

Devil May Cry 1 Jumpchain by Atma-Stand/Wandering Shadow Version 1.0



Forward

Two millennia ago, there was a great war between the human and demon worlds. During that time, a demon of great power awoke to Justice. Known as the Legendary Dark Knight, Sparda, he fought against his own legions and sealed the demon world away. He would reign quietly for the next two millennia and fathered two sons. Now, the Lord of Darkness, Mundus, has been resurrected. While his powers have been sealed, he is still attempting to open the way back into the human world through Mallet Island. In light of this event, a mysterious woman named Trish has contracted the younger of the two Sons of Sparda, Dante, to finish what his father started two millennia ago.

It is upon this island that you now find yourself. Whether you can be considered an ally of the demon hunter Dante, or a servant of Mundus, you will receive **+1,000 Character Points** for your next Ten Years here.

Locations

Please roll a 1d6 to select where you will begin this Jump, or pay 100 CP to choose yourself.

- **Ancient Castle Foyer** – The foyer of the castle that was built on Mallet Island. Completed sometime before the twelfth century, the foyer depicts the eerie countenance of the island's god, Pluto.
- **Defiled Cathedral** – A once-holy place that was attached to Mallet Island's castle. Many years ago, the statue of a god there disappeared, and the interior became warped through unknown means.
- **Canyon of Mist** – A labyrinthine canyon shrouded in mist. It's quiet, but you can't help but believe that there are inhuman shapes moving in the distance. Still, with careful navigation, you could find its exits.
- **Lost Land** – An expansive greenhouse that contains a variety of ancillary structures. While still retaining evidence of its former beauty, the combination of time, elements, and demonic corruption has taken its toll on this place.
- **Mirror World** – A blurry and warped reflection of the Castellan's bedroom and courtyard. As this place bridges the gap between the human and demon worlds, physics have been inverted, and rays of light emanate from the earth into a red sun.
- **FREE Choice**



Origins

You may maintain your gender from the previous Jump, or change it for FREE, and roll a 1d20+20 to determine your age for the Devil Hunter and Melancholic Soul Origins. If you choose any of the Demonic Origins, your age becomes incredibly variable, going anywhere from a few days or weeks old to a minimum of 2,000 years old. Regardless of your choices, please state which side of this battle you will declare for: **Dante and Humanity** or **Mundus and the Demons**.

- **Devil Hunter (FREE)** – Whether it is for money or a higher cause, you’ve made it your life’s mission to hunt devils wherever they may be. Your talents must precede you, as you’ve been hired for one hell of a job.
- **Elemental Mimicry (FREE)** – Were you crafted by an angel, Jumper? You certainly have the looks for it. In truth, you are a demon that has been crafted by a demonic hand to resemble the loved one of a hated foe.
- **Lesser Servant of Mundus (-100 CP)** – When Mundus began to use Mallet Island as his base of operations, a multitude of evil spirits made their home in the castle and surrounding lands. As one of these spirits, you have possessed something on this and used it to create a demonic body for yourself.
- **Melancholic Soul (-200 CP)** – Your past is a mystery save for only your master. All that is allowed to be known is that you were once a proud warrior who attempted to defeat the Lord of Darkness. As punishment, you were remade into one of his Black Knights.
- **Greater Servant of Mundus (-400 CP)** – Mundus is not an idle demon. As he makes his plans to take revenge on Sparda’s bloodline and conquer the Human world, he has crafted myriad demons, some of whom have taken the roles of his generals. You are one of the greater demons, and your very presence alone is enough to make most humans run in panic.
- **Demon King (-800 CP)** – Two millennia ago, when Sparda sealed the Human world from the Demon world, he locked you away within a marble vault deep within the Demon world. As a rival to Mundus’ status as Lord of Darkness, your power is near that of a god.

General Perks

- **Smoking Sexy Style (FREE)** – You seem to have a style all your own. Whether it is of a more refined taste or a leather coat that has seen better days, you have the ability to express the totality of your personality through your outfits. Not only that, but you're easily an 8 out of 10 in the looks department.
- **Aqualung (FREE)** – Mallet Island seems to have a long history with the water and naval actions, if the private vessel was any indication. Similarly to Dante, when that ship crashed, not only are you a strong swimmer, but you also can hold your breath for extreme periods of time, even while under duress from dangerous conditions and waterborne enemies.
- **Air Hike (-100 CP)** – A technique common among those who fight against demons in this world. While jumping or falling, you can generate a magical platform underneath you and perform a second jump. In addition, this ability also renders you immune to fall damage.
- **A Worthy Heart (-200 CP)** – Mallet Island does not have much in the way of Devil Arms in the usual sense. However, those Devil Arms that do appear on Mallet Island are of a particularly willful group. These weapons would either try to consume your heart or tear you apart to establish their dominance over you. However, you are different, so to speak, as you have the willpower to subdue demonic weapons and make them your own, with no issues arising afterwards.
- **Light of Justice (-400 CP, Capstone Booster)** – Within your eyes is the same light Sparda once held. There's something different about you, Jumper, as if you have become aware of the most fundamental meaning of Justice. This awakening has had you re-evaluate your place in this world and allows you to instinctively know what is and is not just in the societies you exist in, whether they be human or demonic.

- **Public Enemy (FREE/-200 CP/-400 CP/-600 CP)** – It would be in poor character if I were to send you into Mallet Island without the knowledge of how to properly defend yourself. So, please, accept this training as a gift.
 - **For FREE**, you have some serious training in a single weapon-based fighting style that would have been known or practiced up to the year 2001.
 - **For -200 CP**, you have a good grasp of the same self-taught style that Dante used up until this point, allowing you to wield multiple weapons in a natural but unrefined way.
 - **For -200 CP**, you have mastery over the same type of Bare Knuckle fighting that Trish is known to practice. Should you have access to demonic or elemental magic, you can infuse your punches and kicks with this same energy.
 - **For -200 CP**, you are as skilled as Mallet Island's black knight, Nelo Angelo, in the use of mighty weapons such as great swords. However, it feels as though a more graceful weapon would be a better fit for you.



Devil Hunter Perks

- **Tempered Half-Demon (FREE and Exclusive for Devil Hunter)** - It seems that the blood of devils runs through your veins. As a half-demon, you will enjoy the benefits of greatly increased physical strength, durability, agility, moderately fast and thorough regeneration, and the ability to wield demonic energy without issue. More importantly, however, is the fact that you can Devil Trigger, or the ability to fully embrace the demonic power within you. In this state, your strength and speed surge, and your ability to regenerate from injuries is greatly accelerated. This isn't a permanent state of transformation, mind you. Rather, it requires you to actively fight to build up its charge.
- **Infuriating Taunt (-100 CP, FREE for Devil Hunter)** – Demons love to talk a big game, and sometimes you have to bring them down a peg or two. When you taunt an enemy, not only will they begin to focus solely on you, but you will also regain a small portion of your magical or demonic energies each time.
- **Demonic Ace (-200 CP, Discount for Devil Hunter)** – With differing jobs come different needs, Jumper. Before coming to Mallet Island, you trained and received your pilot's license from a former fighter pilot. While other trainers would have taught you to fly safely, you were taught differently and can easily perform death-defying aerial maneuvers, even with old biplanes.
- **Soul Of Light (-400 CP, Discount for Devil Hunter)** – There is a power that humanity has which demons usually lack, and that is the ability to cry. More than a simple symbol of grief, this ultimate expression of your humanity has a wondrous effect. Once per jump or every ten years, your tears may resurrect a single individual, whether they be human or demon.
- **Embodied Trigger (-600 CP, Discount for Devil Hunter)** – As a half-demon, you can temporarily take on your true demonic form for a limited amount of time. However, now you may choose to also physically take on a similar appearance and power of a Devil Arm you are currently using. In this state, you begin to rapidly develop a complete understanding of the Devil Arms capabilities. Post-Jump, this effect can be applied to any weapon that bears a spirit within it.
 - **Surpassing Trigger (Capstone Boosted)** – It is not enough that you take on the appearance and power of a Devil Arm. No, the light in your eyes has revealed something else. The longer you stay in a Devil Trigger state, the more you copy your Devil Arm's power into your true self, eventually fully subsuming and surpassing it.

Elemental Mimicry Perks

- **Elemental Demon Physiology (FREE and Exclusive to Elemental Mimicry)** – Like many demons found on Mallet Island, you were created by Mundus. Unlike many other examples, you were created from a pre-existing model and thus will always appear human. That being said, you sport incredible strength, speed, durability, and regeneration. Most importantly, your ability to manipulate a single element of your choice. Not only does this make you immune to its effects, but you can generate this element to attack and use it to augment your physical attacks or objects you wield. You may default your element to Lightning, and depending on your gender, your appearance to either an Eva or Sparda look-alike.
- **Calculated Approach (-100 CP, FREE for Elemental Mimicry)** – You were designed to be a lure for your master's enemies. As such, you have a natural sort of cunning that allows you to quickly act in a variety of parts and roles to better lead these individuals further into their doom. This can range from warning them of a rising threat to the world, a purveyor of advice for the local area, or a wounded ally begging for help.
- **Demonic Synergy (-200 CP, Discount for Elemental Mimicry)** – Demons of your elemental nature correspond greatly with their specific element, and you are no different. Should you manage to find and wield a Devil Arm or other magical weapon of the same elemental affinity as your own, its powers will increase by a significant margin.
- **Ride The Lightning (-400 CP, Discount for Elemental Mimicry)** – A demon like you has to make an entrance. You can teleport to and from locations that you are familiar with through a burst of the element that you correspond with. These bursts either produce a significant amount of light or other effects, which can temporarily stun and disorient those who are not familiar with your comings and goings.
- **Human Defection (-600 CP, Discount for Elemental Mimicry)** – It is not unknown for demons to awaken to humanity, as was seen with Sparda. Perhaps the fact that you were created with a human image in mind led to the furtherance of this fact. Unlike the other servants of Mundus, your mind and soul are completely free and cannot be manipulated by external forces, no matter how powerful they may be.
 - **Demonic Bestowal (Capstone Boosted)** – In a furtherance of any rebellion you may exhibit towards your master, you have developed the ability to perform a deed of incredible selflessness. Once every ten years or a new Jump, you may bestow the raw potential of your demonic power onto an individual of your choice. While your powers will swiftly return, their powers will grow considerably and may even be enough to seal away beings like Mundus.

Lesser Servant of Mundus Perks

- **Demonic Inhabitation (VARIABLE - Exclusive to Lesser Servant of Mundus)** – As an evil spirit created by Mundus, you have manifested in this world by taking possession of an object or creature. This act has shaped your physical body here, and as such, you may only choose one of the options below to shape your new, demonic body.
 - **Puppet (FREE, -100 CP, -200 CP)** – You have possessed the body of a large puppet that was created to resemble the former inhabitants of Mallet Island. For each amount of Character Points, you will become;
 - **FREE - A Marionette** or a demonically possessed puppet made of lumbering wood and wielding either long daggers or crescent blades. You may also create near-invisible strings that can be used to suspend you from ceilings or other high places and drop down upon your victims.
 - **-100 CP - A Bloody Mari** or a demonically possessed puppet whose clothes have been stained with human blood. Not only do you have the same abilities as your lesser Marionettes, but this staining further increases your powers as well as your flexibility. In addition, your wooden body handles recoil exceptionally well, allowing you to utilize the shotguns littered across Mallet Island.
 - **-200 CP - A Fetish** or a puppet whose body was explicitly crafted by evil hands. Not only do you have the same capabilities as the Bloody Mari, you now have control over hellfire and can wreath your Yo-Yo-like weapons in it, as well as breathe it upon your foes.

- **Lizard (-100 CP, -200 CP, or -400 CP)** – You have possessed the body of a lizard that is native to Mallet Island. For each amount of Character Points, you will become;
 - **-100 CP - A Blade** or demonically possessed lizard is a demon who attacks with a combination of claws and metal shields. Their strength allows them to not only leap great heights, but to manipulate the blood flow in their claws and fire their talons as a projectile. In addition, these demons are amphibious and can operate on land or underwater indefinitely.
 - **-200 CP - An Assault** is a more evolved variant of a Blade. While keeping all of the same abilities of their lesser kin, Assaults differ with their more developed vocal cords, which allow them to create sonic shockwaves that can rend air to deadly effects.
 - **-400 CP - A Frost** is an elite variant of their lesser kin. Sporting an icy appearance, Frosts not only possess the abilities of the Blades and Assaults, but can control ice at will, and sport a set of claws whose temperatures are colder than absolute zero. In addition, these demons are impervious to all forms of fire weaker than that of Ifrit's hellfire.

- **Scissor (-100 CP, -200 CP, -400 CP)** – You have possessed a mask and a set of tools that were commonly found on Mallet Island. For each amount of Character Points, you will become;
 - **-100 CP - A Sin Scissor** is a demon that has possessed a mask found on Mallet Island. Because of this, all other physical aspects of your body are merely an illusion, allowing you to ignore all attacks not directed towards your mask and letting you travel through walls as though they were air.
 - **-200 CP - A Sin Scythe** is a stronger variant of Scissor that has chosen to wield a scythe instead of a pair of scissors. As a Sin Scythe, you maintain the abilities of your lesser kin but are noticeably faster, as well as sporting a stronger mask that requires more attacks to shatter.
 - **-400 CP - A Death Scythe** is the strongest variant of these demons, sporting a fiery cloak and a horned mask. As a Death Scythe, you not only maintain the abilities of your lesser kin but can also concentrate demon energy through your mask. In doing so, you may create demonic, stone pillars underneath your victims that can send them into the air or the ceiling, leaving them extremely vulnerable to attack.

- **Ambush Tactics (-100 CP, FREE for Lesser Servant of Mundus)** – Whether it is through using the environment to hide yourself or creating magical traps, you have an instinctual knowledge of how to plan simple but effective ambushes. More importantly, should you be able to catch a victim off guard, there's a greater chance that you can get an easy hit.
- **Drifting Silhouette (-200 CP, Discount for Lesser Servant of Mundus)** – Similar to the demons known as Sargasso, you have learned to partially mask your presence. While it is not true invisibility, your silhouette invites the foolish to investigate and thus come closer to you with their guard down.
- **Demon Dance (-400 CP, Discount for Lesser Servant of Mundus)** – Among demons, few are as repulsive as the Nobodies. Despite their grotesque appearance, you studied their dance and replicated its effects. When performing the Nobodies' dance, you can quickly absorb an enemy's magical or demonic energy to restore or fill your own reserves.
- **Eaters of The Dead (-600 CP, Discount for Lesser Servant of Mundus)** – Of the many lesser demons that inhabit Mallet Island, few are as vile as the Beelzebubs. Their vileness comes not from their power or intelligence, but from how they treat their fallen kin. Like them, when you consume deceased demons, their flesh grants you small but permanent increases to your raw demonic power.
 - **Devouring Power (Capstone Boosted)** – Did you think that you would only gain small increases of demonic power by consuming dead demons? No, as now, when you do so, you take more than just power. Upon consumption, physical aspects of that demon begin to manifest throughout your body in a way that complements your abilities rather than hinders, allowing you a wider breadth of abilities than before.

Melancholic Soul Perks

- **Fallen Half-Demon (FREE and Exclusive for Melancholic Soul)** – It seems that the blood of devils runs through your veins. As a formerly prideful half-demon, you are incapable of initiating a Devil Trigger, as you are caught somewhere between your human and demon state. This provides a greater degree of increased physical strength, durability, agility, and regeneration when compared to other, freer examples of your kind. You will also find that your demonic energies are more potent than before, but also far more noticeable, as though someone wanted to track you at all times.
- **Castellan's Duty (-100 CP, FREE for Melancholic Soul)** – As a far more humanoid servant of Mundus, you have been placed in charge of the daily running of Mallet Island. While there isn't much to do, you've been forced to accept the cruel joke of a duty and, as such, have learned to administer the laws of your lord, levy taxes, and muster lesser demons in service of the defense of Mallet Island from intruders.
- **Devil's Parry (-200 CP, Discount for Melancholic Soul)** – Due to your unique 'refinement' at the hands of Mundus, talking was neither desired nor required for your skills. As such, when you instigate a parry against an opponent, you will regain a small measure of magical or demonic energy each time.
- **Mirror Travel (-400 CP, Discount for Melancholic Soul)** – Whether this was an ability taught to Nelo Angelo, or a feature of his armor, he could travel in and out of mirrors and mirrored worlds. You, too, share this ability and can enter into a mirror, and its world as easily as you could enter through an open doorway. Naturally, this means you can stand guard over important areas without intruders realizing your presence until you reveal yourself to them.
- **Ultraviolet (-600 CP, Discount for Melancholic Soul)** – You were remade for one purpose: to act as a direct counter for an individual who is considered a threat to your lord. For that purpose, you have developed the ability to become something of a doppelganger for a single, designated foe, as each time you fight them, you assimilate and copy more of their techniques and powers. Should you face them up to three times, your powers and abilities will be a perfect match for their own.
 - **Super Ultraviolet (Capstone Boosted)** – It seems the light in your eyes has granted you the edge to break that perfect match. When you have faced an opponent three times, you may draw forth a torrent of demonic power and push yourself closer to your Devil Trigger state. In this state, your strength and demonic power exceed your former limitations, and as a result, your size increases, providing you with significantly greater reach and power.

Greater Servant of Mundus Perks

- **Greater Demon Physiology (FREE and Exclusive to Greater Servant of Mundus)** – Unlike the lesser servants of your master, your form was not shaped by whatever object or creature you possessed. Rather, you were handcrafted by Mundus to act as a general in his armies. As such, not only are you much stronger than even the greatest of the Lesser Servants of Mundus, but you also have a form that is far more animalistic. Because of this, you may choose to take on a similar appearance to the greater servants already present (Arachnid, Bird, Slug/Snail) or base your new form on another animal.
- **Breath of Magic (-100 CP, FREE for Greater Servant of Mundus)** – A common feature among Mundus' generals was their ability to utilize their demonic magic through their breath. You are no different, as you may now utilize spells by simply breathing or shouting them out using only your mouth.
- **Damned Call (-200 CP, Discount for Greater Servant of Mundus)** – Similar to Phantom, you've learned to call forth damned souls to augment your magical attacks. When doing so, these augmented attacks or spells hit significantly harder and defy physics, while also emitting a screaming wail that demoralizes all but the most stalwart of opponents.
- **Linear Manipulation (-400 CP, Discount for Greater Servant of Mundus)** – In your long years of fighting, you have experimented with how your demonic power manifests. Similar to Griffon, you may be able to shape your attacks along a series of long-distance, linear beams that can be used along many differing angles. More importantly, you can absorb evil energies around you to release waves of extremely destructive and indiscriminate, demonic blasts.
- **Engulfing Nightmare (-600 CP, Discount for Greater Servant of Mundus)** – Your body isn't exactly as solid as it appears. Similar to Nightmare, your body is variably amorphous and is far larger internally than externally. This allows you to grab an individual of comparable or smaller size and pull them into your body. When inside, they will be attacked by their most traumatic memories. While it is possible for them to escape you, not only is it all but impossible for those without strong wills to do so, but even those who do will be heavily traumatized as a result.
 - **Terror Reborn (Capstone Boosted)** – It's not enough that those you engulf are faced with the past trauma. You need to make sure they can never leave. When a foe is trapped within your body, not only are they attacked by their own personal demons, but they are also forced to encounter phantoms of their greatest foes at the point when they last fought them.

Demon King Perks

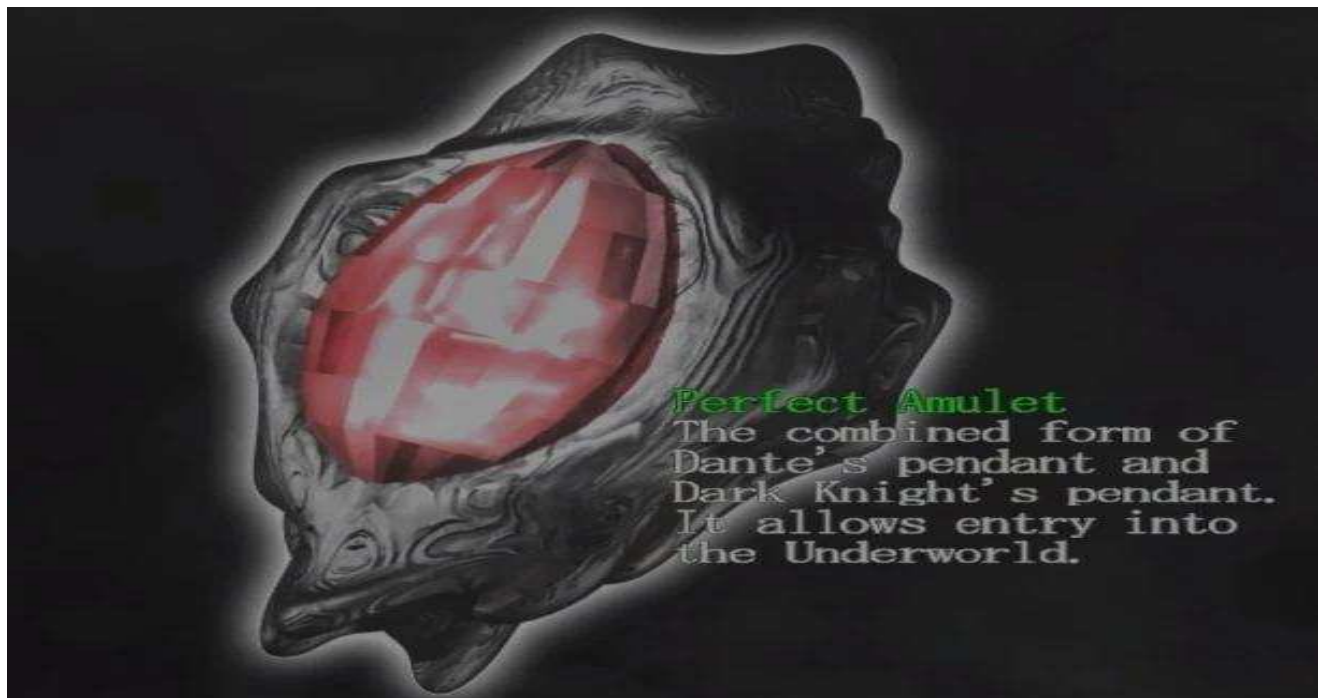
- **Blessing of The Qliphoth (FREE and Exclusive to Demon King)** – Sometime in the ancient past, you had consumed one of the fruits of the demonic Qliphoth. As a result, you attained near god-like demonic power and strength with a form that is paradoxically angelic in appearance. You may also fire red beams of powerful demonic energy that not only cause great injuries but also cause excruciating pain. Most importantly, when inside the Demon world or other worlds similar to it, you can easily manipulate its physical nature, creating universes and planetoids to suit your purposes.
- **The Long Game (-100 CP, FREE for Demon King)** – According to Trish, Mundus returned twenty years ago. Like Mundus, you can now create extremely effective long-term plans to draw your enemies into a place that you have control over for the sake of revenge.
- **Demon of My Blood (-200 CP, Discount for Demon King)** – Like Mundus, you can create demons by shedding your blood and shaping it into a mold or form of your choice. However, the strength and power of these created demons is dependent on your own personal power. Should you have the power match Mundus, you could easily create demons on par with Trish, Phantom, Griffon, and Nightmare.
- **No Need for Hearts (-400 CP, Discount for Demon King)** – Sometimes you encounter an individual of power and skill that you feel would be an excellent asset in your armies. Through cleverly managed applications of torture and mercy, you may turn even the most willful individuals into your demonic slave, and christen them with a new name, thereby fully suppressing their personality.
- **Breaching The Seal (-600 CP, Discount for Demon King)** – Demons of your caliber cannot simply enter the Human world, as specific rituals are required to create a stable Hellgate. That isn't something that really applies to you, as with your power, you can tear open the seal between Demon and Human worlds. However, there is a cost, as when doing so, you cannot fully manifest your full power and appear as a mass of writhing flesh and stone. That being said, it is still more than enough to rule over humans with.
 - **Complete Manifestation (Capstone Boosted)** – It seems that something changed with your nature. Unlike before, when creating a breach, you truly manifest yourself within the Human world, maintaining your true power and appearance, despite the costs that would have normally come with such an act.

General Items

- **Devil May Cry (FREE)** – In your warehouse, you will find something new: a television set with a PS2, controller, memory card, and a copy of Devil May Cry 1. This could be a great way to relax after a long day of demon hunting.
- **The Works (-100 CP)** – Not every demon can be dealt with a blade in hand. Sometimes, you need help from your boys. You may choose one of three ranged options to assist you during your time at Mallet Island. These weapons do not need to be maintained, nor do they require ammunition or energy to use.
 - A pair of custom pistols that can either be semi-automatic or revolvers. These pistols must have been either made or in current production before 2001.
 - A sawed-off or short-barreled shotgun with only a pistol grip of your choice. It must have been available before 2001.
 - A custom grenade launcher that seemed to have been left behind by a fallen hunter. While powerful, it has intense recoil.
 - A... Needle Gun? Hmmm, seems like this would be best used underwater...
- **Idol of Space and Time (-200 CP)** – Appearing as a lion-headed woman holding up a large hourglass, this idol can and will accept the blood of demons in exchange for material goods, such as vitality stars, improvements for your various weapons, and lessons on the Ancient Arts of War. Upon purchase, a copy will appear in your warehouse, and several others will appear throughout the world, usually before a great battle. Post-Jump, it will accept payments in any form of blood, but will prefer demon blood to all other types of blood.
- **Untouchable (-400 CP)** – A yellow star found only on Mallet Island. When used, it grants the bearer a limited period of invulnerability as well as unlimited magical power. You may have only one at any given time, and when used, a new one will appear in your warehouse on the first of the month.
- **Mallet Island (-600 CP)** – Once home to a series of successive castellans, and containing a castle, forest, colosseum, and expansive lands, this island has been greatly corrupted by the demon world. As a result, much of the interior of the castle and the island's landscape has been altered, appearing far more demonic than they were originally. That being said, upon purchasing this copy of Mallet Island, you will find two things. The first is a contingent of loyal lesser demons willing to do your bidding and act as guards. The second is the ability to allow the Island to change locations every sundown, providing you a degree of mobility that your enemies will have difficulties countering.

Devil Hunter Items

- **Luminite (-100 CP, FREE for Devil Hunter)** – A once ordinary stone from the demon world that has gained new abilities upon entering the human world. When worn, it will produce a consistent amount of light for the wearer that does not interfere with their vision.
- **Karnival (-200 CP, Discount for Devil Hunter)** – An old biplane found in the castle of Mallet Island. Despite its aged appearance, the plane is still perfectly usable, and not only does it not run out of fuel or munitions, but it will land in front of you when you desperately need it.
- **Bangle of Time (-400 CP, Discount for Devil Hunter)** – An arm bangle found in the depths of the Underworld. When worn, it allows the user to stop time at the cost of magical or demonic energy. However, be aware that the strongest of demons may be able to move within the Frozen Time.
- **Perfect Amulet (-600 CP, Discount for Devil Hunter)** – A copy of Eva's perfect amulet. When worn, it allows the bearer to ignore any and all restrictions found on weapons of mystical or supernatural nature, allowing one to wield these weapons at their full might. In addition, it allows the wearer to enter the Underworld without issue.



Elemental Mimicry Items

- **Guiding Light (-100 CP, FREE for Elemental Mimicry)** – A curiously warm key crafted with imagery of the sun. You will find that when the key is laid against a flat surface, it will turn towards the direction where Mallet Island is currently manifested.
- **Staff of Hermes (-200 CP, Discount for Elemental Mimicry)** – A staff styled after the Caduceus. While useless as a weapon, this staff can be used to activate short-ranged, demonic portals. In this instance, it will allow you to use the portals in and around Mallet Island to quickly travel.
- **Stolen Bike (-400 CP, Discount for Elemental Mimicry)** – A red bike with some words mostly scuffed out. While it's hard to make out anything other than “Property” and “Lady,” this Ducati 916 has been seriously worked on to improve its speed and handling. It can also be used as an incredible bludgeoning instrument that can knock even powerful half-demons and demons on their asses.
- **Yellow Orb (-600 CP, Discount for Elemental Mimicry)** – Appearing as a strange, yellow stone with a screaming face, this sacred item was created through an unknown Alchemical process. While it cannot be consciously used, it will automatically activate should you die, resurrecting you and fully healing your body and restoring your magical/demonic energies. Once used, a new Yellow Orb will appear in your warehouse every new jump or every ten years.



Lesser Servant of Mundus Items

- **Rusted Key (-100 CP, FREE for Lesser Servant of Mundus)** – An old but functional key found within Mallet Island. Despite its brittle appearance, it can act as a skeleton key for doors locked through non-magical means.
- **Twisted Arms and Scraps (-200 CP, Discount for Lesser Servant of Mundus)** – A weapon and armor scraps taken from the suits of armor that fill the island. Their exposure to the Demon World has corrupted them slightly, allowing them to wound and kill demonic and ghostly creatures.
- **Lost Soul (-400 CP, Discount for Lesser Servant of Mundus)** – This curious orb is what remains of the soul of a human who once called this island home. When left to wander, it will guide through places that have been spatially and temporally warped by demonic presences, before returning to you.
- **Philosopher Stone (-600 CP, Discount for Lesser Servant of Mundus)** – A geometric stone covered in alchemical engravings. Found in the world of mirrors, it allows lesser demons seamless access between the human and demon worlds.



Melancholic Soul Items

- **Castellan's Room (-100 CP, FREE for Melancholic Soul)** – Containing a large bed with a canopy, a well-worn writing desk, and a floor-to-ceiling mirror, this is a fitting room for one such as you to rest in. That being said, you will find that while working in the room, the day-to-day management of any building attached to it becomes incredibly streamlined and efficient.
- **Melancholic Orb (-200 CP, Discount for Melancholic Soul)** – An orb that has been said to look like a soul. While that may be a topic for debate, know that this orb can dispel magical locks by drawing forth and holding a human soul, and using it. The more melancholic the soul, the greater the magical lock it can dispel.
- **Mirror Castle (-400 CP, Discount for Melancholic Soul)** – A twisted place that exists at the edge between the Human and Demon worlds. While everything physical within it is inverted, you will find it has a most unique and beneficial effect. Alchemical rituals and crafts have their efficacy greatly improved while performed in this mirror castle.
- **Black Angel Armor (-600 CP, Discount for Melancholic Soul)** – A spare set of armor created from the darkness of the Demon World by Mundus. Flowing over your body and reforming into its classical look, this demonic armor serves one purpose. When worn, it restricts any magical or demonic power by a considerable degree. However, in return, the armor refines the potency of that power by a considerable amount once removed. It can be sealed into the form of a heavy necklace adorned with a demonic skull when you do not wish to wear it.



Greater Servant of Mundus Items

- **Pride of Lion (-100 CP, FREE for Greater Servant of Mundus)** – A proof of strength that can dispel mystical barriers. This one has been subtly altered, providing you with an alert when an individual is attempting to take it. Perfect for laying appealing traps.
- **Ghostly Galleon (-200 CP, Discount for Greater Servant of Mundus)** – A galleon that once belonged to the human inhabitants of Mallet Island. Acting as a means of transit between the central castle and colosseum, it can easily support your weight when you want to travel in style.
- **Water Mirror (-400 CP, Discount for Greater Servant of Mundus)** – Appearing as a large puddle of water, this mirror-like surface connects to a place similar to, but not like, the Mirror World. You may enter this mirrored surface and exist with a mirrored copy of the room you place it in. While here, you will be able to wait for an intruder to approach and attack from the ceiling of the un-reflected world.
- **Sacrificial Colosseum (-600 CP, Discount for Greater Servant of Mundus)** – Once filled with humans, this ancient colosseum stands as a reminder of the island's great history. When you and an individual you designate as an enemy enter this place, a magical barrier will erect itself, trapping both of you inside. This barrier will only fall when you fall in battle, and no amount of spells or physical might will allow you to escape.



Demon King Items

- **Marble Tomb (-100 CP, FREE for Demon King)** – A large tomb that was meant to act as a prison for you. Unfortunately for those who sought to imprison you, you’ve turned this place into a suitable home. While inside of it, you can take the time to rest and plan your future reprisals.
- **Gluttonous Tendrils (-200 CP, Discount for Demon King)** – The demon world is a grotesque place, and these... things are proof of that. Appearing as animated, color-shifting intestines, they can be placed along the walls leading to your sanctum. Those who are unaligned with you may be restrained by them, resulting in the rapid loss of their lifeforce.
- **Seal of Restraint (-400 CP, Discount for Demon King)** – Appearing as a large circular disk, this seal can affect demons that serve under you. When used, any demon caught in its area of effect will enter a state of vulnerability, and any core structure they might have will be exposed.
- **Warped Castle (-600 CP, Discount for Demon King)** – This version of Mallet Island was spawned by the mirror world before it fully sank into the demon world. While acting as your own personal castle, it can be metaphysically attached to a structure in the human world, allowing you to exert your influence over that structure and its inhabitants, thus driving them into worshipping you and falling to the worst actions humanly possible.



Devil Arms

Devil Arms are demonic weapons with a variable degree of sentience that are created from the defeated and subdued soul of a demon, or remnants of their power. The following section offers a collection of Devil Arms that manifest the weapon's power but lack the original mind and soul of the demon from which they were created. Should a corresponding demon wield one of these weapons, save for those wielded by the blood of Sparda, they will synergize extremely well with them, effectively doubling their power. You may take a discount on one weapon of each price point, with -100 CP Devil Arms being **FREE**.

- **Imitation Edge (-100 CP)** – A sword crafted by demons to be similar in appearance to more renowned demonic swords. Despite what you think, the weapon is not all that powerful, but it is extremely durable and can be summoned and dismissed at will.
- **Cetus (-100 CP)** – An ancient Devil Arm crafted from a serpentine demon that once roamed the waters of Mallet Island, named Cetus. Taking the form of a trident, this Devil Arm has lost much of its power but can still be a useful weapon of war.
- **Oricuerno (-100 CP)** – A curious Devil Arm crafted from a failed demon of Mundus named Oricuerno. Taking the form of a pair of lances with axe heads, this paired weapon seems to channel the wind around itself with each thrust and slash.
- **Nightmare Beta (-200 CP)** – A partially organic firearm constructed by demons. When activated, six claws tighten around the user's off-hand, and the midsection constricts to reveal a barrel. This weapon uses one's magical or demonic energy to fire blasts of ricochetting energy.
- **Black Angel (-200 CP)** – A copy of the demonic great sword crafted by Machiavelli on the order of the Demon King, Mundus. One can channel their power into the weapon to bathe it in blue demonic flame and unleash arcs of this flame towards their opponents.
- **Yamato (-200 CP)** – The once mighty sword of Vergil. After his fall to Mundus, it was broken and reforged as a cruel joke. Losing much of its tremendous cutting power and being shortened to the length of a broadsword, it still carries the strength to destroy and divide darkness. Though its abilities have been lessened, it has inherited blue-black lightning from its proximity to the Devil Arm Alastor.

- **Alastor (-400 CP)** – A heart-stealing sword found in Mallet Island. Granting its wielders the power over lightning and air, they could easily take to the skies. While it is loyal to you, anyone who attempts to steal this weapon will have their hearts violently stolen and made into the blade's slaves.
- **Phantom (-400 CP)** – A whip born from the soul of the arachnid demon, Phantom. Taking the appearance of a flexible scorpion stinger and tail made of rock and magma, this weapon allows the user to rapidly attack their foes with demonic flame and call forth pillars of screaming fire.
- **Ifrit (-400 CP)** – A pair of gauntlets that contain the powers of a fiery demon. While significantly heavier than they appear, the hellfire they produce is significantly stronger than any natural source of flame. In addition, the fires of this weapon can be charged to deliver even greater destruction than before.
- **Griffon (-400 CP)** – Appearing as a bow crafted from the wings and leg of a great bird, this weapon carries with it the great power of Griffon's crimson thunder. To use it, one must merely make the motion of pulling back on the bow string to generate the demonic string and arrow. Arrows from this weapon can be fired as normal or fired in ways that produce lateral and medial lines of thunder, which can be sent towards or encircle an enemy.
- **Devil Sword Sparda (-800 CP)** – The fully awakened form of Force Edge. This beloved sword was once wielded by the Legendary Dark Knight, Sparda, in his war against his fellow demons. Used as a means of storing his demonic power, Devil Sword Sparda carries immense strength and the ability to alter its shape from a sword to a glaive, and finally a scythe. While the weapon would be the thing of legends in the Human world, in the Demon world, its powers grow considerably, allowing the wielder to face demonic gods on equal footing.



Companions

All Companions will receive **+600 Character Points** to make their own purchases with. Unless stated otherwise, their gender can be chosen freely.

- **Fellow Hunters or Demons (-50 CP to -400 CP)** – Do you wish to go through this Jump with the comrades you’ve made throughout your journeys? No worries, as with this option, you may be able to import anywhere from One to Eight companions to join you during your ten years here.
- **Recently Awakened Hunter (-100 CP, FREE for Devil Hunter)** – It seems you started playing the role of mentor to a younger Half-Demon who has recently come into their power. While cocky, they have the potential to be a great demon hunter one day. They come with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Aqualung
 - Public Enemy (FREE Variant)
 - Tempered Half-Demon
 - Items
 - The Works (Shotgun)
 - Luminite
- **New Mimicry (-100 CP, FREE for Elemental Mimicry)** – Mundus doesn’t care for half measures, and this newly created mimicry needs some time to properly blend in with the human population. Which is why they have been assigned to you. They come with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Air Hike
 - Public Enemy (Trish Variant)
 - Elemental Demon Physiology
 - Calculated Approach
 - Items
 - The Works (Dual Handguns)
 - Guiding Light

- **Marionette (-100 CP, FREE for Lesser Servant of Mundus)** – Ah, one of your fellow servants. This demonically possessed marionette seems to have a more unique personality, as it can often be seen trying to create shadow plays during its downtime. It comes with the following Perks and Items.
 - Perks
 - Public Enemy (FREE Variant)
 - Demonic Inhabitation (Puppet - FREE Variant)
 - Ambush Tactics
 - Items
 - Rusted Key
 - Twisted Arms and Scraps

- **Hatched Griffon (-100 CP, FREE for Melancholic Soul)** – A demonic bird that cannot tell whether it comes from Griffon himself or your own personal traumas. Almost always snarky, he will make a point to taunt anyone or anything while he rains lightning down upon his foes. He comes with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Aqualung
 - Castellan's Duty
 - Items
 - Melancholic Orb

- **Calavera (-100 CP, FREE for Greater Servant of Mundus)** – There are Sargasso, and then there are Sargasso. This variant seems to be far more embellished in appearance than its lesser kin and will act as an attendant to you, letting you know whether an enemy of your lord has entered into one of your traps. They come with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Aqualung
 - Items
 - Pride of Lion

- **Aged Knight (-200 CP, Discount for Devil Hunter)** – An old knight hailing from Europe. Their demonic nature has preserved them considerably, but even now, age is starting to catch up with them. Despite this, they have a wealth of knowledge when it comes to the hunting of demons. They come with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Aqualung
 - Air Hike
 - Public Enemy (Nelo Angelo Variant)
 - Tempered Half-Demon
 - Infuriating Taunt
 - Demonic Ace
 - Items
 - The Works (Grenade Launcher)
 - Luminite
 - Karnival
 - Devil Arms
 - Imitation Edge

- **Plasma (-200 CP, Discount for Elemental Mimicry)** – A type of demon from which your kind was created. At first appearing as a giant electric bat, they can take on a facsimile of your appearance or that of their next victims. In addition, they are almost completely immune to the power of thunder. They come with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Public Enemy (FREE Variant)
 - Demonic Synergy
 - Ride The Lightning
 - Items
 - Staff of Hermes

- **A Merchant Without a Body (-200 CP, Discount for Lesser Servant of Mundus)** – Appearing in a dark corner of the room, you spot this particular Sin Demon. It seems to silently laugh before opening its cloak to reveal... a collection of masks. They seem to like collecting them and are curious to see what new ones they can find. They come with the following Perks and Items.
 - Perks
 - Smoking Sexy Style
 - Demonic Inhabitation (Scissors -200 CP Variant)
 - Ambush Tactics
 - Items
 - Rusted Key
 - Twisted Arms and Scraps

- **Dutiful Shadow (-200 CP, Discount for Melancholic Soul)** – A shapeshifting, feline demon that takes the appearance of a large, black panther. It can easily manipulate the shape of its body to produce spears, blades, and spikes, and due to its long history of fighting ancient knights, it is nearly immune to martial weapons. That being said, it is not used to firearms, and as such, is weak to them. It comes with the following Perks and Items;
 - Perks
 - Smoking Sexy Style
 - Aqualung
 - Castellan's Duty
 - Devil's Parry
 - Items
 - Castellan's Room
 - Melancholic Orb

- **Aspirant Kyklops (-200 CP, Discount for Greater Servant of Mundus)** – A somewhat aimless and young demon who has built her body through stone and earth. Nonetheless, she aspires to surpass the greater demon, Phantom, in terms of power and reputation. Based on her personality, when in battle, she's not overly different from him. She comes with the following Perks and Items.
 - Perks
 - Greater Demon Physiology (Arachnid)
 - Breath of Magic
 - Items
 - Pride of Lion

- **Puff, The Magic Dragon (-400 CP, Discount for Devil Hunter)** – Despite its more comedic name, this being shouldn't exist. Called forth by Dante during his climactic battle against Mundus, this demonic dragon has considered you its newest master. Sporting power that easily shatters even the defenses of the demon king, it will make a mighty ally in battle. It comes with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Greater Demon Physiology (Dragon)
 - Breath of Magic
 - Linear Manipulation
 - Items
 - N/A

- **Manifested Nightmare (-400 CP, Discount for Elemental Mimicry)** – A bio-organic weapon created by Mundus that is capable of taking a liquid and solid form. Nearly mindless, this monstrous creature seems to have begun following your commands and will prove to be a living horror for your foes. It comes with the following Perks and Items.
 - Perks
 - Greater Demon Physiology (Slime)
 - Breath of Magic
 - Linear Manipulation
 - Engulfing Nightmare
 - Items
 - Water Mirror

- **Frosty, The Snow Demon (-400 CP, Discount for Devil Hunter)** – Appearing among a flurry of snow and ice, this elite demon has sworn itself into your service. While not much of a conversationalist, its ability to create and control ice at temperatures of absolute zero will make it a formidable ally. It comes with the following Perks and Items.
 - Perks
 - Demonic Inhabitation (-400 CP, Lizard Variant)
 - Ambush Tactics
 - Drifting Silhouette
 - Items
 - Philosopher Stone

- **Faulty Cavaliere (-400 CP, Discount for Melancholic Soul and Demon King)** – This being should have been disposed of years ago, yet still it lingers on. Appearing as an armored creature that towers over the average demon, it is, in fact, one of the prototypes of the Black Angel armor worn by Nelo Angelo. Requiring a host to allow it to fully move and fight, it is currently using the body of a lesser demon to animate itself. Imagine what it can do with a powerful hunter, a demon, or yourself. It comes with the following Perks and Items.
 - Perks
 - Smokin Sexy Style
 - Public Enemy (Nelo Angelo Variant)
 - Castellan's Duty
 - Devil's Parry
 - Items
 - Castellan's Room
 - Melancholic Orb
 - Devil Arm
 - Black Angel

- **Phantom (-400 CP, Discount for Greater Servant of Mundus and Demon King)** – Roaming the halls of Mallet Island is this prideful and fiery demon. Brash and assured of its powers, Phantom will lay traps and initiate ambushes against those who intrude upon Mallet Island. Naturally, this makes him a dogged opponent for your foes and a trusted ally for you. Strangely, if he has the need to create correspondence, he will sign it as 'Carlos Gabriel.' He comes with the following Perks and Items.
 - Perks
 - Greater Demon Physiology (Arachnid)
 - Ambush Tactics
 - Breath of Magic
 - Damned Call
 - Items
 - Pride of Lion

- **Dante (-600 CP, Discount for Devil Hunter)** – The son of the Legendary Dark Knight, Sparda. His powers have grown since his last true adventure, and his focus has shifted to hunting enough demons until he eventually gets a lead on the ones that killed his mother. Recently, he's been hired by a mysterious woman to prevent the resurrection of the Demon King, Mundus.
 - Perks
 - Smoking Sexy Style
 - Aqualung
 - Air Hike
 - A Worthy Heart
 - Light of Justice
 - Public Enemy (Dante Variant)
 - Tempered Half-Demon
 - Infuriating Taunt
 - Demonic Ace
 - Soul of Light
 - Embodied Trigger
 - Surpassing Trigger
 - Items
 - The Works (Dual Pistols)
 - Luminite
 - Karnival (Will acquire during his journey)
 - Perfect Amulet (Will acquire during his journey)
 - Devil Arms
 - Force Edge (Unique)
 - Alastor (Will acquire during his journey)
 - Ifrit (Will acquire during his journey)
 - Devil Sword Sparda (Will acquire during his journey)



- **Trish (-600 CP, Discount for Elemental Mimicry)** – A mysterious woman with control of demonic lightning, who has recently hired the Devil Hunter, Dante, to prevent the resurrection of Mundus, the Demon King. In truth, she is a demon in the service of Mundus, and one crafted to be a near-perfect twin to Dante's late mother, Eva. That being said, maybe Mundus did too good a job making a humanoid demon...
 - Perks
 - Smoking Sexy Style
 - Air Hike
 - Light of Justice
 - Public Enemy (Trish Variant)
 - Elemental Demon Physiology
 - Calculated Approach
 - Demonic Synergy
 - Ride The Lightning
 - Human Defection
 - Demonic Bestowal
 - Items
 - The Works (Dual Handguns)
 - Guiding Light
 - Stolen Bike
 - Yellow Orb



- **Nelo Angelo (-600 CP, Discount for Melancholic Soul and/or Demon King)** – A mysterious and honorable dark knight that Dante would regularly encounter and duel during his time on Mallet Island. The reality of this dark knight is that he is what remains of Dante's elder brother, Vergil. Broken by Mundus' torture and manipulations, he acts as a powerful servant of the Demon King.
 - Perks
 - Smokin Sexy Style
 - Public Enemy (Nelo Angelo Variant)
 - Fallen Half-Demon
 - Castellan's Duty
 - Devil's Parry
 - Mirror Travel
 - Ultraviolet
 - Items
 - Castellan's Room
 - Mirror Castle
 - Black Angel Armor
 - Devil Arm
 - Black Angel



- **Griffon (-600 CP, Discount for Greater Servant of Mundus and Demon King)** – A powerful servant of Mundus, this bird-like demon has control over the powers of both wind and lightning. While loyal to a fault, it seems that recent interactions with his lord have given him pause regarding how loyal he is to Mundus. Maybe you could be a better lord. He comes with the following Perks and Items.
 - Perks
 - Greater Demon Physiology (Avian)
 - Ambush Tactics
 - Breath of Magic
 - Damned Call
 - Linear Manipulation
 - Items
 - Ghostly Galleon
 - Sacrificial Colosseum



- **Mundus (-800 CP, Discount for Demon King)** – Hailed as the Prince of Darkness and Devil Emperor, this demon rose to power over two millennia ago before being sealed away by Sparda. However, he has used that time to meticulously plan his return and vicarious revenge against the remaining Son of Sparda. Perhaps it is the opportunity to conquer more worlds that has convinced this devil to join you.
 - Perks
 - Blessing of Qliphoth
 - The Long Game
 - Demon of My Blood
 - No Need for Hearts
 - Breaching the Seal
 - Items
 - Marble Tomb
 - Gluttonous Tendrils
 - Warped Castle



Drawbacks

- **Finished Job (+0 CP or -200 CP)** – The decade surrounding the events of DMC 1 has many things occurring between Mallet Island, Capulet City, and Dumary Island. With this option, you may be able to effectively leave this Jump early, just before the events of DMC TAS begin. Alternatively, you may spend -200 CP to leave this Jump early and go to another, non-DMC-related Jump.
- **Supplementary Hunt (+0 CP)** – This drawback allows you to supplement or cross this document onto another existing Jump. Be aware that even though your budget pools will remain separate, you cannot use this option to escape the Drawbacks you took in this Jump. On the other hand, you may use this option to use another Jump to supplement this one.
- **Alternate Universe (+0 CP)** – Maybe you want to see more from the DMC 1 era than what was shown, or maybe you want to see a happier ending for certain characters. You may use this drawback to have this Jump take place during a fanfic of your choice that occurs during or after the events of DMC 1.
- **Devil's Legacy (+0 CP)** – Have you been here before, Jumper? Well, if you have, then by taking this drawback, the consequences of your actions in a DMC jump that occurred before this one will carry over to here.
- **Replacement (+0 CP)** – Unsatisfied with how a certain character handled themselves during this time? You may use this drawback to take their place, provided that your origin matches their character. Any powers they might have, unless purchased as perks in this document, will fade away after this Jump.
- **Flock Off Featherface (+100 CP)** – Devil May Cry was developed during a time when it was still Resident Evil. As such, there's a strange sort of censorship on language that has now been imposed. From now until you complete this jump, you will be unable to use expletives in any verbal interactions you have with others. Though that doesn't stop you from coming up with new and unique taunts for your foes.
- **Caught In the Moment (+100 CP)** – Style was the name of the game here, and it not only applies to you but to your enemies. When you encounter a new enemy type, you will be locked in place as they manifest and launch their first attack at you. You'll have about a second or two to respond, but you'd better be quick with it.

- **A Devil of a Headache (+100 CP)** – Hey Jumper, did you head on a pool table or something? Ah, well, this might be a problem. It would appear that you have lost all prior knowledge of the events of Devil May Cry 1 when you entered this Jump. While the events of Mallet Island are rather short, sometimes, knowledge is half the battle.
- **Lesser Style (+200 CP)** – Red Orbs are the crystallized blood of demons and the main form of currency for the underworld. As one increases the style through which they fight, so too does the amount of Red Orbs they will acquire upon defeating their enemies. Unfortunately for you, no matter how stylish you fight, you'll never receive more than the bare minimum of Red Orbs per fight.
- **Exacting Idols (+200 CP)** – The Idols of Space and Time exchange Red Orbs from demons to grant those who use them skills, items, and power. Unfortunately for you, it seems as though the Idol of Space and Time is demanding more for their services. From now until your time in this Jump, all prices at the Idols of Space and Time are doubled.
- **Regards From Spencer (+200 CP)** – Devil May Cry started as another entry in the Resident Evil series, and some of that DNA is still present here. Before succumbing to the evils of the island, the last Castellan commissioned many more puzzles and traps than Dante would have originally encountered.
- **Repeat Customer (+400 CP)** – Similarly to how Dante fought against demons like Phantom, Griffon, and Nelo Angelo three times, you will face certain, named opponents, whether they be demons or humans, up to three times during the course of this Jump. On each successive encounter, they will develop stronger powers or new abilities to counter your own prowess in battle, until the third and final time. At this point, they are at the peak of their abilities and will not stop until either you or they are dead.
- **Secret Missions (+400 CP)** – I know you wanted to come to this world with all your new powers and items to style on your foes. Unfortunately for you, any perks or items over the price of 100 will be scattered throughout Mallet Island in various combat trial rooms, marked by blue seals. Naturally, should you wish to acquire these items, you will need to complete these rooms, and the more expensive the perk or item, the greater the challenge of the room.

- **The Seal Remains Unbroken (+400 CP)** – Upon entering this world, you were met by a great seal bearing the sigil of Sparda. Before anything else could occur, you felt the perks, powers, and items you acquired outside of the Jump be locked away through the power of this seal. Not only that, but this seal will manifest on the door of your Warehouse, preventing entry.
- **Jumper Must Die (+600 CP)** – It seems that your enemies have been made aware of your arrival in this world. As a result, their power has risen considerably, leading to not only stronger variants of the standard foes appearing in places where they shouldn't, but they also exhibit the ability to enter into Devil Trigger state. Should you be aligned with the Mundus, you will encounter veteran devil hunters of both purely human and half-demon origins who can enter into their own Trigger States.
- **The Legendary Devil Returned (+600 CP, Cannot Be Aligned with Dante or Humanity)** – It seems that upon re-creating the perfect and awakening the true power of the Devil Sword Sparda, the Legendary Dark Knight himself was fully resurrected. While eager to reconnect with his son, Sparda will prioritize the immediate threat to humanity, you, and either your master or ally, Mundus. Even while weakened in the human world, Sparda is a force to be reckoned with as his skills with a blade more than make up for any differences in power. Can you match the power of Justice, Jumper?
- **The Gate Is Open (+600 CP, Cannot not be Aligned with Mundus or Demons)** – It would appear that Trish's claim about Mundus' timeline was another lie. Shortly after arriving on Mallet Island, Mundus' ritual to create a stable breach between the human and demon worlds will succeed, allowing the demon king to manifest in the human world with the full breadth of his power. Understand that Dante could only truly fight Mundus in the demon world and only with the full power that Devil Sword Sparda had access to while there. What will you do without that power, Jumper?

Afterwards

- **The Long Hunt** – You decided that you rather enjoyed your time here and that you'd like to stay. I won't try to gainsay your decision. Happy Hunting, Jumper.
- **Next Job** – Well, that was a fun time, but I have a list of Jumps you might be interested in. Fill out your next document, Jumper, it's time to see a new world.
- **Retirement** – You're hanging up your blade after all this time? Well, that was one hell of a battle, wasn't it? I'm sad to see you go, Jumper, but glad you made the Journey.

Notes

- **General Perks**

- Worthy Heart is based off of Dante's ability to survive Alastor's and Ifrit's attempts at either subjugating or killing him upon acquisition.
- Since the Style System wasn't present in DMC 1, 2, or TAS, it will not appear in this Jump. It will return in proper form when the Nero Saga Jump is completed.
- The Exclusive Perks for each of the Origins are made this way because DMC 1 is very self-contained setting and the exclusivity is a big part of that.

- **Devil Hunter Perks**

- Embodied Trigger is based off the fact that Dante's DT forms with Alastor, Ifrit, and Sparda are more based on the Devil Arms themselves, rather than Dante's consistent base DT Form that we would see in DMC 4 and 5.
 - Surpassing Trigger is based off of Griffon's observation of Dante just before Mundus destroys him, as well as Dante's use of DSS to match Mundus shot for shot while in the Demon World.

- **Elemental Mimicry Perks**

- Demonic Synergy is a bit of a call-forward to the DMC 2 novel where an Alt-Trish wields Alastor to a much greater extent than Dante ever did.

- **Lesser Servants of Mundus Perks**

- Many of the initial/exclusive perks were derived from the evolving enemy roster of the more standard enemies in the game, while the rest of the perks are more cherry picked from the more one-off enemy type present.

- **Melancholic Soul Perks**

- Most of these perks were just based off of what we see Nelo Angelo do during his three main fights as well as background lore for who he really is.
- Super UltraViolet is not only based off of that variant of the boss theme but was originally going to be more in-line with the shedding of armor mechanic present in Nelo Angelo with one of the bigger inspirations there being Cast Off from Kamen Rider Kabuto.

- **General Items**

- An addition has been made to the Idol item, allowing for payments in other forms of blood to be made with it.
- Interestingly, this is the only game in the series that has the Untouchable item.
- Many of the origin specific items discussed below are taken directly from Key Items that are required to progress through the Island.

- **Devil Hunter Items**

- The Bangle of Time is linked to the Bayonetta through Eva apparently, but that could easily just be a reference for fans of both franchises. According to the Wiki, this item was based off of The World from JOJO... So best grab a road roller.
- This might be the last time that the Perfect Amulet appears in these Jumps.

- **Melancholic Soul Items**

- Black Angel Armor was a bit of fanwanking on my part. I wanted to keep the Cast Off idea I mentioned in the Melancholic Souls Perks but instead of a speed boost, this is more along the lines of a powerful training tool.

- **Devil Arms**

- I've added four new Devil Arms to this document.
 - Cetus and Oricuerno are OC Devil Arms inspired by the Trident and Paired Lances Key items Dante uses to access the first section and colosseum of Mallet Island.
 - Phantom and Griffon are based off of the bosses of the same name.
 - Devil Sword Sparda has the Devil Arm discount applied to it.

- **Companions**

- Yes, according to Kamiya, Dante did name the Dragon he uses in Sparda DT as Puff, the Magic Dragon.

- **Drawbacks**

- Finished Job was originally just going to be -100 CP to go to other non-DMC jumps, but I bumped the price up to -200 to account for skipping past DMC TAS and DMC 2.
- Alternate Universe is the Fanfic option and there are a few that personally come to mind, such as the fics where Dante and Leon from RE are Maternal Cousins, or something like Angel Saga which has Dante acquire Yamato after the third Nelo Angelo and resurrect Sparda after Mallet Island. To make a long story shorter, we get an understanding as to why Trish was created and DemonEva.
- Flock Off Featherface is based on the more restrained language used in DMC 1 compared to the later games in the series.
- Regards from Spencer is a nod to how DMC 1 was supposed to be RE4 and taking place in a Spencer Mansion.

Changelog

- **6/13/2026** – Version 0.9 Released
- **6/20/2026** – Version 1.0 Released
 - Special Thanks to Blackscorp98, Pokebrat_J, Shadow_of_BlueRose, OrphanBird, Hell Riser, Leks Will, Shadow Fox, Rowan-The-Wise-1, and the Anonymous Users who pointed out grammatical issues and questions with Perks, Items, and Devil Arms in this document.
 - Grammatical Issues and Spacing Issues have been corrected.
 - Idol of Time has been given the ability to accept other types of Blood as payment for Post-Jump.
 - Devil Sword Sparda's price can be discounted.