

Long ago, a Spirit of Justice- an angel of God, named Zarathos- was tricked by the Devil into entering Hell, where he was imprisoned and driven to madness; his original purpose of protecting the innocent corrupted into punishing the guilty. The Devil used the angel- now a Spirit of Vengeance, not Justice- as his collector on deals, sending him to Earth by binding the Spirit to some other cursed soul, transforming that damned person into the



One such Rider- a Texas Ranger named Carter Slade- was sent to retrieve a contract, worth a thousand evil souls- the Contract of San Venganza. Seeing that the contract would give the devil the ability to bring Hell to Earth, he did what no other Rider has ever done before; outrunning the Devil, and taking the contract with him.

Johnny Blaze, a motorcycle stuntman, made a deal with the Devil in 1986, trading his soul to save the life of his father. Tragically, whether by the Devil's hand or the turn of fate, Johnny's father died the next day in an accident during one of his shows.

Twenty-one years later, the Devil's son- Blackheart- has come to Earth in search of the Contract of San Venganza, seeking to use its powers to take over the world. Now, the Devil has come to collect on Johnny's debt, transforming him into the Ghost Rider and tasking him with defeating Blackheart.

This is where you come in; whether you decide to aid Johnny Blaze, Blackheart, or the Devil, or make your own path, is up to you. In any case, here's

+1000 CP

to help you make your way.

Enjoy the ride.

Background: Roll **2d8+16** to determine your age; this is merely how you appear, and may not reflect your actual age depending on what you are. You can choose your age and switch your gender **50 CP**.

Drop In- You have no history in this world; no friends, family, enemies, or other connections to help or hinder you and no new memories to deal with. Your presence here is unusual, and some of the stranger energies of this world may have rubbed off on you... sound like a deal?

Priest- You have devoted yourself to God, serving in an order of monks dedicated to the protection of mankind. In addition to their priestly duties, the monks of your order are capable warriors, with some of the senior members having holy abilities such as the ability to exorcise demons.

Rider- You are a traveler, maybe, never staying in one place with the road as your only home. Maybe you're a motorcycle stuntman, or a pilot, or a racer; maybe you just drive a garbage truck. In any case, you're damned good at whatever it is you do; good enough, even, to attract the attention of the Devil...

Demon- You are a demon, one of the Devil's servants or conspirators. Like Blackheart, you possess a will of your own, although centuries of living in Hell may have tainted your worldview, just a tad. You're far stronger than a normal human, possessing a demonic body with great strength... however, while you're here and not in Hell you're stuck to (mostly) looking like a mortal. If you found a way to gain more power, however, you'd be able to recapture your original form.

Locations: Since many of the locations are unnamed, you may start in any location visited by the Ghost Rider. You can also start in Hell, if you want, though this is probably a bad idea, even if you're a demon.

(In addition, there are some alternate continuities that you can choose to incorporate into this world; things that might happen, or could've happened, that weren't shown on screen. For example, in the novelization of the movie Johnny Blaze is cleared of his murder charges with the help of a "hotshot New York lawyer" who was implied to be Matt Murdock- AKA Daredevil- and in the video game based on the movie Blackheart takes on a form more reminiscent of his comic book incarnation, Johnny fights other villains from his rogues gallery including Scarecrow, Vengeance, and Lilith, and he even gets help from the vampire hunter Blade. Basically, you can choose to expand the world a little bit.)

Perks:

Shadows on the Wall- You can choose to hint at your true nature in subtle and not-so-subtle ways. When you speak, you may do so with the voice of another form, or briefly change your face to closely resemble one; your shadows may appear monstrous, and if you wanted you could change your reflection in a mirror to reflect a different appearance. When you do this, people get the impression of you that they would get if they saw or heard you speak while in that form, instead of whatever form you're taking now. **(100 CP, free Drop In)**

Prince of Lies- You are charismatic, and a damned good liar, capable of twisting your words and promises in a way that the Devil himself would be jealous of. Not only that, but you have a way of deciphering the words of others; seeing the loopholes they've left open, or the vague words they would use to trap you. You'd make a good lawyer, but perhaps you had something more in mind? **(100 CP, discount Drop In)**

Warrior Monk- In addition to the standard prayers and rituals of your order, you've also been trained to fight; while you couldn't stand against a demon with this alone, you are trained in several forms of unarmed combat, can use a few medieval weapons, as well as most modern firearms, which makes fighting their human servitors much easier. **(100 CP, free Priest)**

The Light Shines in the Darkness- As a person of God, you must not only watch for the darkness, but also try and see the light as well. You're capable of determining whether others can be redeemed- whether it's possible for them to be saved from their heritage, or freed from a bad deal, or just plain reformed into a better person, you can tell when someone is too far gone for you to help. If you can help them, you'll have a good idea of where to start; if not, you can do what needs to be done knowing that there was nothing you could've done to help them, and hopefully find some solace in that fact. **(100 CP, discount Priest)**

Designated Rider- You're incredibly good at riding/driving/piloting some type of vehicle (or riding animal, such as a horse), having the equivalent of nearly a lifetime of experience riding it, as well as knowing several tricks (the type to show off and the type that are practical) to help you do even better. **(100 CP, free Rider)**

Hot Shot- You're at your best when you're in front of a crowd, easily giving off a likeable, charming demeanor, while also being a natural at getting people hyped up. You're a natural comedian, possessing a great sense of humor, and your negative traits such as cockiness tend to come off as likeable or endearing rather than annoying. **(100 CP, discount Rider)**

Satanic Strength- You possess strength far greater than that of a human, capable of sending mortals flying with one punch and shattering stone with effort. Most firearms won't come close to piercing your skin, and you could easily survive getting hit by a truck- though that one might hurt a bit. This power comes from your true nature as a demon, or possibly from some sort of minor demonic heritage or other supernatural source. **(100 CP, free Demon)**

Infernal Intimidation- Demons are scary, but that's not surprising. Well, you turn that up to 11; a mere glance from you is enough to paralyze a normal person with fear, and even the hardest of people will fear your wrath. Not only that, but you can make the environment change in minor ways to increase your intimidation factor such as snuffing out candles or electronic lights as you approach, or at the most slamming doors or windows closed to prevent escape. **(100 CP, discount Demon)**

Heart's Desire- You are keenly attuned to the wants and needs of others, capable of discerning what they want most only a few minutes after meeting them; as if you were peering into their heart, mind, or even their soul. **(200 CP, discount Drop In)**

Master Manipulator- Your plots are second to none; not only that, but you're also incredibly good at getting others to do what you want. You know how people think, and can easily exploit that. **(200 CP, discount Drop In)**

Grace- Long hours of training with firearms after Bible study has given you almost improbable skill with firearms; it's almost like time is slowing down between each shot, letting you pull off insane shots like shooting the tires off of a car after being thrown off a cliff. You're also good at parkour, and are athletic and nimble in general. **(200 CP, discount Priest)**

Pressure Points- Of course, it wouldn't be right for you to just shoot all of your enemies, especially if they were being mind-controlled or something like that. Thankfully, there's a less lethal solution; you have knowledge of pressure points on the body that allow you to temporarily paralyze, disable, or even knock people out with no lasting injuries. As a consequence, you also know a great deal about the human anatomy, as well. **(200 CP, discount Priest)**

You Can't Live In Fear- So... you don't. Fear doesn't control you; while you won't be reckless, you can do the things you do without any fear of failure or death on your part. Even supernaturally induced fear can't affect you, because you're a man without fear. **(200 CP, discount Rider)**

Ghost Ride the Whip- You are incredibly skilled at using whips, chains, ropes, and similar things in a fight, capable of disarming your enemies or leaving them tied up with ease. GET OVER HERE! (200 CP, discount Rider)

Elemental Evil- Your form is composed of one of the four classical elements; air, earth, fire, or water. You are able to freely travel through your element, can produce small amounts of your element to attack at range, and you can fly or avoid attacks by taking on a less concentrated form of your element (air is self-explanatory; earth is dust, fire is smoke, and water is mist). (200 CP, discount Demon)

Power of Decay- Like Blackout, you're capable of harnessing the power of decay; unlike him, you're able to control it, so you won't be subjected to an all Twinkie diet. Your touch can rapidly accelerate decay and degradation, killing living beings in seconds and rotting through wood, plastic, and even rusting metal. You're also capable of limiting the sight of your victims, allowing them only to see their immediate surroundings and the ground while turning everything else black. (200 CP, discount Demon)

Command Spirit- Through some strange, unknown ability or perhaps as a result of your muddled bloodline, you have the ability to command spiritual beings such as ghosts, angels, or demons to do your bidding. This can be resisted, especially if you are ordering the spirit in question to do something it wouldn't normally consider, but commanding a spirit is much easier when you have some sort of relation to the spirit in question (such as being the same type of spirit, or being a related type of spirit), or if you're much more powerful than it is; spirits that you've created can be commanded in this way without fail. Extremely powerful spirits, such as the Devil, are impossible to command in this way. (400 CP, discount Drop In)

Binding Ritual- You've discovered a way to bind spiritual entities to mortal hosts. Doing so will grant the host a hybrid form of whatever being you stuck in them, while also allowing them to use that being's abilities, but the process is not without risk. The spirit can attempt to fight its host for control over the body, taking over if the host is too weak or too weak willed, and the spirit will be able to influence or even speak to its host even when not transformed. You are also capable of undoing this process. (400 CP, discount Drop In)

Divine Intervention- Somehow, you pull through in situations where others would have died; bullets and shrapnel miss, something breaks or stops your falls, and enemies who leave you for dead are often surprised when you show up days later. Essentially, unless someone kills you personally, you'll survive whatever comes your way. It's important to

remember that a person can survive a lot before dying, and that relying on this too much can result in serious pain. **(400 CP, discount Priest)**

Purification- You've learned several rituals related to driving away spirits; you're capable of performing exorcisms, create wards preventing spirits from entering buildings, or even create tattoos that prevent possession and slightly help protect against a spirit's offensive powers. **(400 CP, discount Priest)**

Right Now, the Only Thing Standing Between You and the Rider is Me- Through sheer willpower, you are able to fight off unwanted possessions, compulsions, and transformations; needless to say, you're a bit above average when it comes to the willpower department. **(400 CP, discount Rider)**

Deal Breaker- For some reason, any magical deals or pacts you make with other beings favor you unusually often; they're riddled with loopholes, vaguely worded, or you're just able to find a way to weasel your way out of them. While this doesn't apply to any deals you initiate, you'll often find that you come out on top in some way; you might avoid paying a price, or keep some power from a contract after it has ended. Keep in mind that this alone won't protect you from the vengeance of those you've exploited. **(400 CP, discount Rider)**

I Have No Soul to Burn- Demons are soulless beings; however, in your case that might be problematic. So, instead your soul will, essentially, become a non-entity- it can't be attacked, stolen, burned, destroyed, possessed, trapped, detected etc. unless you sell or otherwise remove it from your body, including putting/turning it into a physical object, or if for some reason you want others to interact with it. It's important to note that these protections only apply to your soul since you, as a demon, are able to absorb souls (not directly; they need to be given willingly) to increase your own power. If you've already absorbed souls over the course of your adventures, they will be included in this protection. If you absorb souls afterwards, then they will not be protected until you've completed the Jump you absorbed them in.

In someone attacks your unprotected souls, either to damage, destroy, remove, or otherwise harm them, then you may also be damaged by proxy; your protected souls(s) will still be fine. If you die from whatever they did, then your protected soul is fine; however your chain will end, or you'll otherwise pass on. If you don't die, than your protected soul is still fine; your other souls may not be. **(400 CP, discount Demon)**

Demonic Door- By exerting a large amount of energy you're capable of moving between dimensions; when doing so, your arrival will be heralded by stormy weather. You're also capable of teleporting large distances; however doing so drains you slightly, and while it is

instantaneous spamming it multiple times will drain you quickly. You can't take people or other things with you, only what's immediately on your person. **(400 CP, discount Demon)**

Deal with the Devil- Through strange magic, you're capable of brokering deals with others; transferals of power (both ways), magically enforcing servitude, and more. Trades can only be done with the things that one owns; if you were to make a deal with a king, you could acquire his kingdom, but not a single coin that belongs to someone else. Things like marriages which are equally owned by two people can be traded, but instead of being transferred they would fall apart. You're also capable of brokering deals between other parties, essentially being their middle man. Deals made in this way must be made willingly; you can coerce, lie, cheat, or even threaten, but you can't force someone to make a deal with you using mind control or other means. **(600 CP, discount Drop In)**

I Can Still See the Light- Now, your faith is your sword, as well as your shield; you are capable of blessing and creating holy relics that are especially good at countering the forces of evil; weapons that are capable of striking intangible spirits, sanctuaries miles around where evil beings cannot enter, prisons capable of holding even the strongest demons, and more. What's more, you're painful for demons and other evil beings to touch, as your skin is to them what fire is for mortal beings, and you've even become moderately resistant to the evil or dark powers that they bring to bear against you. **(600 CP, discount Priest)**

Spirit of Vengeance- You're possessed by a Spirit of Vengeance, much like the one that possesses Johnny Blaze; at night, or in the shadows, you are capable of a startling transformation, which strips the flesh from your bones and sets your body alight with hellfire- turning you into the Ghost Rider. (You can choose to change the Ghost Rider aesthetic in minor ways, since the Spirit possessing you isn't the same one that's possessing Johnny; for example, you may choose to have a fiery halo instead of a burning skull, or you may have retain a human head instead of turning into a skeleton. Ditto for if you're possessed by a Spirit of Justice instead.) While in this form you're not quite in control of yourself- for now, at least- and you will need to battle the Spirit inside of you for control over your new body. While transformed into the Ghost Rider, you possess powerful spiritual/magical abilities as well as superhuman attributes. You're strong enough to swing a helicopter around by a chain, have essentially unlimited stamina due to not feeling fatigue, and are durable enough to survive a direct hit from a bunker buster. (With most weapons being ineffectual against you, due to the strong flames that surround your body; bullets and knives melt, baseball bats burn to ash, etc.) You have a strong healing factor, so the damage that does happen to you heals almost instantly

(though you might be sore once you exit the transformation), can move at speeds fast enough to cross several meters in the blink of an eye, and have greatly increased dexterity and reflexes.

You are capable of producing and manipulating hellfire, which can't be doused with water, can melt through steel and stone, and is capable of searing the soul (or merely the body, with normal humans being incinerated in only a few seconds). Weapons, clothing, armor, and vehicles (including things like horses) that you pilot are transformed when you use them, taking on a demonic or charred appearance with the possibility of being engulfed in hellfire in a similar manner to yourself and boosting their usefulness; weapons might shoot or become engulfed with hellfire, armor and clothing become much more protective and regenerate, and vehicles can be mentally called and increase greatly in speed, durability, and power, with a motorcycle being capable of speeds over 200 miles an hour as well as being fast enough to scale a large building. Chains used by the Ghost Rider are also capable of elongating greatly and can also be controlled telekinetically, though whether those properties are unique to them are unknown. In addition, the Ghost Rider can levitate, and is immortal in the "can be killed by violence" sense. The Ghost Rider's most powerful weapon, however, is his Penance Stare- by staring into the eyes of someone who has committed a crime or caused pain- anything from telling a white lie to murder, or worse- he can make that person feel all the pain and suffering that they've caused. The result of receiving the Penance Stare varies; some people merely have their eyes burned out, some people die, and some are incinerated (and then die); the greater the sins, the more devastating the Penance Stare is. The Penance Stare works on any being that has a soul, and the Ghost Rider can sense the sins of others, knowing every misdeed that they have committed. **(600 CP, discount Rider)**

Blackhearted- You are heads and shoulders above most demons, let alone mortals; in Hell, you may not be on the throne, but you're certainly one of the higher (lower?) ups; certainly, you're more than a fair fight for the Ghost Rider. Your demonic strength and durability is drastically increased, to the point where you'd be capable of throwing down with the Ghost Rider, and you're now capable of moving at high speeds as well as great feats of agility. Your presence chills the air around you, and your Stygian touch is capable of sucking the life out of mortal beings, and the coldness that makes up your being is even capable of resisting or even suppressing hellfire. You are capable of summoning demons such as Abigor, Gressil, and Wallow to do your bidding, and may attempt to do the same thing with the demons of other worlds while you're visiting them- though the results of this may be mixed. Finally, you're immune to some of the holy things that might harm an ordinary demon, such as the crucifix or holy water, and can enter

churches and other holy places easily. You can also smell fear. **(600 CP, discount Demon)**

Spirited- You possess an incredibly strong spirit; those with weak wills might be overwhelmed by your presence, and you seem to exude an aura that inspires and revitalizes your allies while panicking and demoralizing your foes. By purchasing this, the strength of any capstones you've purchased are also strengthened greatly; the capstone's you've purchased haven't been replaced, they've been added to, and you get the effects of both unless the capstone boosted version specifically mentions that their effects have been changed. **(300 CP)**

Faustian Bargain- The magic that allows you to make deals has been strengthened; where once you would've gained a kingdom, it would now appear to others that you had ruled it since the beginning; where once a marriage would have fallen apart, now it would never have existed. Barring any other entities that might have awareness of such changes, only you and the person you made a deal with would be aware of any differences. **(Requires Deal with the Devil and Spirited)**

Saint- Truly, you are one of God's most favored children; your holy relics are truly symbols of the divine, with your weapons capable of harming even the Devil (if you wanted to risk fighting him in Hell), your sanctuaries could encompass entire cities or even countries if you took the time to maintain them, and your prisons would be capable of holding the Devil himself, if you could trick him into it. Finally, your holiness makes it painful for evil beings to look at you, let alone touch you, as the purity of your soul blinds them, while also granting you protection from all but the strongest of evil or dark magics. **(Requires I Can Still See the Light and Spirited)**

Spirit of Justice- The Spirit of Justice inside of you has woken up, returning to the way it once was; the flames of hellfire that surround you have been replaced with the flames of heaven (though you may choose to keep their hellish appearance, if you'd prefer; you may also choose to keep the demonic aesthetics of your equipment rather than an angelic one). This awakening has granted you several new abilities; you can banish otherworldly entities, including the Devil himself, back to their homes, and your Penance Stare is now able to work on soulless beings. Your Heaven/Hellfire, instead of burning a soul, can sterilize or cleanse it of outside influences (if a person chooses to be evil, they're still evil) in the form of impurities, corruptions, and even ousting possessing entities, and you can also heal others, and even revive the recently dead so long as they're mostly intact. Finally, you can now transform during the day, as well as at night. The Spirit inside you will also no longer fight you for control while you are here, so long as you use your powers for good in some way. **(Requires Spirit of Vengeance and Spirited)**

Child of the Devil- You're not just one of the major players in Hell; you're almost at the top, second only to Mephistopheles himself and perhaps Blackheart. By using a massive amount of power, you are capable of taking on a massive demonic form, capable of towering over large buildings. The appearance of this form is up to you; it could be something as simple as a larger version of how you normally appear, or something like a humanoid goat/dragon hybrid with a massive head of flaming hair. You could even take on a form similar to Blackheart's, since you're technically related, with hellish red eyes, black skin and quill like hair. Taking on this form strengthens all of your demonic powers considerably, and of course your demonic form has massively increased strength and durability to go with its large size. You can now summon some of the stronger demons from this world; towering figures twice as tall as a man and made of flesh and stone, demonic clowns and Deathwatch's ninjas among them. **(Requires Blackhearted and Spirited)**

Items:

Nice Bike- You have a nice motorcycle; it's top of the line, and decorated to your tastes. If you'd like, you can import another vehicle for 100 CP, giving it a motorcycle alt-form while also translating its capabilities. Comes with a matching helmet... not that you'd need one. If you'd prefer, you can turn your vehicle into a horse instead. How do light speed movement, cloaking, and missiles translate onto a horse? Hell if I know. **(Free)**

Cash Money- 100,000 smackeroonies, every month for the entirety of your stay. **(50 CP)**

Margarita Glass of Jelly Beans- This margarita glass is always full of your favorite jellybeans, arranged in a manner that makes it pleasing to the eye. **(50 CP)**

Wine Cellar- An attachment to your Warehouse, this wine cellar is the perfect place to store alcohol, as it ages them to perfection after only a few hours inside. It also comes with a collection of wine, some over 2,000 years old, which replenish as you finish them. Might be good on a salad. **(50 CP)**

Long Coat- A badass long coat that fits you perfectly and repairs itself when damaged. If you'd prefer, you can have a leather jacket with the same properties instead. **(50 CP)**

Infernal Contract- Less of an item, more of a specific trick you can do; you're capable of summoning contracts in a small burst of Hellfire, written to your specifications and tailored to the deal that you have in mind. It's also perfect, with no loopholes or anything

that would allow the person you're making a deal with to screw you over, unless for some reason you want them to do that. Very cool, if nothing else. (200 CP, discount Drop In)

Body of Christ- This bread is symbolic, representing a spiritual cleansing. Well, it also works in the literal sense; if someone with genuine remorse and a desire to be free of their sin partakes of the bread, their sins and crimes will be washed away in the eyes of the Lord, and any other entities that care about that sort of thing. It won't help them escape the ire of others while in this life, but it will help lift the burden of their sins from themselves. You get more whenever the full loaf is eaten, which is good since the bread is a bit stale. (200 CP, discount Priest)

Garage- Another addition to your Warehouse; this garage is capable of holding up to ten vehicles (no bigger than a large truck), and has all the tools necessary to service and repair them, as well as the ability to make some awesome cosmetic additions. In addition to those vehicles, the garage also has spaces for any vehicles that you've purchased or modified with CP. Vehicles can be summoned in and out of the garage, appearing in the nearest safe space. Can only store vehicles, but you can modify the tools if you want. Strangely enough, the garage is also capable of housing animals, if you prefer horses to Harleys, and also has what you'd need to keep them healthy. (200 CP, discount Rider)

Shotgun- This shotgun is pretty standard; what's special is that it has a grenade launcher attachment, as well as a replenishing stock of grenades. These grenades are powerful enough to hurt the Ghost Rider, and very nearly killed him, despite him being able to survive a bunker buster exploding at point blank range. Not only that, but you have the schematics to make more, and can adapt them to fit onto other long arms as well. (200 CP, discount Demon)

Spiritual Chamber- This chamber, another attachment to your Warehouse, enhances spiritual rituals greatly; rituals that bind, unbind, summon, or even create spirits are all enhanced greatly here, making them easier and safer to do and improving the results of any experimentation that you do. (300 CP)

Companions:

Companion Import- You can import one companion, up to eight, for 50 CP each. Companions get double the CP that you spent on this option, maxing out at 800 CP after spending 400 CP to import eight companions. You do not need to import the full amount of companions that you pay for. Companions can pay buy the Demon background, but

they cannot purchase Warehouse additions. Alternatively, you can import just one companion for 200 CP, giving them 800 CP to spend. **(50-400 CP)**

Nicholas Cage Johnny Blaze, the Ghost Rider- The current Ghost Rider; after meeting, the two of you will quickly hit it off, and he'll decide to join you on your adventures. He brings all the powers of the Ghost Rider, as well as his bike, chains, and experiences as a stunt man. **(300 CP)**

Moreau- Alcoholic French warrior priest, and damn good with firearms. If he survives confronting the Devil's minions and Blackout, he can join you on your journeys. He brings with him several firearms, his experiences as a warrior monk, as well as several bottles of very nice wine. **(100 CP)**

Carter Slade, the Phantom Rider- The Ghost Rider who outran the Devil; while normally he would've used his last transformation to ride with Johnny, by recruiting him as your companion a new Spirit of Vengeance will come to him upon your departure. He has nearly two hundred years of living experience, as well as his experiences as the Ghost Rider, a shotgun, and his horse to back him up. **(300 CP)**

Blade, the Vampire Hunter- One of the Ghost Rider's potential allies, a half-vampire named Blade armed with a katana and all the strengths of a vampire with none of the weaknesses. In addition to an all-around superhuman body, he also has a healing factor allowing him to heal his wounds in a matter of hours, and is capable of accelerating his healing factor by ingesting blood. **(200 CP)**

Blackheart- The son of Mephistopheles and prince of Hell, Blackheart, can become your companion if you convince him to follow you. He has superhuman attributes, and an aura of extreme cold surrounds him; his touch can suck the life out of a human in seconds. This isn't his true form, as all demons on Earth are forced to take the form of humans, though you or he may find a way for him to take that form anyways. **(300 CP)**

Abigor, Gressil, and Wallow- Blackheart's lackeys; what they lack in strength they make up for in eagerness to serve you, as well as in only taking one companion slot. Powers are split amongst the three of them, unless you decide that one in particular deserves more power than the others. **(200 CP)**

Blackout- Not sure why you'd want to bring him along, but you can bring Ray Carrigan, the zombie like servant of the Devil, along with you if you want. He has the Power of Decay, outlined above. **(200 CP)**

Drawbacks: You can gain up to +600 CP from Drawbacks.

Comic's Accuracy- If you take this, everyone will appear more like they do in the Marvel comics. Their power won't increase, but Blackheart will be a tall, black, spiky demon man and the Devil will be a red demon man wearing a cape, and other minor changes. (+0 CP)

Alcoholic- Like Moreau, you love to hit the bottle; unlike Moreau, you're completely unable to hold your liquor. You're going to be drunk pretty much 24/7. (+100 CP)

Scraping at the Door... SCRAPING AT THE DOOOOOOOOR!!!- There's no mincing words; you've gone completely insane. If there's a choice between acting normal and acting like a complete madman, you'll take the second option without fail. You won't do anything that's too "out of character", but you will act like a lunatic while going about your business. (+100 CP)

Suffering of the Innocent- No matter how black hearted you are, you'll make connections with people in this world... family, friends, you'll grow to love them; however, they'll end up being hurt as a result of your actions, or even for seemingly no reason. You might be able to protect them for a while, but their suffering- and yours- is inevitable. (+100 CP)

Demonic Disturbances- Mephistopheles has a serious hate on for you for some reason, and will send demons to fight you often; they can't be reasoned with or otherwise evaded, you have to fight them. (+200 CP)

Spirit of Jumper- It was not Zarathos that the Devil placed inside of Johnny Blaze, but you. Not only are you trapped inside of Johnny (though you can attempt to fight him for control), he also has all of your abilities at night, as well as a transformation evocative of them. Thankfully, some degree of your toughness will transfer over to his human form, so you're not in as much danger. If you take this, you also get a discount on purchasing Johnny Blaze as a companion, though he'll only have his standard Ghost Rider powers instead of any of your abilities. (+200 CP)

Picture a Flamethrower...- Disable any perks that would allow you to go without water, avoid going to the bathroom, or avoid the pain; you now pee fire. May God have mercy on your soul. This won't kill you, but the pain may make you wish that it did. (+200 CP)

YOU. GUILTY.- The Ghost Rider can sense the pain you've caused, Jumper; the pain of potentially hundreds of worlds. He wants to make you feel that pain; he'll pursue you above all others, never tiring or needing to turn back into Johnny Blaze, trying to stare into your eyes with a Penance Stare that bypasses all durability or any other protections

you have so you can feel all the pain you've caused others. Killing him won't work, as he seems to survive whatever you can throw his way. Keep in mind that even an illegal download is enough for the Ghost Rider to consider you guilty for having caused pain... if the Penance Stare doesn't kill you, he'll try and finish the job himself. If you've taken the Spirit of Jumper, Carter Slade will come after you instead. (+300 CP)

Ghost Race- At the end of your ten year stay, you are transported to a barren, desert like area; a small part of a world patched together from many other worlds. With you are the Ghost Riders from those worlds; some from the past, or the future, some familiar and some who are not. Dozens of randomly selected Riders, and you, will participate in a race; win and you get to choose whether you continue, stay, or go home as normal; lose, and you go home as if you had died. The speed of each participant will be made somewhat equal; if you're the fastest, you'll still be the fastest, but your victory won't be as certain. Going against the spirit of the race and merely teleporting to the finish line or something like that is prohibited, but other than that it's a free for all, and attacking or even killing your opposition is allowed. (+300 CP)

Sold Soul- You sold your soul to the Devil; maybe it was to save your dying father (or aunt), maybe it was for money or power. In any case, the Devil's got your soul, and you're bound to his will. Fortunately for you, he'll give your soul back if you serve him for ten years... or, if you're feeling lucky, stupid, or brave, you can try and get your soul back somehow. It's a long shot, and failure means getting sent home... but you might win. (+300 CP)

Endings: If you have purchased the Spirit of Vengeance or Spirit of Justice, the spirit possessing you is now unable to fight you for control; you are always 100% in control of your actions as the Ghost Rider.

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Notes:

-YJ_Anon