



HELLRAISER JUMPCHAIN

What separates pain from pleasure? To the uninitiated, they are worlds apart. To the sadomasochist, the former is but one of many paths the latter. To the enlightened, the answer is obvious: nothing at all. They are simply two methods by which the body asserts its existence. They are powerful but limited. However, by reaching the true extremes of flesh and nerves, one can breach those limits. A sensation that transcends any other neurochemical signals that flesh could ever hope to produce. More dreadful than the worst of tortures, more orgasmic than the greatest of orgies.

It is this extreme that the religious order known as the Cenobites revere. To any who cross their path, they will graciously share their gifts of pain, even if it takes their initiates some time to appreciate it. The Cenobites dwell in the Labyrinth, ruled over by Leviathan: the god of flesh, hunger, and desire. However, the Cenobites cannot willingly leave the Labyrinth, they must be called. This is accomplished through an antique French puzzle box known as the Lament Configuration.

Be they seekers of pleasure, revenge, freedom, or any other craving, all who solve the puzzle with desire in their hearts have already consigned their soul to an eternity within the Labyrinth. Whether by the pull of destiny or the machinations of otherworldly beings hiding on Earth, the box rarely stays lost for long.

You will be entering this world at a location of your choosing, at a time of your choosing between 1796 and 2022, after which you will linger for a minimum of 10 years. Should you seek to savor this experience even longer, you are free to remain here for as long as you like afterwards, or until your flesh expires.

Should you wish, you may align your arrival with one of the incidents involving the Hell Priest and his Order of the Gash. Such as their recapture of Frank Cotton, or their continued pursuit of his niece Kristy, or maybe the doomed attempt to usurp Hell by a descendent of the Lament Configuration's creator?

*As much as I wish to avoid polluting your suffering, I will concede to precedent and grant you these **1000 Choice Points** to spend as you please. Ideally having more to your name will only result in having more to lose.*

You shall spend 10 years in this world.

Come and join us across the threshold. We have such sights to show you.

FLESH

Decide the nature of your vessel

INNOCENT

*You are a human who found themselves crossing paths with the Cenobites through the actions of one of the people around you. Did a relative turn to you to hide from the Cenobites? Perhaps your soul was offered as a trade to spare themselves. Maybe you were just in the wrong place at the wrong time. - **Rewarded 200CP***

GUILTY

You are a coward and a fool. You got one taste of the miracles of pain and ran away from your mortality. This can take one of two forms, neither is without detriment, and both will earn the Cenobites ire, should they learn of your existence.

*You are a Deader, the product of the dark magic of a cult in Bucharest. The cult's leader is Winter LeMarchand: descendent of Phillip LeMarchand, who created the Lament Configuration. As a Deader, you feel no pain, and can survive any injury. However, your injuries will never heal or cease bleeding. You start already bearing the grievous injury that transformed you in the first place. - **Punished 200CP***

*You called the Cenobites with your own hands but got cold feet once their gifts challenged your expectations. You possess the ability to regenerate from the inside-out by consuming blood, even if reduced to a mere bloodstain yourself. The blood required greatly increases as you approach completion, demanding several murders to regenerate your muscles, and even more for your skin. However, you can skip the last step by simply stealing the skin of another. - **Punished 200CP More***

SENTENCED

*You have tasted what lies beyond pain, and now seek to share it with others. You are merely a Pseudo-Cenobite. You are immortal but have yet to be completed by spending sufficient time in the Labyrinth. - **Punished 400CP***

*I stand corrected. You are a True Cenobite. An angel to some, demon to others. This comes with far greater power, magic, and desensitization. - **Punished 200CP More***

SOUL

Decide the nature of your essence

JUDGE

*You take it upon yourself to sort the innocent from the guilty. As a Cenobite, your duties are particularly tailored towards punishing those who are guilty in their own right. For anyone else, this is more direct. You are one who inflicts pain on others for your own sick satisfaction. Perhaps you're a shameless hedonist like Frank Cotton, or a self-righteous murderer like the Preceptor. – **No Reward or Punishment***

JURY

*Whether directly or indirectly, your role is to obtain the truth of a matter. As a Cenobite, you are prone to take a more neutral stance in your duties. For anyone else, you may be an unlucky bystander or a truth seeker in a Cenobite-related incident. You'd be in good company alongside journalists or detectives, and likely count yourself among their numbers. – **No Reward or Punishment***

EXECUTIONER

*Even if it is the ax that takes the life, it is the headsman who swings it. As a Cenobite, you are adept in manipulating others into dooming themselves, rather than acting directly. For others, whether by cowardice or bad luck, you have a record of damning others. Perhaps you are another of LeMarchand's cursed bloodline, forever bearing the weight of every soul lost to the puzzle box. – **No Reward or Punishment***

DIVINE IMPLEMENTS

Forbidden to all who lack the Flesh of the Sentenced

THIS IS MY BODY

*Your body is far past what could be called human. You are unaging and able to choose whether any of your wounds rapidly heal up or remain open to savor the pain. Your nervous system has been uplifted to be capable of far greater extremes of sensation than any mortal. It is theoretically possible for godlike beings to rob you of your immortality, or for you to be destroyed through unthinkable quantities of light, but the magic or technology needed for such a feat are centuries out of reach for humans. It's possible to banish you, which can be done through the Lament Configuration or similar artifacts. – **No Reward or Punishment***

THIS IS MY BLOOD

*Your mind is far past what could be called human. The boundary between pain and pleasure has been wholly shattered. Physical or mental pain or overstimulation has functionally no effect on you. For you, the worst tortures dreamt by man or demon wouldn't even amount to discomfort. The only exception to this is the agony of ennui. The total absence of stimulation in either direction is a horror you don't care to imagine. – **P. Cenobite Punished 100CP, No Punishment T. Cenobite***

TAKE, IN REMEMBRANCE OF ME

*Your mission is a holy one. It is only fair that your summoners know what a mighty god is behind you. When summoned via the Lament Configuration, your arrival is prefaced with any variety of eerie phenomenon: IV bags filling with blood, statues moving, mist from nowhere, etc. You can even choose whether you are teleported manually, or if the walls split open as doors to your last location. When you leave all evidence of these effects vanishes, as if you were never there. Post-jump, you can apply this to any other means of opening portals or allowing yourself to be summoned. – **P. Cenobite Punished 100CP, No Punishment T. Cenobite***

HOLY WOUNDS

This metal lodged in your flesh isn't just for show. Not all of it, anyway. You are akin to a living weapon or torture device. You have one personalized method of inflicting harm built right into your body. It could be a dial that lets you twist the flesh of others into your own, a jaw that can bite through bone, or something as complex as an endless supply of CDs that you can throw with pinpoint accuracy. - *T. Cenobite Punished 100CP, No Punishment P. Cenobite*

Perhaps you also have a more overtly supernatural attack that functions within line-of-sight. Perhaps you can cause electronics to explode from a distance, or mentally manipulate water to stab people with icicles. - *Punished 100CP More*

CRUCIFIXION

The most iconic ability of the Cenobites. From any nearby shadows, you are able to summon and psychically manipulate countless chains of seemingly any length. Each chain ends in a hook designed to inflict as much pain as possible. You are able to control them with both great power and precision. They're particularly adept at tearing apart flesh. - P. Cenobite Punished 100CP, No Punishment T. Cenobite

Should that not be enough, you have taken this magic a step farther. You are able to spawn any torture device you can imagine out of thin air and manipulate them in the same fashion. They don't even need a historical equivalent. However, they are somewhat slower to summon, and can be no larger than an adult human. Alternatively, you can choose to manifest these tools directly from your body, such as in the form of tentacles or claws. - Punished 100CP More

BURNT OFFERING

Perhaps you don't wish to share your prey. You are privy to a ritual that would allow mortals to summon and form contracts with you. The specifics of the ritual are up to you, but at least one human sacrifice is required. You will know the terms of the contract upon being summoned and are free to refuse if they displease you. If you accept, you must uphold your end of the contract. The only exception is if the summoner, through action or inaction, interferes with your own goals. You may choose whether you must spread the ritual yourself or enter each world with it already buried deep within occult lore, waiting to be discovered. - Punished 200CP

RED BAPTISM

A great privilege to receive Leviathan's favor to such an extent. Similar to the chains, you are able to summon syringe-like pipes containing an unknown red and blue liquid. By injecting these into a corpse, you are able to revive them as a Pseudo-Cenobite. They possess a Cenobite's immortality, along with some distinct means of attack, but without being properly molded by torture within the confines of the Labyrinth, they lack the mystical abilities of a True Cenobite. Incidentally, they also retain their memories and sense of self, albeit distorted into a more aggressive form that's loyal to you. - Punished 300CP, Requires T. Cenobite

Leviathan truly treasures you. Rather than just the concoction itself, you are permitted to summon a massive octagonal structure bearing similar markings to the Lament Configuration. This device is meant to inflict as much pain as possible, as quickly as possible, essentially automating the process of creating a powerful True Cenobite from a human. The longer one is left in there, the more refined the product. Rushing the process too much can lead to the created Cenobite going out of control and acting on their own untempered impulses. - Punished 200CP More

THE PRIEST OF HELL

Whether through the favor or seniority within the Labyrinth, your mastery of dark magic now matches the likes of the Hell Priest himself. The applications of this are varied. From animating statues, precise telekinesis, shapeshifting, illusions, explosions, mental suggestions, and so on. Your control over all of your purchases in this section are greatly enhanced, and other Cenobites and similar beings from other worlds will naturally look to you as a figure of infernal authority. You could even talk back against demonic royalty or angels with little risk of retaliation, not to say you're necessarily their equal. - Punished 400CP, Requires T. Cenobite

THE PRICE OF INDECISION

I suppose some suffering is meant to be shared

WE HAVE SUCH SIGHTS TO SHOW YOU

*The boundary between pain and pleasure is simply waiting to be breached. It is within you, and you will find it is within everyone else as well. Whether yourself or others, you'll find that by inflicting enough pain on someone, that boundary can be shattered, and once it is, there is no mending it. - **No Reward or Punishment***

*Clearly I misjudged your cruelty. Not only can you sense how close someone is to the threshold, but you can control the pain you inflict to such an extent that you prevent them from ever reaching the pleasure that lies beyond pain. - **Punished 50CP More***

PRECEPTOR

*The malleability of flesh is far greater than one might expect, especially with this. You sculpt mortal flesh with unreal ease. Skin almost always comes off in one piece, bones slide cleanly out of muscle, you could even stitch a puppy into someone's womb without hurting the dog. This only applies in situations where you could just as easily kill your victim. - **Punished 100CP Innocent, No Punishment Others***

*Naturally, what use is toying with flesh when it is the nerves that hold power. Your mastery of torture is on the level of the Cenobites themselves, assuming you aren't already one of them. - **Punished 100CP More, No Punishment True Cenobite***

JUST THE NUMBER I HAD IN MIND

*There seems to be something about you that either screams "I can be trusted with occult artifacts" or "I absolutely cannot be trusted with occult artifacts", whichever makes you a more appealing mark. Those who deal in occult items will see you as the ideal recipient of such items. They'll sell to you with hardly any reservations or haggling, assuming they charge you at all. - **Punished 150CP***

THE PRICE OF INNOCENCE

*Only a fool believes a lack of wrongdoing will spare one from suffering
Innocent Flesh receives only one 100CP perk for free.*

GET THE MYTHOLOGY RIGHT

*The games don't stop once the box is opened. You have an eye for rules. You quickly grasp the rules that a being or phenomenon functions under. Even while blinded by fear, you never lose sight of these rules, such as any loopholes you can exploit, or any criteria that must be met for a situation to occur. This won't help when deliberately misled on the rules. - **Innocents Punished 50CP, Others Punished 100CP***

LABYRINTH OF THE MIND

*A curse or a blessing, depending on your perspective. Your brain is naturally structured for solving puzzles. You can solve mundane puzzles within moments, but this even applies to less literal puzzles, allowing you to find creative solutions to problems or fill in gaps in a scenario. Apply these skills as a detective, and you'd quickly be called a genius. - **Innocents Punished 50CP, Others Punished 100CP***

SKIP THE PREAMBLE

*Your ability to adapt is admirable. Even when placed in a situation that should be impossible by all rights, you know how to grasp all the information you need in the least questions possible. You could be strapped to a chair before a deformed demon, and somehow give the aura of being the one in control. Those who capture you are often taken aback by this, leaving them far more open to sharing information with you. - **Innocents Punished 100CP, Others Punished 200CP***

DEMONS? DEMONS AREN'T REAL

*Once you've emotionally come to terms with a traumatic event, that past has this odd way of staying in the past until those wounds are reopened. Demons will be less motivated to seek your end of a bargain, undead enemies are far more likely to just stay dead, and the lingering consequences of your actions will more often than not become the responsibility of someone else. That doesn't mean countless others won't suffer for your actions. - **Innocents Punished 100CP, Others Punished 200CP***

THEN WHAT THE FUCK IS THAT?

For most, fear is a shackle, but for you, it is a weapon. Pity the fool who thinks they can use your fear against you. Your fight or flight responses have been combined into a state that sends your mind and body into overdrive, granting the stamina to run all night, the mental acuity to catch whatever small chance of survival comes your way, and the courage to spit in the face of terror. Though expect exhaustion once the threat has passed. - Innocents Punished 200CP, Others Punished 400CP

LAMBS TO THE SLAUGHTER

When caught in a dangerous situation, allies have a way of finding you, no matter how improbable it is that they'd know where you are or even care. You may choose whether the perk ends there, but for the particularly selfish, this may trigger a secondary effect that reduces them to meat shields. The killer will inexplicably pick them off first, they'll clumsily cut themselves on the sacrificial knife, so you know what it does, and so on. - Innocents Punished 200CP, Others Punished 400CP

IT IS NOT HANDS THAT CALL US

The Cenobites may not see good and evil, but they know when they are being deceived. There is some quality that makes paranormal beings view you as "truly innocent". When coerced or tricked into acting as someone's scapegoat in some paranormal capacity, the powers that be will be uncharacteristically lenient with you. If they don't directly deflect all accountability on the one who forced your hand, they will give you the option to sacrifice someone else to take your place, even if they've never given anyone else that option. This falls apart if you further involve yourself of your own volition. - Innocents Punished 300CP, Others Punished 600CP

THE PRICE OF GUILT

*Bold of you to assume your crimes would never catch up to you
Guilty Flesh receives only one 100CP perk for free.*

RED IS JUST A COLOR

*Ah, love. A plague without equal. Those who hold affection towards you quickly grow increasingly blind to your suspicious traits or actions. Your brother wouldn't consider you sleeping with his wife, your significant other would hardly question why your house smells of rot. For those blind with love, even the absence of skin is only a momentary deterrence. - **Guilty Punished 50CP, Others Punished 100CP***

ONLY SKIN-DEEP

*People rarely know each other as well as they might believe. As long as they don't see your true face, the loved ones of those you impersonate are far slower to notice any contradiction. It'd take an obscenely obvious giveaway before someone questions how their spineless father killed someone in cold blood, or why they're messaging them from Hell. - **Guilty Punished 50CP, Others Punished 100CP***

THERE IS NO GOOD, THERE IS NO EVIL

*You encapsulate the old adage "nice guys finish last". Carry yourself as the scum that you are, and your preferred sex will be falling over you. Sexually coercing a married woman will see their resistance quickly fade, and openly advertising your promiscuity could let you attract daily one-night stands. Be warned that this is ineffective on those wholly content with their current life and isn't conducive to healthy long-term relationships. - **Guilty Punished 100CP, Others Punished 200CP***

THERE IS ONLY FLESH

*Your morality, or lack thereof, is like a disease. Those who spend a prolonged period with you are rapidly infected by your way of thinking, particularly if you involve them directly in your wrongdoing. Your accomplices may require coercion for the first few murders on your behalf, but after a dozen, they may come to enjoy it. If they are beyond your ability to corrupt, you are a master of implicating them in your crimes, leaving them no choice. - **Guilty Punished 100CP, Others Punished 200CP***

COME TO DADDY

Those you hold murderous intent towards often display an odd lack of competence, even before they realize they're in danger. They won't question why the shady old man lured them into a secluded room to solve a puzzle or why running into a portal to get away from the demons that came from it is a bad idea. This also makes it absurdly difficult to trace serial killings back to you, as long as there's no obvious motive for the police to find. - Guilty Punished 200CP, Others Punished 400CP

I AM IN HELL

There is great power in hatred. When trapped in Hell or similar dimensions, you may plague those in the living world you hold strong feelings towards (whether love or hate) with horrific visions. Whether just to torment them or deceive them to some ends, if you succeed in luring them to you, then you may attempt to leave them here in your place while you escape to the land of the living. The latter effect can only be attempted once per jump. - Guilty Punished 200CP, Others Punished 400CP

LIGHTENED SENTENCE

For those sent to the Labyrinth, blessed is he chosen to become Leviathan's tool. In future worlds, you will find even those transcendent beings devoid of or in direct opposition to human compassion will be open to allowing you to act as an instrument of their will in return for a greatly reduced sentence. Feeding souls to a dark god is a small price to pay to spare your own soul, and who better to offer demonhood to than someone as vile as you? These opportunities will quickly dry up if you fail to display any traits your new master would find pleasing, or god forbid you try to oppose them directly. - Guilty Punished 300CP, Others Punished 600CP

THE PRICE OF SENTENCING

*Your punishment has been dealt, but your torture is far from over
Sentenced Flesh receives only one 100CP perk for free.*

WHAT DO YOU KNOW OF PAIN

You stared deeply into the abyss and made it your companion. You do not shy away from unpleasantness. No scenario is too tragic or fate too grotesque to include in your calculations. While you may not be any more open to experiencing these outcomes yourself, you are the farthest thing from squeamish, and only arrogance can impede your objectivity. – Sentenced Punished 50CP, Others Punished 100CP

NO MORE DEALS

Cenobites rarely lie, but they just as rarely need to. You are a master of spinning the truth to control how it is interpreted. Tell someone that they must lure a demon to their “window” without specifying you meant the “window into your mind”. Or sway someone with the promise of “unmatched sensation” without specifying what that sensation is. – Sentenced Punished 50CP, Others Punished 100CP

I AM THE WAY

What does a resident of Hell have to fear from Heaven? You are not easily intimidated by those claiming to hold divine authority. In addition, acts of heresy against a religion greatly increases your psychological effect on its believers. Slay a cult’s leader, and the followers will instantly fall to despair, and a priest that would defy you to their dying breath is likely to collapse in pain once you melt a crucifix within their very hands. – Sentenced Punished 100CP, Others Punished 200CP

PAIN HAS A FACE

There are many Cenobites aside from the Hell Priest, but few are anywhere near as notorious. You similarly have an easy time becoming the “face” or whatever group or organization you belong to. You are seen as an embodiment of everything they represent. It is you on the cover of every book on the topic, and when one experiences dreams of your group’s majesty or nightmares of their terror, it is your face they see. – Sentenced Punished 100CP, Others Punished 200CP

I CAN SEE INTO YOUR SOUL

Whether you're a "demon" is a matter of perspective, but with a tongue and eyes like these, it's a reasonable conclusion. At first, this is a simple intuition for the vices of others and how to exploit them. The longer you spend mastering this, the more overtly supernatural it becomes. After a century, you could tell someone their own dark past from a glance and convince the weak-willed to become murderers within minutes of meeting you. - **Sentenced Punished 200CP, Others Punished 400CP**

I AM ETERNAL

That which is given can be taken away, but who's to say they can't be reclaimed again? It is almost impossible to permanently rob you of legitimately bestowed power or authority. Banished from your kingdom? You'll be back in a year. Lose your medical license? Good thing a judge owes you a favor. Relieved of your demonic power and immortality by God? You'll be back in Hell before that pesky lifespan can become an issue. - **Sentenced Punished 200CP, Others Punished 400CP**

ECLIPSE

When killed in a state embodying a metaphysical extreme (good/evil, order/chaos, human/monster, etc.) then the half of you that "died" will live on as a spirit that can only interact with the world indirectly, and the other extreme will revive elsewhere with your body and powers. Should these two meet, they will reconstitute and fully revive you. However, should your physical half escape this fate until the end of the jump, then they alone will move forward, leaving your "weaker half" behind. You can divide like this as long as there aren't two such halves of you running around the current jump. - **Sentenced Punished 300CP, Others Punished 600CP**

THE JUDGE'S PUNISHMENT

*May he who scrutinizes other be scrutinized even more harshly
The Judge's Soul receives only one 100CP perk for free.*

I AM A JEALOUS GOD

Let no sin against you and your people escape your eye. Acts of treachery rarely stay hidden from you for long. Your cheating spouse can't help but photograph their infidelity, and your disloyal underlings are often quite sloppy in burying the paper trail between them and your rivals. This is ineffective against the exceptionally intelligent or cautious. - Judge Punished 50CP, Others Punished 100CP

THANK GOD FOR MEN OF REASON

You've managed the impossible and allied the flames of passion with the chill of apathy. Hatred you feel, no matter how irrational, only improves your ability to take cold, calculated actions. Your murders cleaner, your fingers more precise, your facade more believable, and your schemes more elaborate than should be possible for anyone in your state of mind. - Judge Punished 50CP, Others Punished 100CP

YOUR DREAM IS OVER

No man is invincible. Whether it's the wanderer with no connections, the billionaire who sold his soul, the unflinching hero of justice, there's always a weakness, and you can always find what it is. Whether you can seize this weakness depends on your own means. Once you have this weakness, defying you would take an obscene amount of willpower. It's not impossible for them to abandon this weakness, but it is never easy. - Judge Punished 100CP, Others Punished 200CP

YOUR NIGHTMARE IS ABOUT TO BEGIN

Reality can never measure up to the horrors produced by the human mind. With the slightest stimuli from you, you can direct the creations of a compromised psyche to your own ends. Simply put, if someone is primed to start hallucinating, for any reason, you can control almost exactly what they see. In extreme cases, you can convince someone to kill themselves in reaction to imaginary threats or cause their heart to stop out of pure fear. - Judge Punished 100CP, Others Punished 200CP

TO THINK I HESITATED

One doesn't go mad with power without someone first granting them power to go mad with. Those who bestow you with power very rarely do their due diligence to deter you from abusing it. The asylum that hired you will just take your word that your patients are still alive. Pledge your soul to a dark god, and not only will they not deter you from rampaging, they'll neglect to warn their other followers that you're on a direct collision course. – Judge Punished 200CP, Others Punished 400CP

BIG BAD WOLF

Where would the shepherd be, without a wolf to let the flock know what they're being protected from. Gods and similar forces will tacitly approve of you terrorizing and killing some of their people, as this fear only makes them more desperate for something to depend on. You will not be punished by these gods for sins against their flock while you live, and they may even try to protect you from similar forces. Once you die it's another story. – Judge Punished 200CP, Others Punished 400CP

HE WHO SUMMONS MAGIC

Black magic existed long before the LeMarchand box, and you are quite the savant in it. This initially is only useful for weak illusions, like disguising a table of rotting meat as a delectable feast. However, through a cruel ritual demanding at least one innocent life, you can summon and bind a powerful demon to your service. Abide by the contract and you can receive power, fortune, and eternal life, but should you even unknowingly breach these terms, you will be slaughtered on the spot by your "slave". – Judge Punished 300CP, Others Punished 600CP

COMMANDS THE MAGIC

Through unknown means, you have claimed some of the Labyrinth's power as your own. Through a simple but mentally draining ritual, you are able to revive the recently deceased as Deaders. As mentioned above, a Deader is similar to a zombie. They feel no pain and cannot be killed by natural means, but wounds they receive never mend. Should you worry for their loyalty, you can curse those you revive to endure a waking dream that tortures them with visions of their own past trauma until you choose to free them. – Judge Punished 300CP, Others Punished 600CP

THE JURY'S PUNISHMENT

To witness the damnation of another is merely a rehearsal for your own
The Jury's Soul receives only one 100CP perk for free.

SKANKOLOGY

How can one expect to understand the criminal element without walking in their shoes? You can effortlessly integrate yourself into illegal activities or marginalized groups. As a cop, you'd have no problem buying from the local drug dealer while turning a blind eye. Even as a known reporter, you'll hardly face any suspicion when entering a crack den or a shady cult. – **Jury Punished 50CP, Others Punished 100CP**

IT'S ALL A PUZZLE

The human condition is built upon pattern recognition, but some are far more in tune with it than others. It's a vague, unconscious irritation in the back of your head, screaming that you don't have the full story yet. Others may call you obsessed, but when a case seems too cut and dry or too obvious, you'll keep pushing until every puzzle piece is in its rightful place. – **Jury Punished 50CP, Others Punished 100CP**

YOUR FLESH IS KILLING YOUR SPIRIT

You're the type of competent detective you'd think only existed in movies. You are a natural at forensic investigations, often stumbling into clues that evade the eyes of your peers. What's more, knowing how to uncover a crime makes you just as adept at hiding one. You know what evidence to hide, where you might have left fingerprints, and what items you can pocket without anyone seeing. You're also quite skilled at sleight of hand. – **Jury Punished 100CP, Others Punished 200CP**

AUDITOR

Whether you inspire fear or admiration, the effect you have on others is akin to a priest at a confessional. Something about you makes people want to talk. Once you get them started, their mouth starts to build momentum. The longer they're allowed to prattle on, the harder it becomes for them to stop. Their words may not be strictly honest, but the less control they have over their own words, the less control they have over their narrative. – **Jury Punished 100CP, Others Punished 200CP**

SO SWEET OF YOU TO COME BACK

*You are a hunter, and whoever your prey may be, you always have some idea of how to lure them to you. Even those who get away find their way back into your net sooner or later. The mortal who banished demons will find themselves in their company time and again, the victim who escaped will seek shelter in the killer's home, your partner would follow you into a secluded location even when they already suspect you, and so on. - **Jury Punished 200CP, Others Punished 400CP***

THERE'S ALWAYS A CHOICE

*As powerful as beings like the Cenobites are, even they are bound by rules. You will find Cenobites and similar beings in future worlds incapable of forcing you to relinquish any object in your possession, no matter how vital to their goals. They can coerce or even deceive you, but if you do not offer it to them yourself, even under false pretenses, some fundamental aspect of their being will prevent them from simply taking it by force. - **Jury Punished 200CP, Others Punished 400CP***

JESUS WEPT

*All inhabitants of the Labyrinth are immortal, and the Cenobites are no exception, but Leviathan isn't above abandoning those who step out of line. You've found that you can strip beings of their immortality, at least briefly, by instilling doubt in them. This must be a significant revelation, like doubt in their own identity or the mission they've been fighting for. The effect wears off once they reconcile this revelation, but depending on the person, this could take anywhere between a few minutes to several weeks of contemplation. - **Jury Punished 300CP, Others Punished 600CP***

THE THIRD STAGE

*Demons or not, Cenobites take their deals quite seriously, so it's anyone's guess why you're given so much wiggle room. Compromises can be made in supernatural deals or rituals demanding sacrifices that wouldn't be on the table for anyone else. If a ritual demands a sacrifice, who says that sacrifice can't be one of the demons who came to collect? Even order-obsessed beings like the Cenobites would consider the merits of accepting five random sinners over the one that has proven to be a consistent thorn in their side. - **Jury Punished 300CP, Others Punished 600CP***

THE EXECUTIONER'S PUNISHMENT

*A sin is a sin, even in the name of justice, and who is more guilty than a killer?
The Executioner's Soul receives only one 100CP perk for free.*

WHAT IS YOUR PLEASURE, SIR?

The phrase "too good to be true" is one you won't be hearing very often. The more degenerate or desperate someone is, the less likely they are to question deals with you that are suspiciously good at first glance. Though they'd need to be a complete scumbag to accept a box that grants "unimaginable pleasure" for free without any alarm bells ringing. - Executioner Punished 50CP, Others Punished 100CP

MERCHANT OF DEATH

Once the blade has been plunged, the best one can do is bandage the gash. Should your actions or creations directly contribute to the suffering of innocents in the short or long term, you are guaranteed to find out, though only after things have been set in motion. You can act on this hindsight to minimize the damage, or draft plans to reseal the evil you unleashed. - Executioner Punished 50CP, Others Punished 100CP

DO I GET A PRIZE?

Humans are chaotic, able to ruin even the best laid plans. Your hand barely misses the hidden blade, you discover the trap door before it can be used, you investigate far deeper than anyone expected. Your irrationality has a way of throwing any trap that wasn't set with you specifically in mind off-course. That said, this effect only spares you from being caught off-guard, and ceases once you know exactly what you've gotten into. - Executioner Punished 100CP, Others Punished 200CP

IT ALL TICKS BY SO QUICKLY

Beings of magic aren't known for their grasp of modern science. You've found that tricking or disorienting mystical beings is far easier when your plans involve advanced technology. Fool an immortal demon with a few holograms or turn on an elaborate magitech trap as they just kind of stand around and yell. This is all for naught if you play your hand too early and the being catches on that you have such a tool at your disposal. - Executioner Punished 100CP, Others Punished 200CP

THE BOX IS YOURS, IT ALWAYS WAS

Once they leave your workshop, what happens to your creations is a matter of fate. You'll find that any items you create inevitably find their way into the hands of those with proclivities to your liking, whether that be righteous, depraved, or anything in-between. Even once lost or stolen, it will quickly fall into the hands of others meeting those criteria. Fate will similarly thwart attempts to permanently hide this creation away. - **Executioner Punished 200CP, Others Punished 400CP**

SUCH PLIANT FINGERS

You are a craftsman at heart. Whether that craft is puzzle making, engineering, architecture, etc. Your mastery of this craft is so profound that it enhances the potency of any magic integrated into these creations. Such as erecting a building with the power to banish even demonic royalty back to Hell. This alone doesn't provide any such magic to take advantage of. Be careful you don't accidentally create a portal to Hell. - **Executioner Punished 200CP, Others Punished 400CP**

THE CHOICE OF LIFE

Suffering comes in many forms, and what suffering is more dreadful than a life of regret. Oddly, paranormal beings are oddly accepting of this logic. As long as you feel genuine regret at those harmed by your actions, and make no further effort to rectify that, then any mystical debts will be settled. Contracts will be considered completed, the genie will offer no more cursed wishes, the slighted demons will offer no retaliation, for they know the guilt you feel is worse than any torment they could inflict on you. - **Executioner Punished 300CP, Others Punished 600CP**

SINS OF THE FATHER

Sometimes, the sins of one man are too great to be repaid in one lifetime. You are capable of sending your will down your bloodline. To start, your children will be naturally talented in similar areas as you were. As they age, they will inherit more specific knowledge and memories, such as projects you were never able to finish. Should you pass away, you can reincarnate through your own descendants. However, you will still count as dead if a jump ends before your reincarnation fully regains your memories. - **Executioner Punished 300CP, Others Punished 600CP**

SHARED GREED

Together, your screams will form such a beautiful symphony

PUNISH THE INNOCENT

*How kind of you to share this experience with your friends. With each purchase, you may create a new companion, or import a companion you already had. They receive no CP beyond those from drawbacks. Companions receive discounts on any Flesh of equal or lesser cost to your own, aside from Innocent. - **Punished 50CP Per***

REWARD THE GUILTY

*I sincerely hope you aren't thinking of depriving the Labyrinth of one already marked as prey. In any case, with each purchase, you receive a "slot". With their informed consent, you may take any canon character with you as a companion. This is excluding Cenobites, who will be addressed below. - **Punished 50CP Per***

OPEN THE GASH

*In deference to your unique situation, Leviathan has permitted you to take one of their beloved Cenobites as a companion. None of the especially powerful ones though. I feel that you and Chatterer would get along. - **Punished 100CP Per***

*For a greater sacrifice, you are permitted companionship by an especially powerful Cenobite, the likes of The Hell Priest, The Doctor, or Angelique. They are all masters of pain, be sure not to waste their talents. - **Punished 300CP Per***

*As an unprecedented display of generosity from Leviathan, you will be permitted the company of one Greater Cenobite, with a Gash of 3-4 weaker Cenobites. They all occupy a single companion slot. - **Punished 500CP Per***

COMMON GREED

Few desires can be called truly unique

LEMARCHAND BOXES

Regrettably, these are not true Lament Configurations. This box bears no supernatural properties, despite being mechanically identical. Still, it serves its role as a memento, or just a paperweight. You receive two puzzle boxes, one based on the original continuity, and a far more complex puzzle based on the 2022 remake (the blade is dull, unfortunately). – No Reward or Punishment

SMOKES

Everyone is entitled to their bad habits. This replenishing carton of cigarettes has an uncanny ability to calm your nerves, and is even pleasant for first-time smokers, perfect for setting them on the path of self-destruction. Comes with your choice of a replenishing matchbox or lighter. – Punished 50CP, No Punishment Innocent

CLEAN CLOTHES

You possess a mundane outfit that is impossibly resistant to filth. You can expect some staining if you bear a grievous wound, such as a lack of skin, but you'll find it spotless soon after. For a second, undiscounted purchase, you receive a regenerating roll of bandages that can prevent even the most grievous discharge from staining any clothes you wear over them. – Punished 50CP, No Punishment Guilty

DARK HABIT

This attire bears a striking resemblance to what mortals would associate with BDSM. This black leather outfit is customized to accentuate any deformities, torture implements, or wounds your body bears. It can even deform in real time to accommodate similar additions. – Punished 50CP, No Punishment Sentenced

SENSATION

The crystallization of Leviathan's nature. This clockwork device can be installed into a human torso with supernatural ease but cannot be naturally removed or damaged without killing them. This constantly pulls at the individual's nerves at random intervals and patterns, in order to automatically inflict agonizing pain that one can never grow accustomed to for the rest of their days. – Punished 50CP

RAWHIDE

It seems some undisciplined Cenobite failed to properly clean up after themselves. You are in possession of an unblemished suit of real human skin. Through unknown means, it does not rot, and if worn over your body, renders you indistinguishable from the skin's original owner, whoever that was. - Punished 100CP

HELLWORLD

A peculiar existence in this world. You possess access to the Hellraiser-themed MMO: Hellworld. The server runs itself at no cost to you, and despite its rudimentary design, it has the odd property of rendering the Hellraiser franchise an overnight sensation among youths from all walks of life. Even if you were a creepy old man, you could use the popularity of Hellworld to lure dozens of dumb teens to your creepy secluded mansion for a Hellraiser-themed party. - Punished 100CP

FOUND FOOTAGE

At the start of every jump, you will come into possession of a video depicting something that seems impossible. Such as seeing a corpse revived from the dead or your missing cousin summoning a demon. Investigating this video will always lead to something significant that directly involves you. Perhaps you will find a cult which leads to you being the deciding factor in whether they succeed in their goal. Alternatively, this may provide you with clues for a threat that's coming to you. Interpreting and acting on this lead depends on you. - Punished 100CP

THE EMPTY GREED

*Even the numbed Cenobites still bear slight embers of desire
Only those of Sentenced flesh can access these but receive no discounts.*

INNOCENT TEARS

This small vial contains a replenishing supply of childrens' tears. By pouring this on a written confession, even an embellished one, the paper's taste is enhanced proportional to the confessor's sin. Be aware that consuming the sins of truly depraved individuals will make you sick. - Punished 50CP, Requires Sentenced

GO FETCH

This skeletal, demon-like being can be assigned to watch over any single item or entity. They intuitively know their ward's location and status at all times. When it is threatened, they will instinctively retrieve their ward and return it to you. They can don human disguise but are still quite eerie. - Punished 100CP, Requires Sentenced

SPIDER'S WEB

This typewriter bears some enchantment for extracting the truth. As long as you can convince someone to start confessing as you record, they won't be able to stop themselves from sharing every single wrong they've committed in their entire lives, even those they've long-since forgotten. - Punished 150CP, Requires Sentenced

For double the price, you also receive a large run-down house. Those who enter can be pulled into another world mirroring the house, where one's sins can be divined through a grotesque ritual. Sinners will find themselves naturally drawn to this house from miles around, and a staff of lesser Cenobites will handle their judgement and torture. You're free to reap all the benefits without lifting a finger or take a more hands-on approach. - Punished 150CP More, Requires Sentenced

ANOTHER BOX

This box functions identically to the Lament Configuration, including the hypnotic compulsion. However, rather than opening a portal to the Labyrinth, it opens to a small pocket dimension within the box itself. This dimension is full of torture devices, and mortals can survive far more mutilation while here, but otherwise it's a far cry from the realm of Leviathan. - Punished 200CP, Requires Sentenced

THE JUDGE'S GREED

The cravings of an icon of order are no less than those of sinners

LUCKY BLADE

A simple switchblade to the untrained eye, but for you, it is so much more. This simple knife is like a part of you, allowing you to control it like an extension of your body. Even if reduced to a mere soul in Hell, this blade will still inexplicably find itself on your person. - Judges Punished 50CP, Others Punished 100CP

ICE CREAM MAN

Everyone unwinds in their own way. In every jump, you'll be in contact with a drug dealer disguised as a common merchant. Whatever drug can be found on the street, they'll sell to you for dirt cheap. Even if you're a cop, they never seem to mind doing business with you. - Judges Punished 100CP, Others Punished 200CP

DIVINE RETRIBUTION

This rare drug can infect someone in nearly any way, whether by ingesting, inhaling, skin contact, etc. Those infected will be trapped in a highly suggestible dreamlike trance for days. With just some subtle audio cues, you can transform a delightful dream indistinguishable from reality into a hellish nightmare they may never awake from. - Judges Punished 150CP, Others Punished 300CP

SLAUGHTERHOUSE

Whether through law or force of character, you have some domain where your authority is akin to a god. It could be a fancy bar, an insane asylum, or even a train car. In here, you could have as many one-night stands as you want without word getting out or you could start experimenting on your own patients without anyone noticing. This won't save you if you massacre dozens of people in a single night. You'll need to pace yourself. - Judges Punished 300CP, Others Punished 600CP

THE JURY'S GREED

The cravings of an overseer of order are no less than those of sinners

CROSS REFERENCE

*A crime forgiven is not a crime forgotten. Through some undetectable backdoor, you have access to the same criminal database as the police. In future worlds, this adapts into a digital record matching whatever records are in the possession of the closest equivalent to that city's police. - **Jury Punished 50CP, Others Punished 100CP***

GUARDIAN ANGEL

*For unknown reasons, this spectral entity wants nothing more than your continued wellbeing. They can only communicate to you through your dreams or by haunting electronics, but they're quick to catch wind of threats and will share whatever advice they have to offer. - **Jury Punished 100CP, Others Punished 200CP***

A ROOM WITH A VIEW

*By all rights, an apartment this nice should be well out of your budget. In any city, you'll find a similar apartment with a similarly unbelievable view, all pre-paid. These apartments will house a massive window that serves as an effective focus for spiritual connections, making it perfect for communing with benevolent spirits, or banishing malevolent ones. - **Jury Punished 150CP, Others Punished 300CP***

A SIMPLE SOLUTION

*You are in possession of a seemingly mundane shotgun with six shells. These shells are as effective on any being you'd consider a "demon" as any mortal. Even if these demons are normally immortal or only exist in your mind. Blasting away perceived manifestations of your inner demons will blast the underlying issues straight out of your head without ever needing to properly address them. Spent shells are replenished the following jump. - **Jury Punished 300CP, Others Punished 600CP***

THE EXECUTIONER'S GREED

The cravings of an instrument of order are no less than those of sinners

PRIOR RESEARCH

You've come into the possession of somebody's in-depth research on the Cenobites and Leviathan. This won't help you oppose or trick them, but at least you'll know what you're getting into ahead of time. Updates to cover similar morbid and occult topics in future jumps. - Executioners Punished 50CP, Others Punished 100CP

STRAWMAN

This humanoid automaton connects to an elaborate system that allows it to directly mirror your hand movements remotely. It can somehow focus your "personhood" through it, allowing you to trick malevolent artifacts that ordinarily require direct human interaction. - Executioners Punished 100CP, Others Punished 200CP

HOLE IN THE WALL

This small art gallery is shady, sleezy, shabby, and probably a money laundering operation. This gallery always seems to have one or two pieces for sale that appeal to your aesthetic tastes. Rarely, you'll find artifacts possessing genuine occult power. These aren't necessarily safe, but they'll always prove useful in fulfilling your goals and desires. - Executioners Punished 150CP, Others Punished 300CP

BIRDCAGE

I would be mindful about getting any unrealistic ambitions with this. You are in possession of a massive mansion loaded with secret traps and passages. The exterior is concealed by the massive cage you've built over the entire building. The complex patterns in the cage allow it to effectively repel or trap demonic or demon-adjacent entities. However, this is electrically controlled, and can be easily sabotaged from the inside. - Executioners Punished 300CP, Others Punished 600CP

TRIALS

You may either take the trial associated with your flesh, or Penitent of Leviathan if you claimed “Six Wishes”. Each trial has two tasks. You are free to leave as soon as your first, far simpler trial is accomplished.

The first reward for the first three trials is a version of the Lament Configuration that maintains its connection to the Labyrinth in future jumps. Leviathan has given you the authority to come and go as you please and will be more than welcoming of any new “guests” you leave behind in the Labyrinth. In fact, they insist.

THE HIEROPHANTS ARE COMING - REQUIRES INNOCENT

It wasn't you who started this; you had no way of knowing what you were getting into, but no matter where you hide, or how far you run, you can't seem to get away from that puzzle box. You'll regularly become collateral to those on the run from the Cenobites or those seeking them out. Threats you defeat inexplicably keep coming back from the dead for revenge, and you can only expect things to get worse if the box itself falls into your hands. Your primary task is to survive for ten years.

Your secondary task is to complete the mission that took the LeMarchand bloodline over 300 years to accomplish, by completing the Elysium Configuration. This configuration reverses the properties of the Lament Configuration to generate perpetual light. When perfected, any beings of dark or unholy power, even those who should be incapable of true death, will be completely annihilated. You must not only perfect the design but survive long enough to construct and use it against the Cenobites who have been making your life Hell. Meaning you either need to find a way to live for 300 years or finish the Configuration 300 years ahead of schedule.

Your reward is the schematics. Who knows, with some more tinkering, you could downsize the space-station-sized structure to something more akin to the Lament Configuration. You might even take care of its tendency to explode after each use.

REDEFINE THE PARAMETERS OF SENSATION - REQUIRES GUILTY

Your primary task is one inherent to your very nature. You have escaped the mortal coil without Leviathan's consent, or perhaps escaped directly from their domain. Whatever the case, the Cenobites are none too pleased with your continued presence on Earth. You must end your ten years here on Earth. The Cenobites can effortlessly recapture you if summoned near you, in which case you'll need to find some way to escape them. All that matters is you hit the 10-year mark outside the Labyrinth.

However, after you have accomplished your first task, the second will only begin by opening the Lament Configuration, willingly or otherwise. You will be trapped in a Hell tailor made to your own psychology and sins. It will begin normally, going through what would otherwise be the worst day of your life. Maybe you're the prime suspect of a murder, or you find your significant other after their suicide. Things will grow increasingly more bizarre, with reality bending over backwards to make you as miserable as possible. Before long, Cenobites will directly manifest to torture you and everyone you care about. And when you finally do die, you wake back up on that first day. You are trapped in a time loop with seemingly no exit, and yet you must find one. The Cenobites are smart, and will learn from past iterations, but you must still find some way to outsmart them and escape from this impossible prison.

As a reward, your escapology skills can be applied to similar extra-dimensional prisons or time loops, up to and including Hell. What would be eternal damnation for others, you can evacuate with the same ease as picking a mundane lock. Until post-chain, you may only revive yourself by escaping the afterlife once per jump.

BLACK BIRDS CAUGHT IN PERPETUAL TEMPEST - REQUIRES SENTENCED

Like any other religion, all true believers in Leviathan must pay their dues one way or another. It is your role to maintain order on Earth, Leviathan's order. This means greeting those who opened the Lament Configuration, reclaiming escapees from the Labyrinth, and generally taking care of any incidents that go against the natural order of the world, like non-Leviathan-aligned cults. You must retain Leviathan's favor for the next decade and do everything in your power to regain it if ever lost.

Your second task is a blasphemy of unprecedented proportion. You must somehow discover and act upon the means to slay Leviathan and usurp their role as God of the Labyrinth. Even if I knew of such a method, I would not share it with one as heretical as you. I shouldn't need to tell you how great the consequences of failure would be. Your suffering will be legendary, even in Hell.

Should you by some profane miracle succeed, the labyrinth linked to your Lament Configuration will be restructured on a metaphysical level to accommodate your own ideals and domains. In addition, you will gain the ability to generate Leviathan's iconic black beams. When this black light shines on a human, you seep into their every pore and probe their soul. Those in the light feel every sin and wrongdoing they've ever committed, and when the light passes, you will know more about that being than they will ever know about themselves.

PENITENT OF LEVIATHAN - REQUIRES SIX WISHES

You enter a world where the puzzle box behaves quite differently and incites different forms of conflict. The box goes through six distinct configurations: Lament (Life), Lore (Knowledge), Laudarant (Love), Liminal (Sensation), Lazarus (Resurrection), and Leviathan (Power). Upon reaching each stage, an unnaturally sharp knife will extend from the puzzle, with the intent of piercing the solver. Those cut by this blade are marked as sacrifices to be tortured in the Labyrinth for eternity before one can start solving for the next stage. In essence, one must sacrifice six innocent souls in return for reaching the final configuration, which will summon Leviathan itself into the world in order to grant one of six wishes, representing the six desires. While the Cenobites will not directly lie, every wish is interpreted through their own distinct worldview. More details in notes.

Your first task is simply to ensure the puzzle box, in the lament configuration, is in your possession by the end of ten years. It doesn't matter who wished on it, as long as you weren't sacrificed and the process was completed. Your reward for this first task is that this puzzle box will continue to function in future jumps, allowing you to summon Leviathan to grant your wishes in future worlds.

There are actually two possible secondary tasks you can take. The first is to simply prevent the ritual from occurring according to Roland Voight's plan. No innocents may be sacrificed, and the box must be kept out of Roland's hands. Your reward will be a sixth sense given to both you and all your companions that tells you when interacting with a particular object is a terrible idea that will directly result in the suffering of innocents. Basically the ability to stop tragedies before they begin.

The second path is a far more gruesome and selfish one. You must experience everything. You must perform the ritual no less than 6 times, sacrificing a total of 36 people in order to taste every single wish Leviathan has to offer. Your reward is twofold. First, if you weren't already, you are transformed into a True Cenobite, gaining all the associated freebies. Secondly, you are granted a Lament Configuration of another world, one that opens a door directly to the Labyrinth, along with Leviathan's permission to come and go as you please.

REWARDS

Eat your fill and well beyond

SIX WISHES

*You will be entering a world with a rather unique manifestation of the Lament Configuration. Rather than a mere door, the puzzle allows one to sacrifice six innocents in return for one of six gifts from Leviathan. Your time and location are changed to somewhere near the start of the 2022 Hellraiser reboot. – **No Reward***

HELLBOUND HEARTS

*Taking this option ever-so-slightly tweaks events and contexts in order to better facilitate the canonicity of the various written adaptations of the setting, such as The Hellbound Heart, The Scarlet Gospel, Hellbound Hearts, and even Sherlock Holms and the Servants of Hell. This does NOT include any comics. – **No Reward***

I AM EMPTY

*After tasting the pinnacle of sensation, nothing else can compare. You have grown numb in body and soul. Only the most extreme of stimuli can evoke an emotional reaction, and the only time you feel any true pleasure is when you're inflicting pain on the uninitiated. – **No Reward, Exclusive & Mandatory True Cenobite***

I REMEMBER

*Your memories rotted along with your emotions. Regaining your memories will anger Leviathan and render you mortal and vulnerable to attack until you can appease them with a clear display of loyalty to their cause. Something far easier said than done in a mortal body – **No Reward, Exclusive & Mandatory True Cenobite***

WHO DOST THOU CALL “PINHEAD”?

*What kind of a man are you? I ask that quite sincerely. Your motives, morals, and personality change on a dime. You can keep yourself consistent for maybe a month maximum, but after that you might as well be a completely different person. There are always some similarities, but it's like you're being rewritten by someone who only has a vague understanding of who you're supposed to be . - **Rewarded 100CP***

I TIRE OF THESE GAMES

Regrettably, the games of men do not tire of you. Complex technology has a way of confounding you. You can understand the likes of guns or elevators, but any technology that's been around for less than a century can be used to confuse you. Should you wind up facing the advanced technology of the future, it'd be akin to a caveman in front of an automobile. - **Rewarded 100CP**

BREATHTAKING

*The defects of flesh are many. You suffer from the condition known as asthma. Without frequent use of your inhaler, you'll find yourself suffocating and potentially dying. You receive a prescription inhaler at no cost, but it'll often fall out of your hand at the worst possible moments. Your inhaler also has an uncanny ability to fall in the direction of danger and cramped spaces. - **Rewarded 100CP***

BURIED REGRETS

Ah, the sweetest suffering is that born from one's own heart. Tragedy lies in your past. Did you neglect your son until their death? Frame a trusted friend for somebody you killed? Doom 7 innocents to an eternity of torture? This sin has driven you mad, and you will kill again and again in the name of projecting your guilt onto others, or simply to cover your tracks. - **Rewarded 100CP**

SINFULLY DEADLY

Human vices, how trite. Your psyche is strongly dominated by one of the seven deadly sins. Are you so wrathful that you'd kill your family with the slightest pretense? So lustful that an eternity of denial would be worse than any physical pain? So gluttonous you'd turn to reckless cannibalism? This sin invariably manifests in the most cruel or destructive fashion possible. - **Rewarded 100CP**

SCARLET GOLD

It is fear that makes the pain so much sweeter. You are weak-willed, the kind of person that comes to mind with the phrase “nice guys finish last”. On top of all that, you suffer from severe hemophobia. The sight of blood greatly disturbs you and can even cause you to hyperventilate. You’ll have little luck avoiding the sight during your time in this world. - *Rewarded 200CP*

THICK SKINNED

Conventionally, the integumentary system is quite firmly attached to the rest of the body, but you're not a conventional being, are you? A knife could peel your skin like a ripe mango, and simply pulling too hard could cause the whole thing to slide off like a glove. The perpetual pain caused by the loss of all your skin is somehow even worse than you'd expect. - *Rewarded 200CP*

THE HUNTSMAN

Another fool taking life and death into their own hands. You are possessed by a recurring compulsion to kill in the most cruel and sadistic ways possible, and a pride that compels you to make grand displays of your kills. You can't seem to resist leaving a breadcrumb trail for the police to follow, but as long as you're careful, they're far from infallible. - *Rewarded 200CP*

I HAVE NO MOUTH

A terrible trauma in your past has locked something within you. Your trauma renders you mute, and you will often follow the instructions of others with little resistance. The healing process will take at least 5 years. The Hell Priest often upholds a policy of sparing those who open the box through the will of another, but not every Cenobite is quite so meticulous. - *Rewarded 200CP*

DREAMS WITHIN DREAMS

The terrors of the mind are beyond those that reality could match. In your sleep, you suffer from horrible nightmares, and in your waking hours you endure equally terrible hallucinations. In addition to the boundary between fiction and reality becoming paper-thin, these visions are often tailored to your psyche in order to inflict as much distress as possible. - *Rewarded 200CP*

I'LL TEAR YOUR SOUL APART

I'm so glad to see you've embraced Leviathan's truth. Unless, of course, you're only taking this for the CP. Should you die here or end the jump trapped in the Labyrinth, you will not be sent to your next or even your original world. You will stay here, being tortured for eternity. These same conditions apply to any companions, even if you move on. - *Rewarded 300CP, Barred from Companions*

TWO HALVES OF THE SAME COIN

All that power had to go somewhere. You are reduced to a disembodied soul, able to communicate with people through electronics or dreams. All of your outside powers have manifested in a separate being embodying all your worst traits. Should you reunite, they will arise as the dominant personality, and this corrupted version of you will take your place in the chain. - *Rewarded 300CP*

CURSED BLOODLINE

Somebody knows what you are, and they've known for a very long time. They seek to destroy you at all costs. Even if you kill them, they will eventually reincarnate in one of their descendants. You cannot leave this jump until the entire bloodline is wiped out, something that only becomes more difficult as their seed spreads farther and farther with each generation. - *Rewarded 300CP*

BEYOND SALVATION

Many compare the Labyrinth to Hell. Isn't it natural to assume then that a Heaven also exists? Regrettably it does, and it despises you. You have earned the ire of Heaven. While they are no match to Leviathan's potential to inflict conventional torture, their power is equally great, and they never fail to rob their enemies of anything that they hold dear. - *Rewarded 300CP*

LEVIATHAN'S GAZE

Fate is determined to keep one or more Lament Configurations in your possession by any means possible. Should you fail to resist the compulsion to solve the puzzle, even if only accidentally, or due to coercion, it will mean chainfail. Of course, only after whatever remains of your 10 years is spent being tortured in the Labyrinth. - *Rewarded 300CP, Incompatible Sentenced*

FINALITY

I was starting to grow impatient waiting for this moment

PLEASURE - GO HOME

You are a fool and a coward. What was the point of your travels, if not to experience the pinnacle of pleasure? Now that you've tasted it you choose to run away and smother yourself in ignorance? You abandon your chain and your dignity, the only things you retain are the items, abilities, and allies accumulated to this point.

PAIN - STAY HERE

I knew you would make the correct choice. You will spend the remainder of eternity here, whether indulging in the euphoric tortures of the Labyrinth, or enjoying your time in the mortal world just a little while longer. Of course, the time will come for the Cenobites to grant your true eternal reward. You have truly earned it.

SOMETHING BEYOND - MOVE ON

I can promise that you will come to regret this decision. I can only assume your intention is to share Leviathan's glory with the rest of the multiverse, but is it truly worth it? After experiencing the pinnacle of sensation, nothing else will ever be able to match its glory. All the same, I wish you luck in your proselytizing.

NOTES

Jump by Gene

I personally think it's reductive to just call the Cenobites demons (even if the later movies aren't shy about it), but any perks that specifically deal with Cenobites will apply to demons or demon-adjacent beings in future worlds.

Some Hellraiser media states that the cosmic role of Leviathan and the Cenobites is to preserve order on Earth. That's dumb and I'm pretty sure it's never brought up in the movies, so I tried to keep its mentions within the jump to a minimum.

Out of the secondary tasks of the four scenarios, only the task of the Innocent has a canon basis of success within the movies. I won't say they're fundamentally impossible, but you'll have to rely on your own imagination for how the exact step-by-step process goes. At the bare minimum, the second Guilty task is far more difficult than the Innocent task, and the Sentenced task more than that. The tasks for Six Wishes are naturally more subdued, on account of a less impressive reward.

In the remake, we only know how three of the six possible wishes manifest:

- *Lament ("Life"): You choose not to receive any wish and will endure a life burdened by the guilt of all the innocents you damned for no reason.*
- *Liminal ("Sensation"): You get a device installed in you that inflicts constant agony designed so you can never grow accustomed to it.*
- *Leviathan ("Power"): The Cenobites exert power through pain, therefore wishing for power is wishing to become a Cenobite.*

Maybe one day I'll make a jump for the Hellraiser comics, but this is not that day.