
Devil May Cry 5

DMC 5 jump:

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Taking place five years after Devil May Cry 4, Dante, Nero, and a man named V attempt to stop the Demon King Urizen from destroying the human world across their journey in Red Grave City. As this happens, the mystery behind V is revealed, along with his connection with Urizen.
Here is 1000cp for you to spend to prepare yourself for what awaits.

Origins:

Human:

- You are now a human, which inhabit the Human World, and have no inherent special abilities, being of weak flesh and blood.

Demon:

- You are now a demon of your own choice, the only exception being you cannot be a Devil Prince akin to Mundus and Argosax. Demons inhabit the demon world, and are malevolent by nature.

You are free to choose where and when you arrive, whether that be Red Grave City or in the Demon World.

Perks:

Generic perks:

I am the Storm that is approaching (Free):

- You now possess a mental music player capable of replaying any of the music and themes from DMC 5. You can also make the sound appear in reality as well, allowing others to hear the awesome tracks. It also contains all the music you have ever heard. You can access all of this with a mental interface.

Devilishly attractive (Free):

- You are now incredibly attractive, with an airbrushed flawlessness akin to someone you would see in games. You are free to remake yourself however you want, but as a baseline, you are incredibly good-looking. On a scale of one to ten, you are a perfect eleven. Your appearance, build, and "endowments" are up to you, but you will look good no matter what. You will also find that certain features will draw more focus, like your incredible eyes or long eye lashes or what have you. Your hair will stay in whatever style you want it in, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to, even losing it if you have any and don't want anymore. Your body scent becomes extremely pleasant to whomever you are attracted to, and will smell like nothing to those you aren't. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. It also takes no maintenance to keep it up either. If you want, you may make it so that the world itself becomes airbrushed as if in a game, where anyone you meet is at least an 8 out of 10.

No more Pain (100):

- You are now able to toggle your sense of pain and discomfort at will, without the usual downsides that comes with being unable to feel pain.

Style (200):

- You have a natural style in everything, going by the rule of cool now instead of being bound by meager reality.

Devil Arm Creation (200):

- There are three ways to create Devil Arms, and you have mastered one of them, namely the way of infusion. You are able to infuse a soul into an object and create a Devil Arm through this. This also grants you mastery over alchemy. Your skill, experience and knowledge is better than Nico and Agnus combined.

A Natural (Free/200/400):

- For free, you get prodigious talent and intuitive skill when it comes to any form of movement, combat and power/ability. You can rapidly grasp the fundamentals of whatever weapon and item you pick up, as well as any ability and power you gain. Even without any teaching, you will quickly master anything you come across, and you are guaranteed to only ever improve, never decline or dull.
    - For 200, you get to choose between getting Dante or Vergil's skill, experience and training.
    - For 400cp, you get both combined.

Bloodline of Sparda (400):

- You are now a Human/Demon hybrid the blood of Sparda in your veins. How you are related is up to you, but thanks to your lineage, you have become immensely powerful. Your hybrid physiology grants you superhuman physical condition, as well as immense demonic power. Your potential is limitless, your growth rapid, and you also grow stronger over time.
    - You can opt out of being related to Sparda, making you a descendent of some other demon of equal power as Sparda.

Human Perks:

Human receive a discount on all Human perks. 100cp is free, the rest are halved in cost.

Human Tenacity (100):

- You have the best quality of humanity, namely the tenacity to never give up. No matter what, you have the iron will and desire to keep going.

Devil Arm Befriending (200):

- There are three ways to create Devil Arms, and you have mastered one of them, namely the way of befriending. You see, a demon can willingly choose to turn into a Devil Arm, should it choose to. You are now able to do this with anyone. By befriending someone and getting their consent, they will turn into a Devil Arm, with the shape, appearance and abilities being based on them. You can at any time turn them back from Devil Arms.

Engineering Gunsmith (400):

- You are an extremely talented engineer, surpassing even Nico, who has created some of Lady's Guns and all of Nero's prosthetics. Your gunsmithing skills are even better, surpassing even Nell Goldstein. You even know the trick in how to make guns have infinite ammo. You are also able to deduce how the abilities of demons work and replicate them through technology and alchemy.

Summoner (600):

- Some in this world doesn't like to fight their battles on their own. Instead they summon help. You are now capable of summoning familiars with demonic powers. Usually, the familiars you summon would only be able to inflict pain, and be unable to kill. Yours however are able to kill on your command. When not called upon, the demons appear as tattoos on your body in whatever design you want, and you can telepathically communicate with them. You are free to design your own Familiars, from their appearance and personality to their powers and abilities. The more you make, the weaker they are. If you create only one, then it can be powerful enough match a Sin Devil Trigger.

Demon Perks:

Demons receive a discount on all demon perks. 100cp is free, the rest are halved in cost.

If you want it, you'll have to take it (100):

- Anything you own, have or are cannot be used against your will unless taken from you by force. You can also take anything as long as you defeat whomever owns it. Steal a zanpakuto from its wielder by defeating them, steal Superman's kryptonian powers by killing him, etc.

Devil Arm subjugation (200):

- There are three ways to create Devil Arms, and you have mastered one of them, namely the way of subjugation. You see, A demon will be forcibly turned into a Devil Arm if its very soul acknowledges defeat. That is, if the demon gets stomped *so* badly that the loss is etched into every part of its being, the poor thing is transformed into a weapon to be used by its superior. You are now able to do this to anyone you kill, allowing you to force their very being into becoming a weapon that serves at your will. The weapon itself will be based on the being that is killed. And you only have to kill them, not having to truly break them or subjugate their souls. Kill Darth Sidious with poison, and he could turn into a lightsaber Devil Arm with some form of lightning power.

Devil Trigger (400):

- You now posses a special power of demons and hybrids which allows them to release their inner supernatural potential. In this form, your physical, magical and demonic attributes are amplified. You may also gain access to additional abilities, especially if you have access to Devil Arms. You are free to design your Devil Trigger however you want, and can stay in it as long as you want.

Sin Devil Trigger (600):

- You can enter Sin Devil Trigger, which unleashes the full extent of you power to enter a more powerful version of the Devil Trigger state that reflects your true demonic nature on a conceptual level, and which makes you far more powerful than even the Legendary Dark Knight Sparda himself. For now, you can't stay in this form for long, but overwhelming power

doesn't have to last long to deal devastating damage. But after ten years, if you haven’t managed it before, you are guaranteed to be able to stay in this form for as long as you want. You are free to design your Sin Devil Trigger however you want.

Items:

Humans receive a discount on all items except for Qliphoth.

Book of Poems (Free):

- A brown, gold-embroidered book, containing poems by William Blake, with a large "V" insignia in the cover.

Pizza (Free):

- There can never be enough Pizza, and now you never have to fear running out. You have a large sized pizza box which will always have a fresh, newly made pizza of whatever type you desire. And when you have eaten that one, you can just close the lid and open it up again, where a new pizza will be. These pizzas are healthy and nutritious, being better for you then any salad or other healthy equivalent, with no impairment on flavor. It will never make you or anyone else fat, unhealthy or sick in any way. You are however unable to have the box create a pizza with pineapple on it. If you try, the box won’t give you a new pizza until the next day, which is a fitting punishment for that kind of monster. Comes with a complimentary large bottle of soda that never runs out. You can change what kind of soda is in it by putting the screw cap back on and thinking of whatever soda you want. The soda is as healthy as water.

V’s Cane (100):

- This cane is forged with a metal ideal for channeling demonic energy, granting it numerous capabilities in the hands of someone with even a meager amount of demonic energy at their disposal. It also has the ability to absorb the power and demonic energy of defeated demons and give it to the wielder.

Blue Rose (100):

- A unique revolver with an over and under barrel style, Blue Rose's design allows it to fire two magnum rounds with each pull of the trigger. It is also highly adapted to being charged by the energy of the user, increasing it's damage greatly.

Devil May Cry Van (200):

- What you have here is a van nearly identical to Nico's, capable of acting as a acting as a moveable base of operations for you and your companions. It has all the essential requirements for doing it's job, from sleeping arrangements to a desk made for tinkering. It is nigh indestructible and will never run out of fuel or power.

Ebony and Ivory (200):

- Ebony and Ivory are a pair of personally customized, semi-automatic pistols, designed to rapidly fire bullets instilled with your demonic power if you have any. The white gun, Ivory, is custom built for rapid firing and fast draw times, while the black gun, Ebony, is modified for long-distance targeting and comfort. The pistols are also created so that they never run out of ammo. Uniquely, this set also has the ability to be turned into fully automatic, allowing you to hold in the trigger to constantly fire.

Double Kalina Ann (200):

- An improved version that combines Kalina Ann and Kalina Ann. Combined, the weapon is able to fire a powerful energy beam, while separate, you have access to two very powerful weapons.

Devil Breakers (400):

- These may come in handy. What you have here are a series of cybernetic arms that would have been created by Nico Goldstein. You have five of each of the 13 different Devil Breakers, some of which are created using fragments of defeated demons to bestow them with certain abilities, such as slowing down time. These are also far more durable than the originals, allowing for high output performance without having them break easily, but should any Devil Breaker be destroyed, then they will return, fully repaired, a minute later. These may also come in gauntlet forms, allowing you to use them without needing to lose your arm.

Red Queen (400):

- The Red Queen is a heavily customized version of the Durandal, an anti-demon weapon for officer's of the Order of the Sword. It is a a mechanical sword with a powerful fuel injection system in the form of a combustion engine. The propellant sprayed onto the blade allows it to unleash attacks of great power, and revving the hilt activates the Exceed system, which coats the blade in flames to set foes ablaze. The Red Queen's complex customizations means only you are capable of controlling it.

Qliphoth (600):

- You have the ability to create a Qliphoth tree, which when sufficiently nourished, grows a fruit that imbues anyone that consumes it with divine demonic power. The demonic fruit created, depending on how much blood the tree has absorbed, is strong enough to make one equal to Mundus himself. Anyone who eats the fruit will become similar to Dante and Virgil in that they keep their base form, enhanced with immense power and regeneration, but also become able to use Devil Trigger to take on a demonic form. Should one already have this, then it will simply increase your power even further, perhaps even granting a new even more powerful form. It also able to heal any damage one has suffered. You and others can keep on taking fruits to increase your powers forever. Like Vergil, you have full control over the tree, and when you are finished with having it devour, you can make it disappear at will, until you call forth a new Qliphoth tree. Luckily for you, the tree won’t smell rotten and disgusting no matter how much blood and flesh it devours. The tree won’t take a thousand years to develop a fruit, instead taking around a month if left to gorge on an entire city. The tree also possesses the power to fuse the two different Worlds into one, like the Human World and the Demon World into one whole.

Devil Arms:

You may redesign any of these however you want, and will have no negative effects or consequences from wielding any of them, being able to access their full potential.

Demons receive a 200cp stipend for this section.

Those with the Bloodline of Sparda may take either the Rebellion or the Yamato for free.

Rebellion (600):

- The Rebellion was created alongside the Sparda and Yamato when Sparda split his power into three pieces. The sword embodies "retaliation", and contains a quarter of Sparda's immense power, which you can tap into. The sword also allows the wielder (to an extent) to bring out their true potential. And where the Yamato can divide and separate anything, the Rebellion has the power to unite anything, such as a person's mortal and demonic sides. This is an ability you have full control over, allowing you to unite things without sacrificing the sword and without any impaling. Unlike the original Rebellion, yours is completely indestructible.

Yamato (600):

- The Yamato was created alongside the Sparda and Rebellion when Sparda split his power into three pieces. The sword embodies a "god of death", and contains a quarter of Sparda's immense power, which you can tap into. The sword also allows the wielder (to an extent) to bring out their true potential. And where the Rebellion can unite anything, the Yamato has the power to divide and separate anything, such as a person's mortal and demonic sides. This is most seen by it's ability to cut cut through anything, even the very fabric of space itself. This is an ability you have full control over, allowing you to wield the Yamato's abilities with the same skill as Vergil. Your Yamato is completely indestructible.

Devil Sword Sparda (800/200):

- The Devil Sword Sparda was created alongside the Yamato and Rebellion when Sparda split his power into three pieces. It contains half of Sparda's immense power, which is a source of god-like power that you can tap into.
    - For 200cp, you get the blade as Force Edge, and it will be sealed until you leave the world, making you unable to tap into it's powers.

Devil Sword Dante (800):

- Created when Dante merged with the Rebellion and Devil Sword Sparda, this sword contains the vast power of Dante once he acquired Sin Devil Trigger. Containing 75% of Sparda's power, as well as 100% of Dante's, this sword allows you to tap into an ungodly amount of power.

Devil Bringer (400):

- A literal arm, this demonic arm takes the place of your own, and is the physical manifestation of your demonic power. The arm possesses superhuman strength, which it can also manifest through a larger, spectral arm, and is capable of absorbing items of power and manifesting their power.

Beowulf (200):

- A set of black gauntlets and greaves, Beowulf is blessed with the sacred light which you can wield as an overwhelmingly destructive force, while boosting your attack and speed.

Balrog (200):

- A set of gauntlets, greaves, and shoulder pads, Balrog was created with the sealed power of the king of Fire Hell. Whether it is kicking or punching, this Devil Arm is bound to ignite the passion of a brawler, as well as incinerating their enemies.

King Cerberus (200):

- A shapeshifting Devil Arm that embodies the King Cerberus's powers over ice, fire and lightning. It has the ability to transform between a three-handled nunchaku, a fire-tipped bō-staff and a three-section staff charged with lightning.

Cavaliere (200):

- A heavyweight weapon born of materials infused with demonic power, this is a ride to die for. It can be used as a weapon by splitting it up into a pair of giant buzzsaws or as the motorcycle it looks like, allowing you to ride it like a bat out of hell.

Dr. Faust (200):

- This fancy hat is a Devil Arm created by Nico, that fires crystallized demon blood like bullets. Any demon it hits ends up bleeding a lot of blood, refueling it.

Devil Sword Jumper (Free):

- What you have here is your very own Devil Sword. It is a powerful weapon of your own design, and must not necessarily be a Sword. The weapon also allows the wielder (to an extent) to bring out their true potential, and shared your will. You are capable of summoning it out of thin air at will, manifesting from a cluster of energy into the wielder's grip, as well as storing it away whenever you want. You may merge this with any other Devil Arm and weapon you have, granting you access to the power and abilities of those alongside the inherent ones of this. How this merge is done, is up to you, whether it causes a change in appearance and whatnot.

Companions:

You are free to choose exactly what your relationship and history is with any companion you get in this jump.

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Dantessa (Free):

- Dantessa is a daughter of Sparda and a human, with all the powers and potential expected from that. She is incredibly flippant, and generally enjoys showing off and taunting her adversaries as often as she can. Her power giver her a fearless, almost disinterested attitude towards incredibly dangerous situations, and her care-free attitude is a large part of her personality. That's not to say she can't be serious when the situation calls for it, but she always maintains a laid-back demeanor. The one thing she values most is family and friends, caring deeply even for her sister Vergiliana, despite their differences. Her enjoyment of fighting leads her to restrain herself from using her full potential, only unleashing her full power if her opponent proves to be sufficiently powerful. Dantessa is also incredibly attractive, an aspect she acknowledges, making her slightly teasing and seductive alongside her boisterous, outgoing, and extroverted personality.

Vergiliana.

- Vergiliana is a daughter of Sparda and a human, with all the powers and potential expected from that. Her entire mindset is set upon the idea that might controls everything, and without strength, you cannot protect anything, let alone yourself. This has led to her embracing her demonic heritage fully. Calm, cool, collected, and introverted, she constantly maintains an aura of fearlessness. And despite of her cold and ruthless demeanor, she lives by her own set of morals and disciplines. The few things she cherishes, she is incredibly protective over. Stoic and reserved, Vergiliana displays a willingness to do anything in her quest to obtain power. Her desire for power is a character defining obsession for her stemming from her trauma, seeking power as compensation for failing to protect her mother. Her desire is to be protected and loved, but since she is alone, her only option is to survive. Like her sister Dantessa, she is incredibly attractive, yet doesn't care because it's not vital.

Nora:

- The daughter of Vergil, Nora is a seasoned demon hunter, who has grown up into a serious, sardonic and slightly antisocial person. She sometimes lets her emotions get the better of her, especially when her loved ones are involved. Despite her short-temper and proneness to impulsiveness, her loyalty to people she cares about trumps everything. And it's only when around her loved ones she allows her softer side comes out, where she becomes very gentle and thoughtful. She is a descendant of Sparda, and thus possesses great potential for power as well as amazing combat prowess. She is also quite attractive, but becomes quite shy when this is pointed out.

Kyrie:

- If there ever was a real life Saint, it would be Kyrie. Kind and compassionate to a fault, she is caring towards everyone around her. She has unconditional protective instinct, especially to those close to her, which often leads to her charging into dangerous situations even despite lacking any combative ability and how uncomfortable she finds carnage. With her beautiful appearance and amazing singing voice, combined with her loyalty and patience, makes it a real struggle to ever find anyone who can match her, let alone surpass her.

Lady:

- A human Devil Hunter and daughter of the madman Arkham, Mary Ann Arkham is a fierce and tough enough tomboy to survive and even thrive in the Devil hunting business. Yet her rough personality merely hides her sentimental side, to protect herself from possible trauma. Her prowess at Devil hunting is great by human standards.

Trish:

- A demoness created by Manus, Trish has a strange resemblance to Eva, Dante's mother. Originally cruel and uncaring, she eventually began to develop emotions and compassion. She She maintains a flirty and carefree attitude, and has a love for fighting. Due to her nature as a Demoness, she has superhuman physical capabilities, as well as demon power that takes the form of yellow lightning.

Nico:

- An expert craftswoman, Nicoletta Goldstein is a resident genius and bad girl. She is constantly sassy, smokes, points out your flaws, and gives you crap when you need it. Foul-mouthed and snarky, Nico enjoys teasing those she is close to. But she is nothing if not friendly and exceptionally loyal to those she cares about. Engineering, alchemy and research are her forte, with a keen memory and the capability to deduce how the abilities of demons work and even replicate them.

Dante (Free):

- The protagonist of the series, Dante is the epitome of devil may care attitude. Powerful, confident and laid back, that's Dante. And now you get to bring him with you on your journey.

Vergil (Free):

- Vergil is cold, power hungry and stoic, almost the complete opposite of his brother. You now you get to bring him with you on your journey.

Nero (Free):

- Vergil's son and resident hot-head, Nero is the deuteragonist of the Devil May Cry franchise. You now you get to bring him with you on your journey.

V (Free):

- As Vergil's human side, V is quiet, calm, and relaxed with a fondness for poetry. Unlike Vergil, V is more in touch with his emotions, being quite introspective. You now you get to bring him with you on your journey, and he is saved from deteriorating.

Demon Familiar (First free, then 100cp for each additional/Summoner gets all familiars for free):

- You have your very own demon familiar, which you may design however you want, though their power is limited to Devil Trigger level. You can talk with them telepathically, and control them remotely if you want. You can also hide them in tattoos on your body, which you may also decide the design of. Can be bought multiple times.

Getting the Band Back together (200):

- What you have here is a group of ten Scudo Angelos led by a lone Proto Angelo, all whom serve you loyally.

Drawbacks:

Supplement Mode - 0cp

- Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try. Optionally, you may use any other Jump doc as a supplement for this jump instead.

Alternate Universe - 0cp:

- Perhaps you don't want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will loose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Alternate Universe, you can choose any AU you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don’t have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Jumper must die - 400cp:

- You will find all your enemies are far stronger than they should be. Almost every demon you fight can enter a Devil Trigger, while also having far more Strength and vitality, making them hit harder and take more damage.

Heaven or Hell – 600cp:

- You die in one hit, but so do your enemies.

Hell or Hell - 800cp:

- You die in one hit. Good luck, jumper.