A Jumpchain Compliant Document
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Sometime in the early 1990s, using the calendar dictated by the birth of that idiot who got himself crucified, it is time for the current ruler of Hell to decide who will rule Hell for the next ten thousand years. This is not a strange or even unexpected event. The rulers of Hell have been passing the reigns down to their offspring in this manner since God punted the original Lucifer out for being unable to handle how rad of a dude he was, twenty thousand years ago.

This time around Satan has three sons. A clinically insane brute, a masochist with a control complex, and a sweet boy who was hit in the face with a shovel. However, all three of them are about to be in for a shock when Satan decides that none of them are ready to rule Hell. Two of the three, no points for guessing which two, decide they're tired of putting up with their dad's shit and head for Earth.

Which causes all hell to break loose on Earth. People are possessed. The fires powering the gateway to Hell freezes over. A demon ends up with tits on his head. Soon children will be openly drinking to excess and every vestige of morality will begin disappearing from… the people of New York. Okay, admittedly, this isn't a very big apocalypse or one that takes itself very seriously. But shit gets seriously weird. Or, at least, weirder. New York is pretty odd as it is.

You arrive the day before Satan makes his momentous announcement. At four o'clock. Just in time for Hitler's daily punishment.

Backgrounds

Human (+100 CP)

Humans are caught between Heaven and Hell without the slightest clue that either of them truly exist. As such, you'll see the heights of purity and the depths of depravity between them. With Hell lending a few demons in disguise to help with the latter. Like the true legends sang, there's a Stairway to Heaven but a Highway to Hell. You'll find yourself in a shitty apartment in New York. Oh, and you're behind on your rent by two months.

Devil

As one of the spawn of Satan himself, you have every right to be absolutely nasty, delightfully wicked, and maniacally evil. Maybe you're clever and ruthless like your brother Adrian. Or brutally insane like your other brother Cassius. There's Nicky too… but he doesn't really fit in down here. Anyways, whatever brand of villain you are, you're in the right place to indulge in your dark side. As a bonus, you don't actually die if you venture up to Earth. You'll just end up back in Hell. Just try not to get killed by your new family. You'll find yourself in the throne room.

Angel (-100 CP)

You died before you even arrived in this world. But that's okay, because the you that was here before you was a good person. You awaken to find yourself in Heaven already on the other side of the Pearly Gates. Everything here is really pink and pretty and peppy! There are flowers everywhere, your favorite sweets are always available freshly made, and everyone is just plain hot. It's a great place to kick back. God might send you down to Earth once in a while to help someone, but mostly you'll just be enjoying a vacation.

Perks

*Each Background gets their **100 CP Perk** for **Free** and a **50% Discount** on the rest of their line.*

General

Half-Breed (200 CP)

Well you're a special kind of impossible, aren't you? Somehow the universe let your mom and dad meet despite all common sense to the contrary. And they got BIS-AH! Whatever the case, daiquiris were likely involved. We'll leave the details to your imagination. You are the product of two very different sections of this cosmology coming together. Simply put, pick a second Background. You now qualify as both Backgrounds for the purposes of Discounts. If there is an additional cost/refund from your new Background you must pay/gain points accordingly.

Human

Heart Shaped Hiney (100 CP): Woah! Would you check out the rear end on you? That's a slice of Heaven if I've ever seen one. You might need to wear a paper sack on your head, but nobody is going to complain about the view when they walk behind you now.

Crazy Eyes (200 CP): Some jive fool trying to take you for a ride? Getting a little backtalk from some turkey with an attitude? Or that tourist is going all crazy-eyes on you? Give it right back at them! Your eyes might not glow, but you can stare down that tough fella down the hall with ease. And if that doesn't work you can add in a little hooting and hollering to really show them who's crazy! You'd be surprised how little people want to deal with crazy.

A Friend Up Above... Or Below (400 CP): With all these powers above and below, it's not much of a surprise that someone would take an interest in mortals now and again. Those lucky enough to be chosen by Heaven tend to be more charismatic and have situations work out in their favor more often. Strangely enough, those chosen by Hell often experience the same. Except with a more ruthless twist. Pick a side when you purchase this perk. Choose carefully. You won't be able to change it later.

Release the Awesome (600 CP): Look. Being Human kind of sucks. It just does. People suck, dying sucks, and the lack of powers over good and evil suck. But hey, at least everyone sucks together! It might now seem like much, but having a few good friends is what makes being Human bearable. And you? You're so awesome that you can make friends with just about anyone. Devil from Hell? You'll find ways to bond over heavy metal music and pot brownies. Angel on a day pass from Heaven? Show them a few dance moves, been a decent person, and you'll have a new friend in hours. Just don't expect people dead set on murdering you to give you the time to get to know them better.

Demon

Unnatural Slumber (100 CP): You make the Lord very nervous! Especially when you sleep. You don't need to sleep as much as most people, roughly half as much, but when you lay down for forty winks, you tend to talk. Well, talk isn't entirely accurate. Mumble in demonic tongues is closer to the truth. The roaring, screeching, unholy sounds that come out of your mouth will be enough to frighten anyone within earshot.

Fitting Punishment (200 CP): Being in Hell for the better part of ten thousand years has certainly taught you about the cruelty that can be inflicted on others. You're not only more creative when you come up with punishments for others, but those you devise tend to be appropriate to the crime. Show that peeping tom what a horny bird in Hell looks like!

Mind Wrestling (400 CP): Demons have a small sack of minor tricks they can perform thanks to their heritage. Spinning their head around, breathing small gouts of fire, that kind of stuff. But you've taken your skills one step further. You've learned how to break into the minds of other individuals. At first you'll be limited to sending and receiving mental messages. However, with a little time and practice, you'll be able to overcome their willpower and control their body.

Release the Evil (600 CP): Being a spawn of Satan is one thing, but you've got real evil in you. With it, you'll be able to unleash a whole array of transformations on yourself, conjure horrifying illusions to terrify those around you, turn liquids into other liquids, and even make half-court basketball shots. Just make sure you know what you're doing. Fooling around with this kind of power haphazardly tends to have fiery and explosive results.

Angel

It's All In The Hips (100 CP): If there's one thing they've got in Heaven, it's an awesome dance instructor. You've learned how to shake your moneymaker with the best of them and can boogie with the best of them.

Totally Hot (200 CP): Everyone up here tends to be really attractive. Like, smoking hot. Like, solid 9s and up. And you should see God. Whew. Now you, like the rest of the angels, are literally and figuratively sitting on Cloud Nine. You're at the height of attractiveness for the human ideal. Even better, you always smell of flowers and sun-dried laundry. Or whatever your favorite smell happens to be.

Do It For The Butterflies! (400 CP): Sometimes the world has got you down. Your fight is nearly lost and you just can't seem to rally any more determination to push on. Except now, in those moments, you'll catch sight of a small flock of butterflies. Even in places where butterflies should be impossible. Especially there. And you'll know that you can do it. You can succeed despite the odds. Simply put, when you're on your last reserves of strength, mental or physical, these butterflies will remind you that there's still good in the world and restore you.

Release The Good (600 CP): There's just so much that makes Heaven and Earth worth keeping around. Puppies, butterflies, the color pink, and little white bunnies. You've learned how to harness the power of Good and bless those around you with the light. You'll be able to inspire feelings of love and friendship in others, battle the forces of darkness by turning their twisted illusions into something pure and wonderful, and even summon up the Oz-man himself to BITE THEIR FREAKING HEADS OFF! With a smile, of course.

Companions

Friends, Allies, and Cronies (50 CP/300 CP)

So you brought a few friends along for the ride? Wicked. Always good to have a few extra souls in the mix. For **50 CP** you can Import or Create a single Companion of your choosing. Imported or Created Companions receive their choice of a Background as well as **400 CP** to spend as they wish.

Talking Devil Dog (50 CP)

This Hellhound can be whatever breed or gender that you wish. After you've made your choice, we stuff a lower-class Devil into its soul. The Devil will be mostly loyal to you and your desires and will do its best to help you out however it can. It comes with the **Unnatural Slumber** perk, as well a weakened version of **Release the Evil**. Which it can use in a variety of inventive ways through its genitals. Just don't expect much. Its refractory period isn't great.

Boob Head Devil (50 CP)

I mean, what were you really expecting buying this? You get a lesser Devil who has recently been cursed with a pair of large breasts on top of his head. He's nothing special, besides the great rack, but faithful as lower-class devils go.

Retired Lucifer (100 CP)

Even in Hell I don't get any respect. Hey kid! I'm lookin' to get out of this flea-bitten dump before my boy tries to bump me off. I'll be sad to see it go. You know the inspiration for Hell came from my first wife? Being married to her was torture. You have no idea how bad it was. And she was always giving me the cold shoulder. That's why Hell is so hot. I had to thaw out somehow. Anyways, where was I? Right! Come on, let me come with you.

Horde of Minor Devils (100 CP)

This gaggle of two dozen devils are the type that one would see all over the place in Hell tormenting the damned. They're pretty dumb, violent, and take great delight in the suffering of others. They're not even all that strong or useful. However, they're loyal to you and will charge suicidally against impossible odds to do your bidding. Those that do die for one reason or another will eventually wander back out of Hell, or the local metaphysical equivalent, to rejoin you.

Items

*You may choose **(1) 50 CP Item** for **Free**.*
*You may choose to receive a **50% Discount** on **(1) 100 CP** and **(1) 200 CP Item**.*

Can of Coke (50 CP): This perfectly ordinary can of Coke looks just like all the rest you can find in this world. However, this one is unique. Because it actually has Pepsi inside! How diabolical. Whenever you empty the can, it will refill and reseal itself. Usually with Pepsi. Only occasionally with moose piss.

Peppermint Schnapps (50 CP): A clear glass bottle filled with equally clear alcohol that tastes and smells strongly of peppermint. It will refill itself every time you happen to empty it.

New York PIzza (50 CP): Ey! What's the matta' here? You really need this explained to you? Fogetaboutit! This here box of pizza is 100% guaranteed to be filled with piping hot pizza when you open it. What kind? New York style of course! What toppings? Who needs toppings when you've got cheese?! What're you? Stupid?!

Monsters of Metal Compilation Tape (50 CP): This mixtape, which comes delivered on the media of your choice, contains all the best songs from the masters of rock and roll and metal. We're talking AC/DC, Ozzy, Led Zeppelin, and many others. If you have a soundtrack perk already, you can opt to have the songs uploaded right into it instead.

Stylish Cape (50 CP): "*Oh! Hello there. I like your cape! Hehehe!*" Sorry about that, I don't know how he keeps getting into places like this. Anyways, there's nothing special going on here. Just a stylish cape of fine black cloth with a blood red liner on the inside. It will never rip, tear, single, or become stained no matter what you do with it.

Battle Pillow (100 CP): This fabric pillow and protective pillow case are both comfortable and functional. When you want to sleep, it's one of the most heavenly places you could rest your head. However, when you swing it at someone, it might as well be filled with bricks for how hard it hits. And you won't ever have to worry about breaking it open because of your strength. It's tough enough to survive whatever punishment you put it through.

Popeye's Chicken (100 CP): Popeye's Chicken is frickin' awesome! The whole universe knows that as a simple and undeniable fact. Demons love it, Angels love it, Humans are indifferent towards it… but they're weird anyways. Long story short, this twelve piece bucket of crispy fried chicken will just show up whenever you crave chicken. It will always be fresh, hot, and arguable some of the best Popeye's Chicken that could ever be had.

Fat Sack of Reefer (100 CP): This overstuffed sandwich bag contains enough marijhuana to make you wonder just how fucked up you can get if you smoke or eat all of it. Dump the whole bag into some brownies or cake and you'll find a fresh baggie waiting for you when you come down off your high. Guaranteed to totally fuck up everyone in a room.

Holy Object (100 CP): A simple wooden cross that doesn't seem like it would ward off a single hellhound, nevermind a demon. But, surprisingly, it works well at keeping any beings from the underworld at arm's length. Just don't expect them to burst into flames or anything.

Harlem Globetrotter Tickets (100 CP): A colorful set of paper tickets that will admit you to see the Harlem Globetrotter in any world they can be found in. You'll always have prime seats for yourself and a dozen of your closest friends with these bad boys.

The Shovel (200 CP): An instrument of true evil. This shovel looks ordinary enough, save for the dried blood stains, but it curses those it strikes. Not only does it hurt far more than it should, but those struck by the metal blade will be left visibly uglier and suffering from a speech impediment. Even their inner monologue will be impared. Breaking the curse is as simple as smacking them with The Shovel a second time. Just in case you're feeling generous.

Devil Throne (200 CP): Truly a chair fitting for a prince of darkness. This throne is massive, intimidating, luxuriously comfortable, and adorned in a style that fits perfectly with your favorite decor. Expect those that gaze upon you sitting in it to know you for what you truly are. Whether that is a good or bad thing depends upon you.

Ozzy Summoning Orb (200 CP): The Crown Prince of Darkness is, surprisingly, not one of the spawn of Satan. He isn't even aligned with Hell in the slightest. No, Ozzy is, in fact, heaven bound. And while he hasn't died yet, he has chosen to earn a few brownie points by helping out the big man upstairs whenever there's a need. Now you hold the method for summoning the rock legend himself. Just throw this orb on the ground and he will appear in a puff of white smoke while wearing white robes. He'll assist you for a short while in whatever problems you have with all the energy and ability at his disposal. Which is enough to bite the head off a son of Satan and make it work. If you just want to party with him, he'll be down for that too. Just make sure you've got enough drugs to keep him happy.

Totally Inconspicuous Flask (200 CP): This silver doodad doesn't come from Africa and wasn't owned by a voodoo shaman. Still, there's a certain power that seems to emanate from this flash. Perhaps it has a secret or two inside. If only you knew what it does. Trap demons. It traps demons. Just have them drink from it and they'll be sucked inside. It's not a comfortable place to be trapped and breaking out is a chore for all but the very strongest. Even then, so long as you keep the cap in place, it'll be almost impossible.

Drawbacks

You can choose as many Drawbacks as you like.

Cold Sensitivity (+100 CP): Who turned off the heat? While you're in this world, you're going to have a devil of a time feeling anything but freezing. Even in the middle of summer, you're going to be dressed as if it was winter. You might want to consider wintering in Hell. Thankfully, the cold won't hurt you, but you'll feel every bone-chilling slice of the wind with terrible intensity.

Nipples (+100 CP): This… man?... enjoys cross-dressing, showing off for crowds, and playing with his nipples. He also absolutely adores your company and will do his damndest to spend every moment of every day around you. Often displaying the "goods" for your "enjoyment". I hope you like the smell of scented candles and cries of pained joy. Because you're going to get a lot of that while you're here.

Room Mate (Companion) (+100 CP): This balding, middle-aged man is going to move into your circle of allies through twists of fate soon after your arrival. He's annoying, a bad actor, and insists on kicking you out of your own home for "scene practice with his partner" two days a week. You won't be able to get rid of him during your time here. And Heaven help you if you drink one of his Cokes.

Emotionally Sensitive (+100 CP): There's nothing wrong with being in touch with your emotions. Everyone has a feminine side that needs to express itself sometimes. Unfortunately, yours seems to be running the ship all the time. You're going to wear your emotions right on your sleeve for your years here. So expect to burst into tears when most would just feel sad.

Shovel Face (+200 CP): Like a certain son of Satan, you've been hit in the face with The Shovel during your insertion here. And not just once either. Several times. Your lisp is pronounced and your facial features are a little disgusting. Also, don't expect any of your beauty or appearance Perks to help you out during your time here.

Covered in Bees (+200 CP): What is it with you and bees? Why do you find yourself covered in them at least once a month? And why do they seem to hurt no matter how many durability or pain suppression Perks you have? It's doubtful you'll find the answers during your stay in this world. You'll just have to deal with the results.

Preacher Man (Companion)(+200 CP):

You'll run into this blind holy man soon after your arrive in this world. He will sniff the air around you and break into a fit of panic. He'll start screaming all sorts of implications about you being the end of the world, the greatest of all evils, and that which will certainly corrupt everything it touches. Of course, he is blind, so if you want to walk away he probably won't be able to follow you. At least, that's what you think. But he'll keep showing up wherever you wander during your years in this world. He'll always have a new "sermon" to berate you with and is sure to cause everyone to notice you. It's doubtful that they'll believe the crazy man screaming about the end of the world. But you know what they say, madness attracts madness.

Magni! (+300 CP): How could you do such a thing? It's horrible, unthinkable, unforgivable! What? You didn't do anything? Well, that's my mistake. But I've already printed up all these Wanted posters and gave interviews and video evidence to all the news stations I could find. Recalling all of that is just too much of an effort. Expect to be accused of all sorts of horrifying crimes during your time here. Even when you prove your innocence, the stigma of accusation will hang about you. Which will inevitably find a fresh finger pointed in your direction.

The Train (+400 CP): How do you manage to keep getting hit by trains? How?! There aren't even train tracks around most of the time! Well, whatever, I hope you like the taste of steel impacting your face. You're going to continually be struck by trains during your time here thanks to twists of fate, bad decisions on your part, or just plain stupidity by others. Even as an Angel. Despite there being no trains in Heaven. I hope you can survive this.

Falling Apart (+400 CP): There's something about this world that's slowly eating at you. At first, nothing seems to be wrong. You'll go about as normal without any problems. Then, one day during your second month here, a finger will fall off. A few months later, you'll lose a toe. After the first year, you'll be missing your hair, or maybe a hand. You are going to slowly and steadily fall apart during your decade in this world. You won't die from any of the pieces you lose, even when they get increasingly vital. But you will be reduced in power as you lose each new piece. And don't expect your fancy powers to be able to help you out of this mess. If you transfer bodies, or replace the missing pieces, you'll soon find your new bits falling apart as well. Don't worry though, you'll survive your decade. But you will likely spend the last few months of it as nothing more than a mouth.

In The End

Stay Here
Head Home
Continue Onwards