade will prevent the severed parts from ever healing or mending, unless replaced in their entirety through bodily grafts.

GOD'S TECHNIQUES

[600CP/400CP/300CP]

These scrolls contain the forbidden knowledge of the process by which God created Eve from Adam. You can create entirely new fully-formed beings from the body of another, as if asexually reproducing. This also details the opposite process, letting you transplant entire spirits, replacing the consciousness bound to a being body and spirit with that of another.

U N I V E R S A L E L E C T I O N

Requires Ticket to Hell

As the name implies, the Universal Elections are the biggest elections held in the Universe. The time between each election is far to vast for any human to comprehend. You may recognize the last election as the event known as the Big Bang. The winner of this election will determine the hierarchy between good and evil, and the definition of justice itself.

To determine this winner of this election, a human is abruptly brought into existence, as the unknowing reincarnation of one of God's apostles. When this person dies, they are reborn as a Ghost. Though the weakest color of spirit, they will exhibit power more comparable to a navy blue spirit. When the seals within them are broken, and the light and darkness within their being becomes equal, they will awaken as the Ballot Counter.

In this state, your ticket will shift from white to black, as the balance between good and evil shifts among those who knew you in life. All the forces of Heaven and Hell will seek your ticket, and your innermost instinct and desire will become to protect your ticket at any and all costs.

If the ticket is ripped while light is the majority, the current definition of justice stands. If the ticket is ripped while darkness is the majority, all memory of the former definition of justice will be erased, all life on earth will perish, and for whatever life comes after the election, justice will be defined by evil, by darkness. In either case, removal of your ticket will mean your eternal destruction, and the end of your chain.

The forces of darkness will go to great lengths to see you awaken as the Ballot Counter. You must do whatever you can prior to and following your awakening to see that your ticket is not seized before your jump's end.

To do this, all The Dead in the underworld will come to your aid, protect you with their lives, and unquestioningly obey your every order and whim. If you survive this trial, you will possess similar control over non-sapient spiritual beings in future worlds. No matter their strength, you can call them from the other side of the planet to protect and serve you.

If you can do more than survive, and erase every spirit who strives to win the election, there will be none left to remove your ticket. This involves the complete destruction of the entire ruling parties of Heaven and Hell, and any who could fill their shoes. If you do, you may retain the "Last Ticket".

This ticket will show the balance of light and darkness for all who know you in your future world. Unlike in this world, you will not be bound by the instincts that prevent you from ripping your own ticket. You may sacrifice yourself to reverse the definition of justice for that world. If justice is dark, you may change it to light if your ticket is mostly white. If a world's justice is light, you may change it to dark. The definition of "light" and "dark" may or may not vary from world to world. Naturally, this comes with all the same consequences as it would have in this world, such as the erasure of all life, and your destruction. You must possess your own means to recover from death, if you wish to continue your chain. You may also choose simply to not have the Last Ticket around your wrist for a given jump. Regardless, your ticket may only be ripped once per jump, and will not be restored until the following jump, at the bare minimum.

D R A W B A C K S

Colored drawbacks are mandatory for that Color

SO-SO ONE

[+100CP]

You're not someone who takes "no" very well. You're an insufferably whiny brat. Even worse, you're greedy, and tend to lose your head when you can't get something you want, no matter who the current owner may be.

THE LIVING

[+100CP]

You're a living being, with no powers, and no memory of any past jumps. Your ten years will not begin until you die, at which point you will regain your memories and powers. There will be a lot of questions to answer for if you show up in the Underworld as any color other than red.

BUILT, NOT BORN

[+100CP]

What you call common sense was pieced together entirely from the contents of comic books. Your sense of right and wrong, and your perception of how the world works are beyond naive, leaving you as an awkward idiot at best, a well-meaning calamity at worst.

ADONIS

[+100CP]

For whatever reason, no matter what you do, you have a reputation as a dangerous delinquent that continues spiralling more and more out of control. That wouldn't be so bad... if you had even a molecule of fighting ability. You're a klutz, not to mention a coward. Let's hope nobody notices.

TICKET TO HELL

[+200CP/+100CP]

Like any Ghost who winds up in the Underworld, you bear a black ticket around your wrist. Unless you're content living in Middle Town until the end of your jump, the loss of your tickets will transform you into a colossal mindless beast, known as The Dead, or The Deceased. This is a one way transformation, and will naturally result in the end of your chain.

RED STRING

[+200CP]

The implications of this are uncomfortable, but let's not worry about that. An indestructible thread ties you to another spirit. The other spirit has values and goals opposite to your own, and frankly speaking, they don't exactly like you. You cannot be separated until one or both of you die, but for some reason, you're unable to kill each other, directly or indirectly.

THE FIRST SIN

[+200CP]

My God, you're revolting. The first sin of gluttony hit you about as hard as the archangels. You want to eat, all the time. You constantly need to stuff your face, and your pallet is frankly repulsive. You're so fat that you literally fill a house. With that added mass, just walking is exhausting. You refuse to diet, and your hygiene and manners are atrocious.

CURSE OF YELLOW

[+200CP/+0CP]

As long as a Goblin has a horn, they are bound by their instincts. Your instincts compel you to fight strong opponents. If you ever lose, regardless of your feelings or circumstances, you will be forced to obey your enemy's every order. If you're a Goblin, you can free yourself from these instincts by removing your horn, rendering you an outcast to all Goblins.

ONLY FAMILY THAT MATTERS

[+300CP/+0CP]

For the Monkey King and their kin, giving up alcohol is beyond impossible. That's a problem in itself, but your body bears an odd condition, one that causes all supernatural energy or powers to quickly drain out of you when drunk. Abnormally potent alcohol can stay in your system like a virus for days unless forcefully expelled. If taken with navy blue, you can potentially break free of this curse, unless you choose to receive CP for this anyway.

HAND OF WAR

[+300CP]

It's said that Sheville Warhand is a being too evil to ever be understood. He's a master at setting random and insignificant events in motion to incite change on a universal scale. Not to mention that he's one of the strongest beings in the universe. For some reason, his plans involve doing everything in his power to eternally destroy you and those you love.

MOST WANTED

[+300CP]

The most wanted man in the Underworld, that's what you are. Every single black Reapers branch has devoted themselves to seeing you eternally destroyed. If you become too much of a threat, the white Reapers will get involved too. Possessing not only far greater power individually than black Reapers, but the means to teleport directly to you at any moment.

PUSHED TO THE BRINK

[+300CP]

You're all alone. Everyone dear to you is still alive and well, for now. The powers that be in the Underworld have decided that those most dear to you need to die. You must find some way to protect them, or it will mean the end of your chain. You will quickly find that, in your absence, those you left behind have managed to betray you in nearly every way possible.

E N D I N G

HEAVEN

[Go Home]

UNDERWORLD

[Stay Here]

REINCARNATION

[Move On]

N O T E S

Jump by Gene

All spirit companions get to keep their spirit bodies as altforms.

Technically, Samsin doesn't seem to have any color associated with them, but all the green Soongsoongs we see serve Samsin, and since I don't have a colorless origin, I just based most of the green perkline off of them.

It's difficult to quantify the power disparity between the different colors. It's implied that power gap has been exaggerated by the Reapers to keep Ghosts complacent. The only forces considered inherently impossible to match with personal ability are the Three Great Brutal Deads, navy blue spirits, purple spirits, and the white reaper that controls the white tickets.

Goblin yellow is actually a lot brighter than what I ended up using , but text that bright was almost impossible to read, so sacrifices were made.

According to SAKK, Hellper is meant to have three seasons total. Only the first season is translated, and although the second is ongoing, I have my doubts that it will ever receive an english translation.

Since I don't know where else I'll be able to say this in the jump, I'll bring it up here. We find out at the tail end of the season that collecting 100 black tickets to get a white ticket is a myth cooked up by the Reapers to identify Ghosts that are believed to be too evil to go to Hell. The instant you collect 100 black tickets, a high-ranking Reaper is teleported to your location to kill you. The second you show up in the Underworld, it's already decided whether you're going to Heaven or Hell.

For people who are color blind, or who just can't figure out the color coding for whatever reason, here's a guide to what purchases are associated with each Color, and what that Color has to pay for that option.

Ghost:

- Mosquito - FREE
- Light Man - FREE
- Blood Ocean - 100CP
- Erased Death - 100CP
- Crazy Guy - 200CP
- 100 Blind Chickens - 200CP
- Strong People are Just Strong - 300CP
- Hello Hellper - 300CP
- Intention - FREE
- Hell Encyclopedia - 100CP
- Mt. Black Coffin - 200CP
- The Deceased - 300CP
- Ticket to Hell - +100CP, Mandatory

Goblin:

- Swag - FREE
- Lucidity - FREE
- Goblin Sorcery - 100CP
- Yellow Bonds - 100CP
- Fists of Love - 200CP
- Goblin Law - 200CP
- Horns on the Inside - 300CP
- Foot Tricks - 300CP
- Goblin Seed - FREE
- Swag-Mobile - 100CP
- Brothers of Blood - 200CP
- Geundunn - 300CP
- Curse of Yellow - +0CP, Mandatory

Taoist:

- Completely Gray - FREE
- Rusty Nails - FREE
- Shed Cuticles - 100CP
- Taoist Magic - 100CP
- Path of the Unconscious - 200CP
- Spirit Butcher - 200CP
- Mother(?) Nature - 300CP
- At One - 300CP
- Miju Bottle - FREE
- Me, You - 100CP
- Living Root - 200CP
- Second Middle - 300CP
- God's Techniques - 400CP

Reaper:

- Mission Accomplished - FREE
- Orders are Orders - FREE
- Ruuin-Vall - 100CP
- The Strength of Status - 100CP
- My Fingers and my Soul - 200CP
- Servant of the Light - 200CP
- King's Orders - 300CP
- Chainsmoker - 300CP
- Death Phone - FREE
- Warhand - 200CP
- Gorgon - 200CP
- Holy Weapon - FREE, Exclusive
- Zip-Up - 100CP
- Crown & Staff - 200CP
- Fruit of Eden - 300CP
- Ap-Sickle - 400CP

Dark Party:

- Profanity - FREE
- That's Politics - FREE
- New Coat of Pain - 100CP
- Unimaginably Long Time - 100CP
- Hellping Hand - 200CP
- Lawmaker - 200CP
- Just one of Many - 300CP
- After the Fall - 300CP
- Warhand - 100CP
- Gorgon - 100CP
- Dark Party Pin - FREE
- Anonymity - FREE
- Spirit Wint - 100CP
- Ap-Sickle - 200CP
- God's Techniques - 300CP

Monkey King's Blood: Only two *

- Price of Monkey King's Blood:
 - Ghost - 400CP
 - Goblin - 300CP
 - Taoist - 200CP
 - Reaper - 100CP
 - Dark Party - FREE
- Leather Armor - *FREE
- Guendunn - *300CP
- Crown & Staff - *200CP
- Dark Party Pin - *400CP
- Only Family That Matters - +0CP, Mandatory