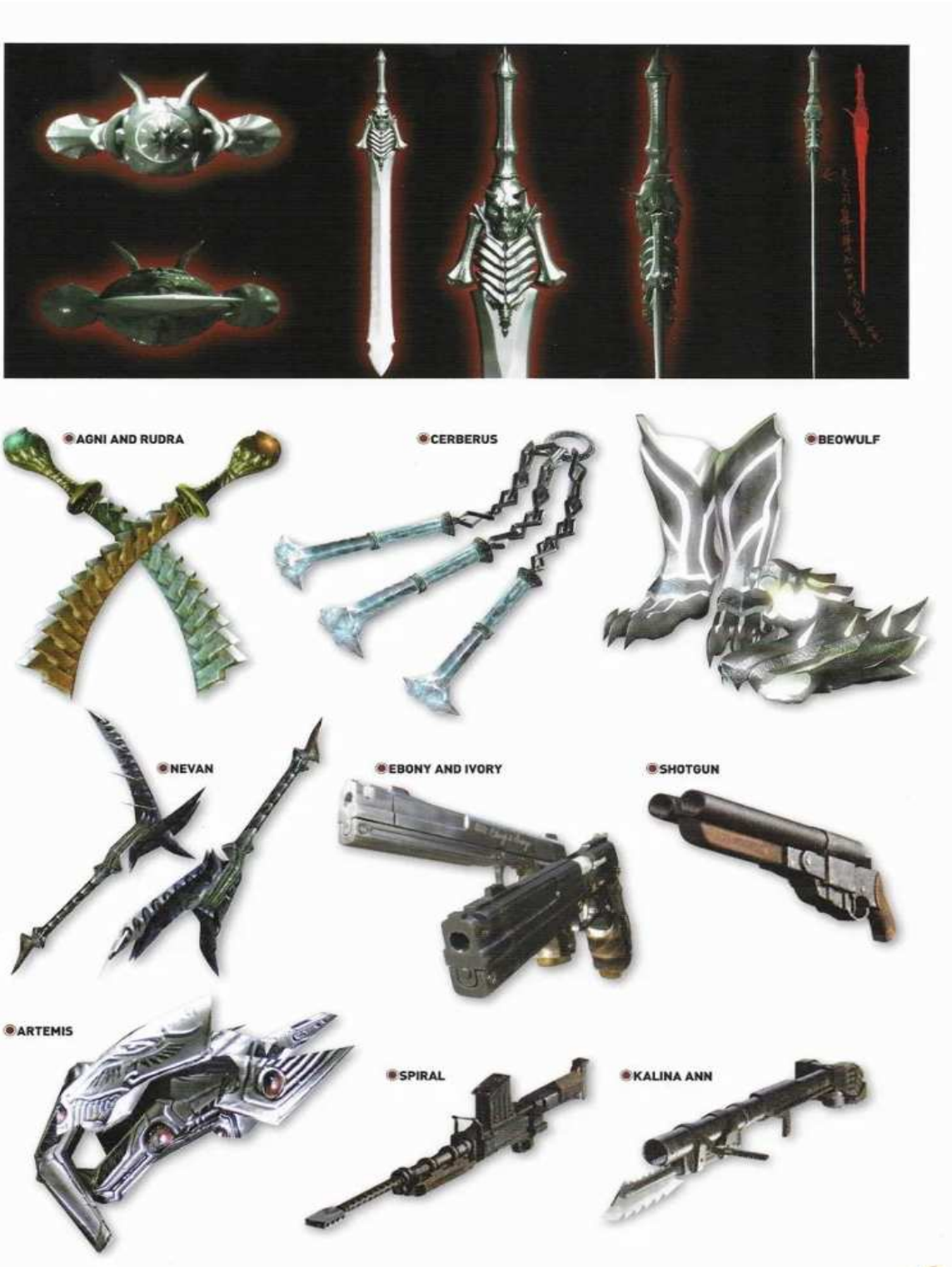
Devil May Cry: Out-Of-Context Devil Arm Supplement by Atma-Stand V0.9



Forward

This is a Supplemental document for those wishing to access and use Devil Arms in worlds where Devil Arms are either non-existent or are already present. As such, this document can be used to Supplement a Pre-Existing Jump or go to a setting that does not have a Jump made for it yet. In that case, a Jumper will spend the full Ten Years in that world. As for your budget, you will receive **+1,000 Devil Points or DP.**

You will receive a single discount at every Perk price bracket, with one 100 DP Perk being FREE, one 200 DP Perk being half off, one 400 DP Perk being half off, and one 600 DP Perk being half off.

You will receive a single discount at every Item price bracket, with one 100 DP Item being FREE, one 200 DP Item being half off, and one 400 DP Item being half off.

In addition, you will receive the following discounts for the Devil Arms found in this document, with Four 100 DP Devil Arms being half off, Three 200 DP Devil Arms being half off, Two 400 DP Devil Arms being half off, One 600 DP Devil Arm being half off, and One 800 DP Devil Arm being half off.

General Perks

- **A Worthy Heart (FREE) –** Devil Arms, and other Demonic weapons as a rule, have the intent to 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 a great degree of willpower to subdue demonic weapons and make them your own, with no issues arising afterwards.

- **A Part of The Job (FREE) –** Devil Arms may not be a common staple in the world you visit here, and normally they might draw some negative reactions. Now, though, your supernatural powers and items will not be causes for alarm. If they do cause alarm, it is because of how you used them, and not by their mere presence or existence.

- **Quick Swap (-100 DP) –** When fighting demons of any kind, being able to adapt to changes is a necessary skill. Should you have two or more weapons equipped on your person, you can instantly switch to them in the blink of an eye and chain their attacks together in fluid motions.

- **A Hunter's Body (-100 DP) –** Anyone who hunts devils long enough has to put in the time and enough effort to improve their body. As such, you can be considered to be in peak human condition, allowing you to exert incredible strength and endurance. While this will make you more than a match for most humans, don't expect to physically subdue a demon with your body alone.

- **A Devil's Dance (-200 DP) –** Devil Arms is a catch all phrase for a variety of demonic weapons. To master even one of these weapons could take a lifetime of training and experience. You, though, seem to have some basic training in multiple forms of weapons. More importantly, you can quickly develop unique styles of fighting that suit weapons such as these.

- **Air Hike (-200 DP) –** A technique common among those who fight against demons in this world. While jumping or falling, you have the ability to generate a magical platform underneath you and perform a second jump. In addition, this ability also renders you immune to fall damage.

- **Subjugation (-400 DP) –** Upon defeating a demon of considerable power, you have the choice of condensing their power into a weapon that is indicative of both their power and their style of fighting. Doing so will not only grant you a weapon of great power but also the weapon's absolute loyalty. Even if they were to return to their true forms, they would still fight by your command.

- **Half-Demon (-400 DP/-600 DP) –** 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, slow but thorough regeneration, and the ability to wield demonic energy without issue. With this, you are on par with Dante's power at the beginning of his career. This also imparts the ability to Devil Trigger. In this state, you fully embrace your demonic blood and take on a demonic form, which greatly increases your strength, speed, and regenerative capabilities.
    - For an additional **-200 DP**, you may replace your human half with that of Angelic Lineage. As a Nephilim, your physical and magical abilities are significantly stronger, being able to use both demonic and angelic abilities harmoniously and match Dante at the start of his adventure in Limbo City. Your Devil Trigger form has also undergone an appropriate change in appearance, effortlessly blending angelic and demonic features into a thing of terrible beauty.

- **Piercing Chaos (-600 DP) –** Many, if not all, Devil Arms bear some form of elemental power. As you will find in your career, there's always at least one powerful demon out there that can resist or absorb your attacks. However, you've recently been blessed by a Chaotic energy that allows your attacks to completely bypass immunities, resistances, or absorptions. This does not work with defenses that reflect attacks. For that, you would need something else.

- **Almighty Order (-600 DP) –** It would appear that the Goddess of Space and Time has blessed you, Jumper, and you feel an Almighty power fill your body. Due to this blessing, not only are your physical and magical attacks half a times more powerful as they were before, but they are also impossible to reflect.

General Items

- **Hunter's Coat (FREE) –** A long coat, in a primary color of your choice, that has a harness along the back, is the perfect means by which you can carry your main Devil Arm and any firearms you own. It also cleans and maintains itself every night.

- **Artwarks (-100 DP) –** While far weaker than any range capable Devil Arm, a gun or two can help put pressure on any demon you encounter. With this option, you may own a pistol or pair of pistols of your choice. If that doesn't suit you, you may use this item to have the ability to summon spectral daggers, which can be fired while you use your main weapon. Either way, these weapons do not require maintenance, nor ammunition to keep working.

- **Everything Pizza (-100 DP) –** At will, you may summon a non-descript box of perfectly hot pizza (or cold-cheese pizza if that's your thing). Before each summoning, you may choose which toppings come with it. However, no matter how many times you summon this box, olives will never appear.

- **Instrument Case (-200 DP) –** A nondescript case for a large instrument that was purchased from a secondhand pawn shop. Capable of carrying at least one sword or polearm, and two smaller weapons, Devil Arms stored in this case will not be sensed by demons, nor can they be detected by other supernatural or scientific means.

- **Hunter's Guidebook (-200 DP) –** A small book that, despite its worn appearance, has been obviously cared for. When fighting against the demonic or their allies, the book will update itself, detailing the best tactics and means of defeating the same or similar enemies.

- **Place of Rest (-400 DP) –** Whether this is a house, apartment, or tent, this domicile has a rather simple effect. When slept in, physical and mental stress quickly bleeds away, allowing you to face the next day with a clear and rested mind and body. This may not mean much now, but after a few years, this could be worth its weight in gold.

- **Idol of Space and Time (-400 DP) –** Appearing as a lion-headed woman holding up a large hourglass, this idol can and will accept the blood of demons, or, depending on your world, the blood of sentient beings, 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.

Devil Arms

Sword Devil Arms

The following Devil Arms take the form of a variety of swords. The stronger sword-based Devil Arms bear some form of ability that allows for great displays of power.

- **Mirage Edge (-100 DP) –** A longsword created from Infernal energy in the form of Force Edge. Despite the nature of its creation and appearance, this weapon is not particularly powerful in the grand scheme of things. However, it can be summoned and dismissed at will, so it is never far from the wielder's hands.

- **Cutlaseer (-100 DP) –** A pair of demonic curved swords forged by and for the Guardians of Vie De Marli some time ago. Capable of channeling demonic energy, this pair of blades excels most when an individual using them bears elemental power, allowing the blades to manifest that element effortlessly.

- **Los (-100 DP) –** Appearing as a simple cane that was once found in a small shop within Redgrave City, this was V's primary weapon. In truth, this cane was crafted from demonic metals and, as such, bears weak demonic powers. However, because of this, it can act as an excellent channeler for such power.

- **Merciless (-100 DP) –** A thin, black sword with snake engravings and a long blade that was forged on Dumary Island. While its length provides incredible reach, its true strength lies in being treated with a specialized, alchemical poison that creates numbness at the sites of injury, even on demons.

- **Zambak (-100 DP) –** Turkish for "Lily," this pair of curved, demonic swords was forged by specialized contractors at Uroboros Corp. In spite of their short length, the wideness of the blades and their serrations provide incredible cutting power, which leaves wounds that even demons could bleed out from.

- **Vendetta (-200 DP) –** A decorative, spade-tipped great sword that was forged on Dumary Island and said to have been designed after Death's scythe. While its width and sharpness grant the weapon tremendous cutting power, the blade does not seem to bear any true demonic abilities. However, that doesn't stop the designs on it from instilling dread in demons everywhere.

- **Black Angel (-200 DP) –** 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 Alpha (-200 DP) –** 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.

- **Baul (-200 DP) –** A set of paired black swords with a unique, shovel-headed tip at the end of each blade. Once wielded by the ancient demon, Baul, they are incredibly light and maneuverable. When the wielder infuses them with demonic or magical energy, they can generate violent vacuum slices of wind with each swing.

- **Modeus (-200 DP) –** A crimson longsword once wielded by the somber demon, Modeus. Able to be summoned directly to your hand, the wounds left by this blade burn with a hellish fire, preventing them from healing properly. Perhaps it is because of this blade's nature that Modeus embraced pacifism.

- **Agni and Rudra (-400 DP) –** Known collectively as the Firestorm, this paired weapon was created from the twin demons, Agni and Rudra. Not only can these weapons channel the power of Fire and Wind, but they can also be connected at the pommel to create a powerful double-bladed weapon.

- **Alastor (-400 DP) –** 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.

- **Force Edge (-400 DP) –** A beloved dark-forged longsword, created alongside the Devil Arms, Rebellion, and Yamato. Once wielded by the legendary Dark Knight, Sparda, the sword's power seems muted, sealed even. While there is a way to awaken its full power, in the current state that it is in, the blade is effectively unbreakable and can channel the small amount of power it has to change the wielder into the likeness of Sparda. In this state, even the small taste of power offered is more than enough to give the demons found here serious pause.

- **Berial (-400 DP) –** A demonic great sword that appears to be forged from still-burning, volcanic rock. Due to its history within both the Fire Hell and the demonic courts, it enshrouds its user in a powerful, magical flame. Not only does this flame make it difficult for foes to physically get close, but it also burns away any form of magical or demonic control that could be laid upon the wielder.

- **AnotherYamato (-400 DP) –** A blackened variant of Yamato, which is filled with both demonic and angelic energy. Capable of cutting through a great majority of things, this sword can either create or seal gates and portals, as well as deeply wound both the infernal and divine. When charged with demonic energy and slammed into the ground, your foes can be temporarily suspended in the air and left vulnerable to attack.

- **Rebellion (-600 DP) –** A dark-forged great sword, created alongside the Devil Arms, Yamato, and Sparda. It is an exceptionally sharp and durable weapon, able to not only cut through many demons but also withstand attacks from Yamato. However, its true ability is to combine what is human and demon as one through the act of impalement. This can allow you to further refine any demonic abilities by combining them with your human side or create half-demons by fusing other humans with Devil Arms or other demonic weapons. This does not change the core of who these individuals are. Rather, it lets them stand on unequivocal equal ground with demons.

- **Yamato Omega (-600 DP) –** A dark-forged katana, created alongside the Devil Arms, Rebellion, and Sparda. Its cutting power is tremendous and scales directly alongside the user's own demonic might, and can create distortions of space that slice apart anything within them. It can also be used to create dimensional portals and separate human from demon on a physical, spiritual, and metaphysical level.

- **Devil Sword Sparda (-600 DP) –** 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.

- **Devil Sword Dante (-800 DP) –** Containing both the power of Rebellion and Devil Sword Sparda, this blade was created when Dante impaled himself with the broken remains of Rebellion while wielding DSS. Inheriting both its component blades' powers and abilities, this blade greatly magnifies both the human and demonic powers of its wielders, and allows the wielder to summon a series of spectral swords that can coat the blade to further increase its cutting potential and be telekinetically controlled for further attacks and defenses. Lastly, it can be directly summoned to one's hand with a mere thought.



Gauntlet Devil Arms

The following Devil Arms take the form of a variety of Gauntlets and Grieves worn along the arms and legs. Some variants here may have additional features such as armored shoulder pauldrons or back armor.

- **Orangguerra (-100 DP) –** A pair of gauntlets created from the final evolution of the Msira demons, Orangguerra. Simian in appearance and adorned with black feathers, this Devil Arm greatly enhances the wielder's striking abilities while also allowing them to launch near-invisible air bursts at their foes.

- **Freki & Geri (-100 DP)** – Thought to be created from the souls of brave warriors reborn as demons, this pair of wolf-head themed gauntlets is made from a white, demonic steel bound in jet black chains. Not only do these gauntlets enhance your physical strikes, but they also bear the power of freezing wind.

- **Gilgamesh (-200 DP) –** Consisting of a pair of gauntlets, greaves, back armor, and a face mask, this Devil Arm was found powering the Hell Gate guarded by Echidna. Capable of absorbing organic material and converting it into demonic steel, Gilgamesh greatly improves the wielder's physical attacks through a built-in exhaust system and protects the user from harmful gases with its mask.

- **Ifrit (-200 DP) –** 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.

- **Beowulf (-400 DP) –** A set of black gauntlets and greaves created from the soul of the vengeful demon, Beowulf. Using the power of sacred light, this Devil Arm boosts the user's power and speed, allowing them to perform physical attacks that are not strictly possible, as well as allowing the user to charge and throw destructive balls of light.

- **Balrog (-400 DP) –** A pair of gauntlets, greaves, and shoulder pads created from the king of Fire Hell and second-in-command to Argosax, Balrog. Brimming with the power of pure hellfire, this weapon grows in power with its Ignition mode. This infamous mode is the ability to generate hotter and faster burning flames the faster the wielder attacks with the faster the wielder attacks with this weapon.

- **Devil Bringer(s) (-400/-600 DP) –** Replacing your dominant forearm is a literal Devil Arm. Exhibiting superhuman strength and durability, its wielder can manifest a larger, spectral arm that can be used to reach out and grab hold of their enemies for devastating effect. Its true power, however, is the ability to absorb magical or demonic items of power and use their power without issue or alteration. For an additional **-200 DP**, you may replace both your arms with this weapon.

- **AnotherMundus (-600 DP) –** Appearing as an exceptionally durable, black material with glowing lines of silver that coat your forearms and legs up to the knees, this Devil Arm was created from the remains of Mundus from Another World. Capable of exerting superhuman strength and striking force, this weapon's true power comes from its ability to enhance its strikes with pure hellfire and deal increased damage to all things angelic.

- **Urizen (-800 DP) –** Appearing as a pair of gauntlets, greaves, and a face mask, this Devil Arm was created from the physical remains of the Usurper King, Urizen. Bearing the ultimate expression of his killing power, this Devil Arm boosts the wearer's physical abilities to extreme levels relative to their own, allowing the user to move and strike at such speeds that they would appear as a blur. It also allows the user to strike with ungodly amounts of demonic power in both a purely physical and magical sense, as well as create blasts of pure demonic energy that can rip the very fabric of the demon world asunder.



Polearm/Striking Devil Arms

The following Devil Arms take the form of a variety of Polearms, Axes, Spears, and Staves. Some of the Devil Arms here may be able to become segmented through a series of chains or bear unique, esoteric abilities.

- **Cetus (-100 DP) –** 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 DP) –** 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.

- **Cerberus (-200 DP) –** Bearing the power of ice, this triple Nunchaku was created from the soul of the first Guardian of Temen-Ni-Gru, Cerberus. Despite its smaller appearance, the chains that connect each piece can extend to great lengths, allowing the user to catch objects or secure themselves in long falls.

- **Furiataurus (-200 DP) –** Appearing as a great hammer crafted from molten rock, this Devil Arm was created from the demon, Furiataurus. Not only is it capable of striking with incredible force, but it can call forth the hateful resentment of the damned to generate great firestorms that draw in its wielder's foes.

- **Bolverk (-400 DP) –** A spear whose blade is shaped like a blade. Created from the remains of the demon, Bolverk, this spear carries a paradoxically divine light within itself. Combined with its ability to extend during the middle of an attack, it makes a formidable weapon against many warriors and demons.

- **King Cerberus (-400 DP) –** A shapeshifting Devil Arm created from the soul of King Cerberus. Embodying the power of Ice, Fire, and Lightning through the forms of an ice nunchaku, a fire Bo-Staff, and a lightning Sanjiegun/Sansetukon, this weapon can almost instantly change its form and element mid-attack.

- **Malphas (-600 DP) –** Appearing as a staff crafted from black and purple stone, and adorned in black feathers, this Devil Arm was forged from the soul of the demon, Malphas. Due to its nature, this weapon will allow the user to generate short-range portals of darkness that they can attack through and summon spikes of darkness from the ground and in the air. In addition, it also allows the user to drain a demon of their energy and transfer it unto themselves, though this requires extended periods of impalement.

- **Abigail (-600 DP) –** A predominantly gold colored, demonic spear forged from the rebellious demon, Abigail. It has the ability to produce demonic spikes from any surface, and it manages to touch or strike as well as produce powerful beams of demonic energy that strike with enough force to level city blocks. These beams are not merely raw power, though, as due to Abigail's infamous history, they can severely damage and even outright destroy magical barriers and seals, depending on their strength.



Ranged Devil Arms

The following Devil Arms take the form of a variety of ranged weapons. Many of the Devil Arms here do not take the form of traditional firearms but are still, nevertheless, effective methods of striking from a range.

- **Nightmare Beta (-100 DP) –** 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.

- **Titania (-100 DP) –** A demonic firearm with an almost fae-like appearance, found among the ruins of Temen-Ni-Gru that was crafted by Machiavelli. Capable of firing powerful bursts of demonic energy, its true power is to partially merge with its wielder and slowly encase them in a chitinous armor.

- **Nightmare Gamma (-200 DP) –** A partially organic firearm crafted from the remains of the original Nightmare. Operating similarly to Nightmare Beta, but bearing a white coloration, Nightmare Gamma trades the ability to fire homing lasers in favor of allowing the user to channel any elemental affinities they might have into a ricochet shot.

- **Artemis (-200 DP) –** A demonic crossbow crafted by the demonic smith, Machiavelli. It uses demonic energy to fire shots of magenta colored plasma. By feeding the weapon your own magical or demonic energy, you may charge additional multi-shots that can be used to fire as a traditional weapon or as homing shots to overwhelm enemy defenses.

- **Nevan (-400 DP) –** Originating from the Lightning Witch, Nevan, this Devil Arm takes the form of an electric guitar mixed with a sickle. Despite its appearance, it can control heaven-changed electricity and bloodthirsty bats crafted from shadows. It can also be used as a guitar without the need for an amp.

- **Griffon (-400 DP) –** 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.

- **Lucifer (-600 DP) –** Taking the form of a skull-shaped backplate with two outward extending winged sheathes on either side. Upon use, the wielder can draw forth an infinite amount of demonically charged short swords from the sheathes, which can not only hover in the air but can also be detonated after a short period of time or by the command of the wielder.

- **Dr. Faust (-600 DP) –** Appearing as a white, Stetson hat with a black and red spiked braid and two barely visible eyes, this artificial Devil Arm was created by Nico Goldstein. While not appearing all that unique, it allows the user to fire red orbs at their enemies. Enemies struck by these attacks will produce significantly more red orbs than they would have otherwise.

- **Pandora (-800 DP) –** Resembling a grey briefcase with shifting lines of gold and a stylized three-eyed skull in the center, this demonic weapon is said to hold many weapons within it. In truth, it contains 666 weapons which grow in power and area of effect the higher its “Disaster Gauge” rises. This gauge, and corresponding power, increases the longer Pandora is in places of demonic power, and decreases with continued use.



Whip/Chain Devil Arms

The following Devil Arms take the form of a variety of whips or flails. The weapons here also carry a unique, esoteric ability that allows a user to confuse or afflict their foes in unique ways.

- **Nidhogg (-100 DP) –** A Devil Arm created from the remains of the demonic parasite, Nidhogg. Appearing as a sharp, pointed whip covered in armor scale-like petals with a fleshy-orange core, this weapon has the ability to drink blood and slowly heal the user over time.

- **Jokatglum (-100 DP) –** A Devil Arm created from the remains of the deep-sea demoness, Jokatglum. Appearing as a whip with a combination of sea snake and medusozoan features, this weapon produces poisons of such strength that even powerful demons can be severely affected.

- **Tartarussian (-200 DP) –** A morning star with a retractable chain and spiked head that was created from the remains of the demon, Tartarussian. Capable of striking with incredible force, this Devil Arm has the ability to quickly extend its chain to full length, and nearly instantly retract itself to surprise its wielder's foes.

- **Plutonian (-200 DP) –** A morning star with a rounded head that was created from the remains of the demon, Plutonian. Similar to its brother Devil Arm, Tartarussian, it can strike with incredible force. However, it can produce linear beams of demonic light that can create searing injuries to those caught in its light.

- **Echidna (-400 DP) –** A draconic and plant-themed whip created from the remains of the demoness, Echidna. Ending in a maw-like structure at the tip, this Devil Arm strikes with incredible speed and ferocity owing to its nature. On the command of the user, the maw will open and fire a chimera seed at a target. Should the target be considerably weaker than the wielder, the seed will sprout and convert the individual into a loyal chimera.

- **Phantom (-400 DP) –** 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.

Mask Devil Arms

The following Devil Arms take the form of a variety of Masks. Due to their nature, they can adhere to the wielder's face, allowing the wearer to speak, eat, and drink while wearing these Devil Arms.

- **Siren (-100 DP) –** Crafted from the soul of the demon that possessed Elena Huston, Siren, this Devil Arm takes the appearance of a mask that covers the lower half of the wearer's face and wraps around their neck and chest. When used, Siren will draw in massive amounts of air from the neck and allow the user to emit powerful blasts of pressurized air through either yelling, screaming, or singing.

- **Tateobesu (-100 DP) –** A demonic mask styled after the demonic fish, Tateobesu. When worn, it completely covers the face and allows the wearer to swim to great depths and breathe underwater. In addition, it allows the wearer to safely generate electricity around themselves and become invisible when fully submerged.

- **Bael (-200 DP) –** A demonic mask styled after toads and adorned with blue ice crystals. Covering the lower half of one's face and neck, it allows the wearer to breathe a disorientating, demonic frost as well as an acidic discharge. The frost will temporarily conceal its wearer, and the acid can degrade even high-quality demonic weapons.

- **Dagon (-200 DP) –** A demonic mask that is styled after toads and adorned with red ice crystals. Covering the upper half of one's face and scalp and extruding several long, hair-like protrusions, it allows the wearer to breathe powerful blasts of demonic frost and a cloying darkness that occludes an opponent's vision. Enemies struck by the frost will be frozen for a brief period of time, which is dependent on their power.

- **Nefascapitas (-400 DP) –** A grotesque mask made from the combination of stone and darkness retrieved from the remains of the demon, Nefascapitas. Completely covering the head and neck, the user can channel their magical or demonic energy into it to unleash a highly destructive pale laser in either a continuous beam or a shotgun-style blast. These beams can easily tear through buildings and earth as though they were nothing. With a roar, the user can even summon a flock of Nefasvermis to temporarily aid them.

- **Goliath (-400 DP) –** A monstrous mask styled after the colossal demon, Goliath. Adhering to the wearer's entire face and chest, it allows the wearer to consume copious amounts of inorganic materials, such as stone and metals. The mask will store these materials inside itself and infuse them with magical or demonic energy and convert them into incredibly destructive blasts of demonic napalm.

Miscellaneous Devil Arms

The following Devil Arms do not fall under similar classifications and bear unique esoteric abilities and forms. Due to their nature, they can either take multiple forms or use magical or demonic energy to unleash unique attacks.

- **Red Eye (-100 DP) –** A Devil Arm created from the mechanized demon known as Red Eye. Initially taking the form of a jet-black motorcycle with a red headlight, this Devil Arm can adopt a larger, more insect-like appearance. Not only does this new state change the standard wheel into organic saw blades, but it can also manifest an illusion of the wielder above in order to draw enemy focus.

- **Credo (-200 DP) –** A Demonic Shield recreated from the remains of the Supreme General of the Order of the Sword's Holy Knights. Despite its clearly organic nature, this shield is harder than most demonic steels. On its own, it can defend against an incredible number of physical attacks. However, the more a user infuses it with their magical or demonic energy, the more esoteric attacks the shield will defend against.

- **AnotherRebellion (-200 DP/-400 DP) –** First appearing as an organically designed longsword, this weapon is filled with both demonic and angelic energies. Not only is this weapon incredibly effective against both the infernal and divine, but it can change its form to suit the wielder's needs. For **-200 DP**, AnotherRebellion will appear in its base sword state with new forms becoming available as the wielder masters other types of weapons. For **-400 DP**, AnotherRebellion will have access to all of the forms Dante would have acquired during his time in Limbo City.

- **Cavaliere Angelo (-400 DP)** – Created from the remnants of a motorcycle and the remains of the faulty Angelo prototype, Cavaliere, this Devil Arm appears as a demonically supercharged motorcycle. It can be used in two ways. First, as a traditional motorcycle, through running down and grinds up demons under its bladed wheels or impales them via its ram-like protrusions. Second, the wielder can split the bike in two and swing each half like a pair of demonically crafted, massive, twin chain swords.

- **Trismagia (-600 DP) –** A disturbing-looking, large kite shield that appears to have been formed from three fused faces. It seemingly defends against elemental attacks of fire, ice, and lightning with ease. However, it has a trick. The shield does not just defend against the three aforementioned elements; it absorbs these attacks. When the wielder infuses the shield with their magical or demonic power, they can fire the raw essence of these elemental attacks back at foes. At an even greater cost of energy, these raw essences can be combined into a single, devastating blast of pure demonic power.

- **Argosax (-800 DP) –** How… exactly did you acquire this!? Appearing as a belt made from dark red scales with a wide buckle of organic, black metal with an orb of ominous light set in the center, a deep sense of foreboding emanates from it. When worn, this belt allows the wearer to manifest basic melee weapon shapes, such as swords or whips, made from pure, burning demonic light. Despite its seeming purity, this light embodies the concept of despair in its most conceptual form. Those struck by Argosax's light will quickly begin to feel a complete sense of hopelessness and terror that drives them into madness. Only those with the strongest of wills can even hope to stand against this weapon's terrible light.



Drawbacks

- **Pizza and Sundae Money (+100 DP) –** It seems that you have the same tastes in food as Dante. From now until the end of your time in Jump and Supplement you will prioritize eating pizza and sundaes over any other type of food. Should you find yourself in a world where pizza and sundaes are not a thing, you will be driven to create them yourself.

- **Freshly Showered (+100 DP) –** Similarly to Dante at the start of his first onscreen journey, you had just gotten out of the shower when the Supplement began. Unlike Dante, who had enough time to put on some pants and shoes before Arkham flipped his desk, the most you have to cover you is a towel. At least you're clean, right?

- **Imperfect Creation (+100 DP) –** Upon acquisition, you will notice something is off about your Devil Arms. As demonic weapons, they should have, quite frankly, ridiculous durability and resilience. That is no longer the case, as you will have to maintain these to prevent chips, cracks, breaks, and even rust from affecting.

- **Energy Vampire (+200 DP) –** There are some Devil Arms that require magical or demonic energy to wield properly. Normally, I'd suspect that you could manage these costs quite easily. However, you will find that Devil Arms, which require the aforementioned types of energy, now demand at least double that amount for basic use, and more for more specialized attacks.

- **Moths To Flame (+200 DP) –** I don't know what it is about you, Jumper, but you seem to draw the worst people to you. You will find that from now until your Jump is finished, those who you would be opposed to feel an urge to fight you. This doesn't have to be demons or evil organizations, mind you, as you could get into a small argument at a bar before someone decides you need a knuckle supper.

- **Lust for Power (+200 DP) –** You came to this supplement for power, Jumper, and nothing is going to stop that. Whether it's personal growth or weapons/artifacts of power, you feel a soul-deep desire to acquire more and more power. As a result, your morals have degraded into a brutal, pragmatic mindset.

- **Unruly Weapons (+400 DP) –** Devil Arms, by their nature, carry the will of the demon that they were created from. While the Devil Arms purchased in this document do not have their accompanying wills, there are inklings of them now present. As a result, you can't quite bring out your Devil Arms' true potential, and as such, these weapons will always be weaker than their true power suggests.

- **Quest For Strength (+400 DP) –** Did you believe you would enter this world with all of your Devil Arms in your possession? Think again, Jumper. At the start of the Jump, this document has been attached to. The Devil Arms you purchased will be scattered throughout the world. Should you want to use them, you're going to have to find them on your own.

- **Encroaching Interest (+400 DP) –** Devil Arms may very well be a new thing in this world, and many, less scrupulous groups have developed an interest in them and you. From now on, until the end of your time here, you will experience constant interference from organizations wishing to force you and your weapons under their control and study.

- **Darkness Instinct (+600 DP) –** As stated in a previous drawback, Devil Arms usually retain their wills. While in a normal situation, they would be loyal to you, not only do the Devil Arms purchased in this document retain their complete wills, but they are also not loyal in the slightest. Instead, they seek to reconstitute their original body with yours and are actively attempting to force control over your body. It will be a constant battle of wills from this point on, Jumper.

- **The Distorted Mirror (+600 DP) –** As a series, Devil May Cry is well known for its rivalries. It would seem that upon arrival, an individual who can and will oppose you will become your rival. While they may not have access to your otherworldly powers, they will acquire means of matching you, through either scientific means, magical means, or both, as well as weapons that can be considered equivalent to the Devil Arms you have purchased.

- **Machiavelli's Prototypes (+600 DP) –** The first Devil Arm was created by the demonic gunsmith, Machiavelli. After his death, his weapons and armors became widespread and sowed all manner of chaos in both the human and demon worlds. Representing a sword, a pair of gauntlets, a polearm, a ranged weapon, a whip, a mask, and something… difficult to describe, these prototypes of his later works have been scattered throughout this world. While innocuous at first, they will be discovered by the unwitting and quickly consume them as their new bodies. Creating demonic creatures who seek to complete themselves, they will target the strong and begin to seek you out, to both consume your Devil Arms and use your body as a base for their complete forms.

Afterwards

The following section is only applicable should you take this Supplement into a world without a Jump to its name, as after your ten years here are up, you will have to make a choice.

- **Stay –** Something about this world sings to you in a way that you can't put into words. As a result, you've decided to make this place your new home.

- **Leave –** You've decided that Jumping is what you live for. Fill out your next document and head on to the next Jump.

- **Return –** This party got pretty crazy, didn't. I understand if you want to return home now, Jumper.

Notes

- **General Perks**
    - Many of these Perks were carried over from my other DMC Jumps due to their ubiquitous nature. Some of these Perks remained the same, and some had parts of the language or price changed.
    - A Part of The Job is meant to cover any issues with openly using Devil Arms.
    - Piercing Chaos and Almighty Order were originally place holders but put in to cover any elemental defenses a Jumper may encounter while in Supplement.
- **General Notes of Devil Arms**
    - The DmC Reboot weapons have been given the prefix of "Another." As I've recently watched KR Zi-O and DmC Reboot can be considered an alternate/distorted timeline, I thought equating DmC Rebellion and Yamato to the AnotherRiders was appropriate.
- **Sword Devil Arms**
    - By far the largest category here. There are *A Lot* of swords in Devil May Cry.
        - AnotherYamato is supposed to act as a middle ground between the reduced abilities of Yamato Alpha and Yamato Omega.
        - DSD was a tough Devil Arm to write as it is essentially a fusion of Rebellion and DSS, so I took some inspiration from how I wrote Soul and Demon Brandt/Northern Regalia.

- **Gauntlet Devil Arms**
    - This was a fun one to work on, as there are many gauntlet Devil Arms in the series.
        - Freki and Geri are based on the wolves that accompany Bolverk.
        - Devil Bringer(s) is based on Nero's arm. It's priced so highly because of its(their) ability to absorb items. The option to have both your arms become Devil Bringers comes from Godhand and how Gene receives Azel's Devilhand during the final boss fight.
            - Can this weapon absorb other Devil Arms, like Gauntlets? No. Can it be used in conjunction with them? **YES**.
        - AnotherMundus is a last-minute addition that is meant to be an anti-divine weapon for when Jumpers go to places like SMT.
        - Urizen is meant to represent sheer, unrelenting demonic power strength with distortions of Yamato's conceptual sharpness abilities.
- **Polearms/Striking Devil Arms**
    - One of the more surprisingly in-depth categories to make for this one, honestly.
        - Malphas' demon energy transfer is based on how the demoness forcibly fused herself with the demon bird for its power.
        - Abigail is a really interesting one that I struggled with, as we don't see much of it/him in DMC TAS. It's powerful, sure, but Dante wrecks it before it can really start rampaging.
- **Ranged Devil Arms**
    - One of the harder categories to write, actually.
        - I'm still going through the DMC Audio Drama when I have time, so Titania's appearance and abilities may change somewhat.
        - Nothing could possibly stop you from using the Nightmare weapons together or a Nightmare and Artemis.
        - Pandora is priced this high because of both how many weapons it has and how potentially broken it can be.

- **Whip/Chain Devil Arms**
    - One of the weaker categories of Devil Arms, I think. I couldn't find other examples that could provide material for a 600-point DA. That being said, my idea going into this is that these weapons are for when you either want to embrace your inner Belmont or Umbran Witch.
        - Nidhogg is based on the DMC5 parasite and is the simplest whip.
        - Jokatglum's poison was enough to affect Dante during his fight with her.
        - Tartarussian marks the second I drew inspiration from Bleach here. As a boss with no real in-game gimmick, I decided to give this weapon a similar retraction speed gimmick as Ichimaru's Zanpaktou.
        - Plutonian has a gimmick with its light beam generation, so nothing new needed to be added here.
        - Echidna is based on the DMC4 boss, and its purpose is both speed and sowing (heh) the seeds of chaos among foes.
- **Mask Devil Arms**
    - I'm honestly surprised by how much mileage I got out of this category. I had just wanted to make a Devil Arm based on one of the cooler demons in DMC TAS with inspiration from the masks of Tia Harribel and Kanon Hisui, but after looking at some of the other demons Dante faces in 2, 4, and 5, that list got bigger. As someone who grew up playing Majora's Mask and being fascinated with its mask system, this greatly amused and pleased me.
    - Now these Devil Arms aren't the most powerful, but they are there for more unique attacks. It's also funny that the two lowest-priced Mask Devil Arms are an aquatic theme.
        - Siren is based on the unnamed demon that possesses Elena Huston
        - Tateobesu is based on the demon Lucia, who fights underwater during DMC 2
        - Bael and Dagon are both based on the demons Nero and Dante fight at Fortuna Castle.
        - Nefascapitas is based on the second form of the Nefasturris fight in DMC2. I thought of making a suit-based Devil Arm based on Nefasturris, but it's such a passive boss in that state that it really doesn't do anything of interest.
        - Goliath is based on the boss of the same name from DMC5 and actually worked with some of the ideas I had for the Nefasturris suit idea before I scrapped it.

- **Miscellaneous Devil Arms**
    - This section is kind of a catch-all place for Devil Arms that either don't quite fit standard classification or have too few examples to make a more dedicated section.
        - Red Eye and Cavalierre are the two bike-based Devil Arms, and we only have them as examples.
        - Credo was based on the shield that Nero acquired after defeating his former friend. I had originally considered adding Durandal for Credo's representation, but that's not a Devil Arm, and a shield seemed more interesting.
        - AnotherRebellion is a shapeshifting weapon that is meant to act as a jack of all trades weapon. This is why it has a variable pricing system.
            - Alternate forms of Rebellion really don't have any unique personality aspects or story. Personally, they feel like a step between the swords of DMC2 and Devil Arms of DMC 1; as such, I did not make additional entries for the alternate forms of Rebellion.
        - Trismagia was actually supposed to go into the Mask section, but its inclusion would have unbalanced things, and while looking up some other games for ideas, the idea of an elemental reflective shield was too good to pass up.
        - Argosax has two main points of inspiration: Necrid's weapon in SC2 and a Rider Belt for its physical appearance. Considering how close in story KR Black's rivalry with Shadow Moon is to Dante v. Nelo Angelo, I'm personally envisioning Argosax's appearance to be akin to an organic, metal version of KR Black's belt.
- **Drawbacks**
    - Freshly Showered is a bit of a joke drawback based on how Dante is just getting out of the shower before Arkham flips his desk.
    - Darkness Instinct is based on the examples of Devil Arms taking over the wielder, like Enzo in the Audio Drama and the idea of the Enemy Within.
    - Distorted Mirror is supposed to have a Vergil/Nelo Angelo foe with scaling.
    - Machiavelli's Prototypes is based on Trish's personal quest at the end of the Audio Drama and the idea of the Enemy Without.

Changelog

- **7/1/2026 –** Version 0.9 Created