Shin Megami Tensei: Digital Devil Saga Duology Jump Version 1.0 by Atma-Stand



Foreword

"Om Mani Padme Hum"

You awake to smell of and sensation of persistent rain. Your mind is in a daze as you stand and take in your surroundings. Before you, is a war-torn wasteland stretching as far as the eye can see. Before you can do anything else, you possibly feel a hand on your shoulder or maybe see a group of armed individuals in the distance. Regardless, I welcome you to The Junkyard, a land of eternal rain and warfare, where warriors from various tribes battle in order to ascend to Nirvana. However, there has been a new commandment and power given to The Junkyard's warriors.

Rend! Slaughter! Devour your enemies! There is no other way to survive. You cannot escape this hunger, Warriors of Purgatory.

The Karma Temple has provided you with a small budget of **+1000 Choice Points** to begin your ten-year long journey. Is your Karma clean, Jumper?

Origins

You may freely choose your gender or maintain your gender from your previous Jump. Your age is… not exactly straight forward. It may vary wildly despite your appearance. So, to make things easier, you may select your age as long as it is between 18 and 60.

There are two origins for this Jump with specific factions available to each one. Each origin will have specific Perks and Items that can be discounted, as well faction specific Perks and Items discounts. In addition, depending on their origin they choose, Jumpers will receive special discounts in the Avatar section, found later in this document.

- **Warrior of The Junkyard (FREE) –** You awoke one day from depths of the Sea of Milk, a location in the depths of Saharasara, before the temple guards clothed you and sent you out to join one of the six tribes. As you step outside and feel the rain hit for the first time, your feet seem to guide towards one of the six tribes of The Junkyard.



  - **The Embryon –** Bearing the color of orange, the Embryon are currently the weakest tribe when it comes to sheer manpower. However, they show incredible courage in the face of overwhelming odds. Their leader is Serph.

- **The Vanguards –** Bearing the color of green, the Vanguards are the chief rivals of the Embryon. Having marginally greater numbers, their expertise lies in explosives and delaying tactics. Their leader is Harley Q.

- **The Maribel –** Bearing the color of red, the Maribel are a tribe that dress provocatively. Having a medium sized tribe, the Maribel focus on using hit and run tactics and ambushes to triumph over their foes. Their leader is Jinana.

- **The Solids –** Bearing the color of yellow, the Solids are a reclusive tribe. Having similar numbers to the Maribel, the Solids prefer well thought out plans and defensive tactics to take their victories. Their leader is Mick the Slug.

- **The Wolves –** Bearing the color of white, the Wolves are one of the two largest tribes in The Junkyard. They believe heavily in honor and are willing to spare any warrior who surrenders to them. Their leader is Lupa.

- **The Brutes –** Bearing the color of blue, the Brutes are the strongest tribe of The Junkyard. Acting with military precision and discipline, the Brutes are an utterly merciless force. Their leader is Varin Colonel Beck Omega.

- **Denizen of Nirvana (FREE) –** You were never born in the Sea of Milk. Rather, you were born in what the Warriors of The Junkyard would call Nirvana. How you made it into The Junkyard is a mystery, but the fact of the matter is that you are either a great help or hindrance to its god.



- **Wandering Fox –** When the sun turned black, and men became demons, the Karma Society initiated a system of hunts to fill processing camps with needed food supplies. You are, or were, a target of one of these hunts, a lone scavenger trying to survive.

- **Lokapala Soldier –** You were part of the group of individuals who rejected Karma and ignored the way that Madame Cuvier proposed for humanity. Living underground and under constant threat of the Karma Society's hunts, you have focused on fighting with Guerilla tactics to see the next day.

- **Lokapala Merchant –** Even those who reject the way of the Karma Society need supplies, and wherever business is to be had, you can be found. Unlike your fellow soldiers, you specialize in stealth tactics so that you may procure goods for your market and people.

- **Karma Society Scientist –** Unlike so many others, you have followed the path set by Madame Cuvier and live under the domed cities created by God's wisdom. Your job in this ordered society is to ensure the proper care of certain individuals so that they might soothe God's anger.

- **Karma Society Soldier –** Unlike the humans of Nirvana, you understood the necessity of power and how strength is the natural path of mankind. You have followed the path set forth by Director Angel and have made war against the Lokapala.

- **Cyber Shaman –** In the moments where your mind and body are allowed to rest, you swear that you are able to hear the ringing of a pair of bells in the far distance. Yet you throw yourself away from them, away from the karma society, away from the voice of Brahmin, and deep into a place that was once paradise.

Tribes and Starting Locations

Each tribe has a specific location that they call their home base. For those Warriors of The Junkyard, your chosen tribe will dictate which location you will begin this Jump within. For those who have come from Nirvana, roll a 1d12 to determine your starting location with a 12 constituting as a FREE CHOICE.

- **Ground Zero –** A location that sits between Muladhara and Svadhisthana. It seems that a battle has recently taken place here, though it would also appear that that battle ended in a one-sided massacre.

- **Karma Temple –** Also called the Church of the Arbiters of Karma, is a holy site for the warriors of The Junkyard. As a result of this, it is considered neutral ground and inter-tribal warfare is prohibited.

- **Muladhara –** This is the sector in which the Embryon operate from. Their base of operations is located with a deep crevice that cuts through the land.

- **Svadhisthana –** This is the sector in which the Vanguards operate from. In addition to its sizable base, this territory also contains a means by which one may enter the Samsara Tunnels.

- **Manipura –** This is the sector in which the Maribel operates from. The Maribel main base is unique in that it acts and operates more like a small city as opposed to a base. In addition, it has another means of accessing the Samsara tunnels.

- **Anahata –** This is the sector in which the Solids operate from. The main base of operations is called the Citadel, a massive fortress whose basement contains [illegible].

- **Vishudda –** This is the sector in which the Wolves operate from. Not much is known about it, aside from the fact that it bears several similarities with its fellow sectors in layout and appearance.

- **Ajna –** This is the sector in which the Brutes operate from. The main base of operations has the unique ability to be shifted and altered in order to waylay invaders. Similar to Svadhisthana and Manipura, Ajna also contains a means by which one may access the Samsara tunnels.

- **Samsara Tunnels –** A vast network of tunnels and waterways that exist beneath the surface of The Junkyard. Its main purpose is to assist in dealing with the constant rain of The Junkyard.

- **Coordinate 136 –** What is this place? It appears to be a castle but lacks the fortifications of… *The Story to be told now… is that of a beautiful princess and two princes…*

- **Deserted Ship –** Another anomaly in The Junkyard. This is a seafaring ship of modern design that has been stranded in the vast wasteland of The Junkyard. Why is it here?

General Perks

- **Avatar Tuner (FREE and Mandatory for Warrior of The Junkyard and Karma Society Soldiers) –** Upon entry into this Jump, you can choose to be exposed to the Demon Virus and receive an Atma Brand somewhere on your body. This exposure will turn you into what is known as an Avatar Tuner, or a human-looking individual who can transform into a demonic version of a deity at will. While it is not necessary for most origins in this Jump, taking this perk unlocks the Atma Avatar Section and grants you **+600 Avatar Points or AP** for that section.

- **Drawn by Kaneko (FREE) –** Digital Devil Saga has a unique art style that was due in no small part to long standing series artist Kaneko. With this option, you can change the visual look of this jump and any other future Jumps to match the cell-shaded art style of Digital Devil Saga 1 and 2.

- **A New Warrior (-100 CP) –** I wouldn't be surprised if you weren't exactly used to combat before entering the Jump. However, similar to a certain black-haired girl, you are quick to pick up the basics of combat in an incredibly brief time. Considering the nature of The Junkyard, this will default to firearms.

- **Karma and Macca (-100 CP) –** Throughout The Junkyard, slain warriors have a consistent tendency to drop sums of Macca or the local currency. Upon purchase, this phenomenon will follow you during your time, as well as afterwards. Please note that the currency will shift to whatever is the most common currency type in your current area, and that with the exception of certain foes, you will receive more money for defeating them based on how quickly you did so.

- **Jammin' Latin Rhythms (-200 CP) –** Hey brudda and/or sista! You can't be reasoning with some individuals no matter how hard you try. Sometimes you better break out some Jammin' Latin Rhythms, ya? You have quite an ear for such music, and more importantly are incredibly skilled at dancing to it. This also provides you with the natural grace and agility of a dancer's body.

- **Logical Comprehension (-200 CP) –** You do not comprehend certain things in this world, but over time you will. Your mind is, by its very nature, extremely logical. While this may make you seem off putting or cold to some, it allows you to focus on the readily available and apparent facts in a given situation and draw logical conclusions from them. These can include an individual's physical language, slips of the tongue, or what is not stated by those with whom you are negotiating with.

- **The Would-Be Leader (-400 CP) –** The Junkyard operates on a tribal system, with each tribe having a dedicated leader who is the last word in all major decisions. Considering how the various warriors of The Junkyard wander to and from until they either fall in with a pre-existing tribe or create their own tribe from scratch, you are a bit special when compared to your fellows. You have the instincts and charisma of a natural born leader and can use them to draw others to you and your goals. This is quite effective should you desire to make your own tribe, or if your tribal leader falls in battle, and you and your comrades refuse to join the tribe that killed them.

- **One Word (-400 CP) –** There is something in your mind, Jumper. The beginnings of a word you can't quite grasp. You know though it is incredibly important to you and everyone else. You may not be able to understand yet, but for now, let me provide you with the potential to do so. No barrier, whether physical, mental, or spiritual shall impede your journey to understand that singular word. Go forth and show God, man's infinite potential.

- **Astral Reincarnation (FREE for this Jump, -600 CP to Keep) –** When people in this universe die, their data returns to God. Once there, their data joins the Circulation and waits for the next incarnation. However, in certain circumstances, data creates an astral body which resides in a second world, known as Devaloka. In this second world, the astral body perfects and matures the data so that in accordance with karma, it can one day be reborn into a flesh body. During this Jump, should you die, your data will create this Astral body and await within the Sun for the time when you will be called to action one more. Upon doing so, you will be reincarnated upon Nirvana within a new body, your memories slowly returning as you grow.

Warrior of The Junkyard Perks

- **This Is the New Law (-100 CP, FREE for Warriors of The Junkyard) –** The Junkyard is a land dominated by a series of laws that are administered through the Karma Temple and the Dissemination Machine. Upon the release of the Demon Virus and the appearance of Atma Brands, the mandated laws began to break down. Similar to some Warriors of The Junkyard, you seem to easily adapt to changing rules of warfare and life. Almost a little too easily.

- **Raw Data (-200 CP, Discount for Warriors of The Junkyard) –** *"Impossible! I know for a fact they didn't have bodies! Raw data can't emerge on its…!"* As Jenna Angel would find out, raw data can emerge on its own. Your former existence as an AI did not end with the destruction of The Junkyard. At will, you may digitize yourself and enter or exit the real world in a green gridlock. However, in order to do this, you must have physically been to the real world of any given Jump at least once.

- **Law of The Conquered (-400 CP, Discount for Warriors of The Junkyard) –** The laws of The Junkyard state that members of a defeated tribe are to obey the leader of the victorious tribe. As more and more warriors awaken to their emotions, adherence to this law begins to rapidly break down. But not for you. When defeating the leader of a major faction, the warriors and/or staff that followed that leader will immediately swear their loyalty to you and cease all combative activities towards you and your forces.

- **Karmic Transference (-600 CP, Discount for Warriors of The Junkyard) –** All things in this particular universe are composed of Data. This includes humans, demons, the world, and even God. Because of that, data has the ability to linger on for some time after one's death. Should you create a strong and positive bond with an individual, whether it be through love, friendship, or comradery, and they die, you may have a chance to see them once more. In this state, they will transfer their accumulated data over to you and provide you with a unique ability unheard of at that time. This will always be an incredibly powerful and efficient move that will turn the tide of battle in your favor. Unlike many mantras before, this ability is instantly learned.

The Denizens of Nirvana Perks

- **It Was Hell (-100 CP, FREE for The Denizens of Nirvana) –** As the Sun began to bathe the Earth in corrupt data, the survivors not chosen by the Karma Society were forced to flee underground. In this new world, subsistence-based survival is the way of life, but the people persisted anyway. You share this same persistence and now have a boundless drive to survive in the harshest of conditions.

- **Empathetic (-200 CP, Discount for The Denizens of Nirvana) –** Before the creation of the Demon Virus, Nirvana was aware of individuals with unique powers. While the cyber shamans are far more well known, there were other individuals with lesser powers. Known as Empaths, these individuals, like Subject Alondra and Dr. O'Brien, were able to sense and read the emotions of individuals as easily as one would read a book. While you are not a particularly powerful example, you share in this ability, and this lack of power, may be a blessing disguise.

- **Never A Machine (-400 CP, Discount for The Denizens of Nirvana) –** The inciting incident that turned the Sun black lay at the hands of a greedy manipulator who sought the power of God. Of all the individuals who worked with him, only one of them consistently saw through his machinations and called him out for them. Similar to the unfortunately deceased Dr. O'Brien, you can easily see through the manipulations of intensely charismatic individuals like Dr. Sheffield, making it impossible for them and others like them to manipulate you the way they desire.

- **Without Inhibition (-600 CP, Discount for The Denizens of Nirvana) –** Power in Nirvana always comes with a fair degree of physical costs that are… rather egregious. Whether it is from physical overload from an Empath speaking with a Cyber Shaman who just finished speaking with God, or the rapid aging and strain that Cyber Shamans experienced as a result of their conversations with the Solar embodiment of the Divine, those with such power had quite the price to pay. Fortunately, through your otherworldly nature, the physical price of such abilities has been rendered irrelevant. You need no longer fear your body being overloaded from the emotions of God, nor do you require the Inhibitor liquid of the EGG chamber to survive.

The Embryon Perks

- **Leading from The Front (-100 CP, FREE for The Embryon) –** As a tribe, the Embryon are quite small, so their commanders have to lead every battle they partake. You have learned from this and know that your presence on the battlefield will raise the morale of your fellow warriors. Post-Jump, this effect is present in any force you lead.

- **Another Part of Me (-200 CP, Discount for The Embryon) –** When people die in this universe, their data returns to God. But occasionally, it may linger and inhabit a new vessel. You are one such instance of this. While you share the general appearance and memories of one who died in Nirvana, their memories will just be a part of you, never overriding your own will and allowing you to glean insight and strategy from their past.

- **We're Comrades (-400 CP, Discount for The Embryon) –** The laws of the world have changed, and it's easy to forget under the gnashing teeth and rending claws, the bonds between warriors. That's not the case for you. When you develop strong bonds with fellow warriors, they maintain themselves, so that no matter the trials and tribulations, you always have someone with whom you can fight alongside. Not even death itself can break these bonds.



The Vanguard Perks

- **Explosive Tactics (-100 CP, Discount for The Vanguards) –** The Vanguards are similar to the Embryon in terms of tactics and composition. However, they differ in one key area, explosives. The armaments of the Vanguards at Ground Zero seemed to have carried explosive warheads, and taking the ideology to hearts, you have the knowledge to adapt your own arms to fire with greater explosive strength than ever before.

- **Electric Quarantine (-200 CP, Discount for The Vanguards) –** When the Demon Virus was released into The Junkyard, Harley had a bad time. Not only were his men devoured by the Embryon, but a subordinate of his lost their minds and cannibalized their fellow Vanguards. Acting quickly, Harley ordered that that member be sealed away deep inside Svadhisthana. Maybe you were the one who did it, but you know how to manipulate a base's power grid to lock away individuals that you either lack the power or time to properly take care of.

- **Hideout of The Chickens (-400 CP, Discount for The Vanguards) –** Fear was the first, and strongest emotion the Vanguards experienced when they received their Atmas. They converted their main base into something almost akin to a labyrinth and you can too. With enough understanding and a short amount of time, you can convert parts of a base you are currently assigned to into a mass of locked doors, raised platforms, and barricades. It may not hold the enemy, but it will force them to deal with every obstruction you place in their way the way you want to.

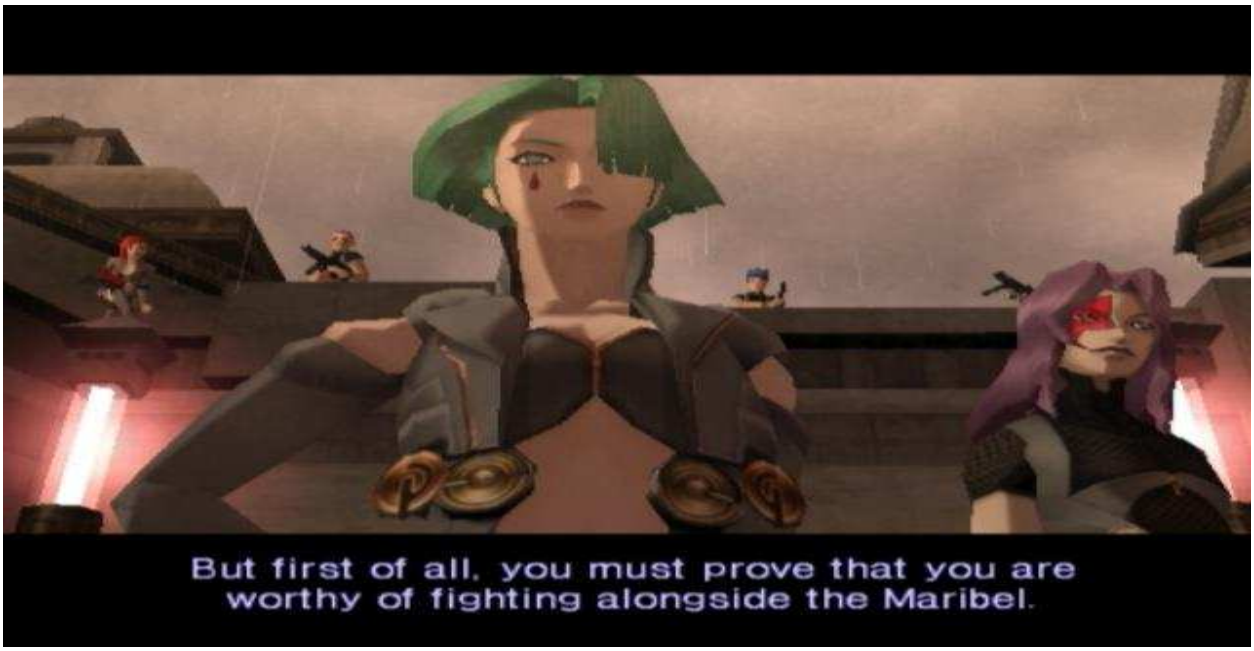


The Maribel Perks

- **Urban Warfare (-100 CP, Discount for The Maribel) –** Manipura is a unique location within The Junkyard. While it is a fully functioning base of operations, it is also a city. Because of this fact, you are intimately aware of how to engage in successful ambush tactics that can confuse your enemies and leave them vulnerable to your attacks. This intuition becomes even stronger within an urban city setting, as you begin to see the various buildings, alleys, and access ways as means of catching potential and unaware prey.

- **Breaking The Law (-200 CP, Discount for The Maribel) –** The laws of The Junkyard are absolute. Warriors of the tribes must follow their leader's will at all times, and should that leader fall, their loyalty is to immediately transfer to the tribe that slew them. However, you stopped caring about that. To you, the societal taboos of the past are just that, the past and can ignore them without feelings of guilt or regret.

- **Watchful (-400 CP, Discount for The Maribel) –** What is sadness, Jumper? Since the Demon Virus was released, the warriors of the various tribes have begun to develop what you are sure are called emotions, though you are not sure what they mean. You are sure, however, that some of your fellow Maribels cannot be considered trustworthy anymore. You are now particularly attentive to acts of insubordination and more importantly, deceit.



The Solids Perks

- **Defensive Tactics (-100 CP, FREE for The Solids) –** The Solids are a tribe defined by security and misdirection, and nothing combines those ideas more than some good old fashion traps. You are specialized in creating traps that range from motion, wire, and explosive traps.

- **Recapture The Abandoned (-200 CP, Discount for The Solids) –** So, you managed to cause a significant blow to a rival tribe, maybe even killed their leader. As their warriors re-organize you realize that it would be a shame to leave their main base alone. With quick action, you and your forces can swiftly move into a recently abandoned base, take control over it, and re-fortify it into a proper defensive bastion.

- **Devil's Whisper (-400 CP, Discount for The Solids) –** As the rules of The Junkyard change, a few warriors are starting to see that the grass is greener on your side. You will find that would-be traitors are incredibly drawn to your presence and intend to sell out their respective for reasons such as power, revenge, or opportunity. Just be aware, that once a traitor, always a traitor.



The Wolves Perks

- **Offer of Mercy (-100 CP, Discount for The Wolves) –** The Wolves are the only tribe known in The Junkyard who offer terms of surrender to their enemies. When you offer terms of surrender and they are accepted, you will find that those surrendering warriors will be incredibly compliant, honoring the terms until either the conflict ceases, or they are released. Should you have the time, you may even turn them to your side.

- **Peerless Strikes (-200 CP, FREE for the Wolves) –** The Wolves are a tribe whose methods of combat are not discussed. However, as the tribe vying for the title of strongest, it could be understood that they are a Jack of All Trades type. So, while you do not excel in one particular field of warfare, your general abilities in combat provide you a certain grace that your rivals lack. Your attacks are faster, cleaner, stronger, and almost painless.

- **A Demon of Honor (-400 CP, Discount for The Wolves) –** Something, almost imperceptible, about you has changed. Perhaps it is in your eyes. Yes, can you feel it? The very concept of honor exudes from you, giving your words and actions a weight that they did not have before. This honor allows you to inspire others to become more than they were meant to be, better than they were meant to be, and to carry this honor forever further upon the battlefield.



The Brutes Perks

- **Search and Destroy (-100 CP, Discount for The Brutes) –** When Varin, ~~Colonel Beck~~, Omega wants an area searched, he wants it searched! You have taken this to heart and are now an extremely capable scout whose experiences within The Junkyard have allowed you to perform thorough search and destroy missions in a short but effective time.

- **Discipline Brings Strength (-200 CP, FREE for The Brutes) –** The discipline of fear that is. When managing subordinates, you know how to use threats and coercion to get the most out of them. This can range from verbal to physical threats, displays of strength and power, and other means. Your soldiers will… respect that strength and go out of their way to carry out your orders.

- **Bargaining with The Gods (-400 CP, Discount for The Brutes) –** Unlike many others within The Junkyard, Varin Omega knew who he truly was the moment he awakened. In doing so, he bargained with Angel for power and received it in the form of the Hunger Wave. You may now do something similar and bargain with beings of higher authority. Doing so will grant you an ability for the duration of a Jump that would normally not be available.



Wandering Fox Perks

- **In High Places (-100 CP, FREE for Wandering Fox) –** Despite your possible lowly status as little more than a scavenger in the underground, you seem to have something about that makes people care. Let me correct myself, I meant that makes important people care. You can easily ingratiate yourself into a friendly or neutral organization's command structure with nothing but information and kindness. It is not much, but in this world, a little kindness can go a long way.

- **Child of Honor (-200 CP, Discount for Wandering Fox) –** I know Jumper, power is important here and you want to be strong, but that is not the way. Maybe you came to that realization yourself or someone else assisted you, but you bear a unique sense of honor. This allows you to get a vibe of whether someone is honoring arrangements and calling them out, so to speak, when they either fail or choose not to do so. This will cause the affected individual or individuals to reflect on their actions and choose a better option.

- **Heritage For the Future (-400 CP, Discount for Wandering Fox) –** Many would say that in Nirvana, it is every man or demon for themselves. You cannot find it within yourself to agree with that. You know implicitly that the future lies within the hands of the next generation and so you have endeavored to teach them differently. You can impart lessons onto the generation so that they learn from the mistakes of the past and care for the world and people around them in ways that will preserve the paradise that they are bound to inherit.



Lokapala Soldier Perks

- **Guerrillas in The Concrete (-100 CP, FREE for Lokapala Soldier) –** Outmanned, outgunned, and out supplied, the odds are certainly against. But before the Karma Society turned their soldiers into demons, this concrete jungle was your home. You take to urban warfare like fish to water and can utilize your knowledge of cities to create effective measures of defense like barricades, detours into kill zones, and supply caches for any comrade that is separated from the main force.

- **Raise Hell (-200 CP, Discount for Lokapala Soldier) –** Warfare is a messy affair, and while the Karma Society may try to claim that is due to the now demonic nature of their soldiers, you know far too well that it is rooted in human nature. As such, you are very adept at using acts of sabotage, surprise attacks, and even straight up vandalism to raise hell in enemy territory. These actions will cause a majority of enemy forces to focus solely on you and your men, while another force completes far more important objectives while only facing minimal security.

- **Atonement (-400 CP, Discount for Lokapala Soldier) –** We all have sins to atone for Jumper, and you are only a little different. You have an internal understanding of whatever Karmic debts you may have accrued in life as well as a sense of how best to balance out those scales. The acts required to wipe your karma clean can vary depending on the amount or severity of the sin, but overtime and with enough effort, the path to a true paradise can be opened to you.

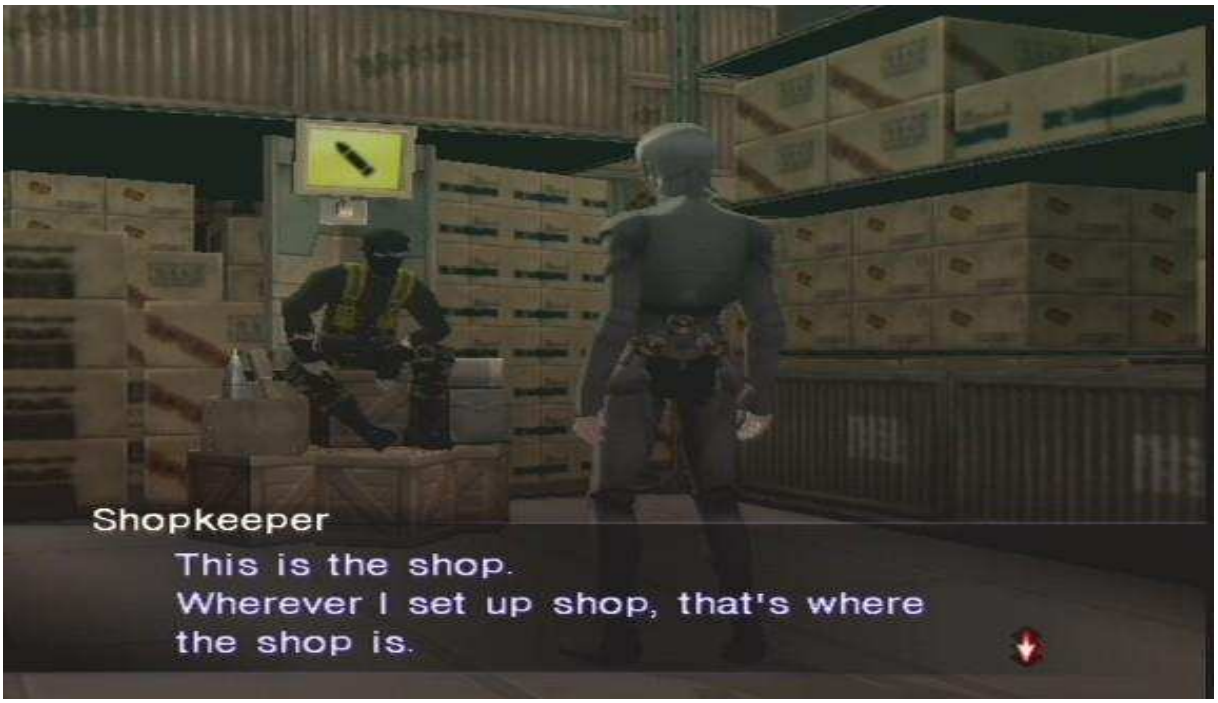


Lokapala Merchant Perks

- **Monetary Convenience (-100 CP, Discount for Lokapala Merchant) –** It is funny, even with society on the brink of collapse, the almighty dollar reigns supreme. Oh! It seems some new folk have come in from out of town with a currency you have never seen before. No matter, you can easily convert it into a currency you are familiar with fair exchange rates for both sides. This works both ways by the way, as you can exchange your currency in a similar manner so that you may make your required purchases without issue.

- **Green Thumb (-200 CP, Discount for Lokapala Merchant) –** In Nirvana, where the corrupt data from the Sun has withered all life on the surface to dust, plants are some of the most valuable things around. Growing, and caring for them is a surefire way to keep yourself in business and would not you know you were a horticulturist before joining the Lokapala. You are an expert in caring for plants of all kinds and can easily maintain a garden in even the most adverse conditions.

- **Business Is Where I Say It Is (-400 CP, Discount for Lokapala Merchant) –** I would ask if you were an expert in sneaking missions before all this, and it seems that maybe, you were. You are extremely talented in sneaking into restricted areas for the purposes of not only theft but also setting up shops for your comrades in need of supplies. The call of capitalism goes ever onward, and where you find yourself is where business exists.



Karma Society Scientist Perks

- **Just Like the Myth (-100 CP, FREE for Karma Society Scientist) –** With the proliferation of demons whose forms and names come from all corners of mythology, and religions, it would be handy to have some advanced knowledge of what you are dealing with. Whether it was through a hobby or general interest, you have become extremely well versed in such areas, being able to know and exposit upon various tales and legends from memory alone.

- **Called Anyway (-200 CP, Discount for Karma Society Scientist) –** In the war between the Lokapala and The Karma Society, you were no soldier. Instead, you were given a unique task. Whether working under Director Angel or Madame Cuvier, you know how to act as a false double agent for the Karma Society. This includes how to sell acting cautious, scared, and overall weak. These acts will have your contacts on the other side of the conflict believing your information not considering you may be working against them.

- **Like A Machine (-400 CP, Discount for Karma Society Scientist) –** Being a Karma Society Scientist requires a mindset very similar to a much-reviled scientist who used to be under the Society's employ. Per his own words, "To study the body, you cut it open. To study the mind, you isolate it by crushing the heart." You have taken these words to heart and see the related organ as nothing more than a machine. Through carefully selected words and actions you have the capacity to manipulate individuals of weaker will or lesser knowledge than you. Though, do be warned, knowledge has a way of shattering that control and individuals of equal or greater will can see right through your act.



Karma Society Soldier Perks

- **Appeal To the Emotion (-100 CP, Discount for Karma Society Soldier) –** In your opinion, 'Foxes' and The Lokapala have a bad tendency to care too much for their fellow man. You know damn well you can exploit that. While in an active combat area, you can audibly announce that you have opposition forces as hostages and that to ensure their survival, their fellows must come out. This will draw them to your location and while you can easily prepare a trap for them, always be aware that some may be stronger than you.

- **We Have Our Pride (-200 CP, Discount for Karma Society Soldier) –** And you will not let a shithead Asura waltz in and take your place! You earned your spot as one of the Karma Society's soldiers and you are better than that hot-headed Asura. You have a clear and measured understanding of your assignments and the standards by which you are to hold yourself to. As such, you never have to worry about emotions clouding your judgement and jeopardizing the mission or the continued safety of the Karma Society.

- **Violent Teamwork (-400 CP, Discount for Karma Society Soldier) –** Of all the soldiers of the Karma Society, the elite guard or the Tribhvana reign supreme. Despite their wildly differing personalities, the three tuners work exceptionally well together and can even combine their abilities to unleash devastating attacks. You have studied their battle data and have emulated this same practice. When fighting alongside two or more individuals, you may pool your energies together to unleash a devastating that varies depending on who you are working with.



Cyber Shaman Perks

- **Divine Whispers (-100 CP, FREE for Cyber Shaman) –** The duty of a Cyber Shaman is to commune with God itself. This will manifest as pure solar noise and as No.20, you have the ability to interpret this solar noise as words, and emotional intent as well as speak with demons. Because you are purchasing this option, you will be given protection from any negative mental effects that come from speaking directly to a divine being without filters. However, the act of speaking with God, is incredibly taxing on the body and prolonged conversations or sessions, will result in rapid aging and potential organ failure.

- **An Opening Negotiation (-200 CP, Discount for Cyber Shaman) –** Sometimes, words are not enough to convey intent. Some things must be felt so that they may be comprehended. You may transmit your emotions towards a being in order to express your wants and desires more easily. This in turn allows you to make your case more easily before higher powers.

- **Song of Prayer (-400 CP, Discount for Cyber Shaman) –** *'Light shines on the heaven, the earth, the spirit. Light brings glory and grace. May it open your eyes to the truth. Shanti, shanti.'* You cannot remember where you heard this song before, but you know it brings relief to those who are troubled. When you sing this, even for only a few moments, those who listen will feel their hunger rapidly diminish, until it hardly exists. More importantly, it seems to be the only method of counteracting the dreadful power of the Hunger Wave.



Atma Avatar Perks

If you choose to take on the new power of Atma, you will receive **+600 Atma Points or AP.** You may convert Choice Points to Atma Points in a 1:1 Ratio but cannot convert those points back.

- **Avatar Brand and Body (+200 AP/FREE/-200 AP) –** Upon choosing to bear the power of Atma, you will feel a burning sensation somewhere along a chosen location of your body. Removing, if needed, the clothing that covers the spot, you will discover a new tattoo that represents the demon you have become, as despite your human appearance, you can longer be considered as such. Instead, you can be considered a demon, with the ability to shift between your natural form and a demonic form indefinitely. This demonic form will default to deities or beings from major religions that were prevalent at the end of the 20th century, ranging primarily from Hinduism, but also from the Abrahamic faiths, Buddhism, Greco-Roman beliefs, and many others. Because of this, your Avatar form will have a specific element they are strong with, thus taking less damage from, However, as a result you are weaker to attack from the opposing element. Of course, you can **pay an additional 200 AP** to render yourself **Neutral Against all Elements** *OR* **receive an additional 200 AP** to instead become **Weak to Ailments**. Post-Jump, the insatiable hunger you will experience during your time here will fade away, allowing you to use your new power with significantly less issues.
    - This new existence comes with some benefits. Not only will you be physically stronger, you have the ability to utilize magic in this universe and are also protected from the effects of the Cuvier Syndrome and the Black Sun of Nirvana.
    - However, there are significant downsides. Bearing the power of demons comes at the cost of an insatiable hunger for high amounts of magnetite found in human and demonic bodies. If left unchecked, it will overwhelm you and permanently transform you into a mindless and eternally hungry version of your demonic self.
    - If you have a demonic form from a previous jump that you may freely shift into, then it can be imported into this Jump as your brand.
        - Certain names and avatars will not be available due to them already existing in some form here. You may find which ones these are in the Notes section.

- **To Devour and Learn (FREE) –** Magnetite is a compound that can be considered solidified data. Because it exists in high quantities within human and demon bodies, consuming them will allow you to ingest the magnetite as well. This in turn will allow you to learn the various mantras found in this universe through hunting and devouring your enemies. Be aware that the greater the mantra, the more you must consume to fully master it.

- **Flight (-100 AP) –** An ability seen relatively commonly among Avatar Tuners, you have developed a pair of strong wings that can not only carry your weight and the weight of another individual, but you can also reach speeds equivalent to that of a S.T.O.V.L. Fighter Craft that would have been in service between 2000 to 2020.

- **Iron Stomach (-100 AP) –** With the emphasis on consuming your foes, you would think that your demonic body would be made of sterner. In some instances, overeating or eating fouler materials would cause some serious stomach aches. Not any more though, as your stomach has been enhanced. Now, you can eat anything, and I do mean anything without having to worry about stomach aches or other intestinal issues from eating.

- **Consume Mana (-200 AP) –** Magic is a great way to hit an enemy at their weakest. Unfortunately, magic is not a limitless quantity, but you can fix that to a degree. When consuming an enemy, you will regain a moderate degree of mana.

- **Impulse (-200 AP) –** Within the EGG, two phantoms of data roam. One is filled with deluded indignation and greed, while the other is filled with a hollow sense of affection. Both of these phantoms can use a technique known as Impulse, which depending on the specific phantom, can be Black or White. Black Impulse infuses this attack with the Death element, while White Impulse infuses the attack with the Expel Element. You may only choose one version of Impulse, however, so choose wisely.

- **I Am It, It Is Thou (-400 AP) –** A little known fact about Avatar Tuners is that the demon they become slowly but surely develops a will of its own. This demonic will is completely hunger driven and desires to be in control all of the time, hence the hunger that Avatar Tuners experience. With this perk, that changes, and now you do not have to worry about a secondary conscience vying for control. You are the demon, and the demon is you.

- **The Greatest of Feasts (-400 AP) –** When hunting, it is a given that you would want as much for yourself as possible. However, you know that comrades may not be as fortunate in acquiring their meals with. With this ability, that is no longer a problem. When you eat something, anything, the meal is somehow shared between you and your comrades, allowing them to remain reasonably sustained as well as learn Mantras at an accelerated rate. Please be aware though, that you will receive a lesser amount because you are, in a way, sharing your meal.

- **Two Bodies, One Mind (-400 AP, Discount for The Warriors of The Junkyard) –** A curious ability displayed by the leader of The Solids, Mick the Slug, while in his demon form was the ability to command two bodies at once and use them to attack in tandem. This will manifest as a general in the size and build of your demon form with one body presenting as the head and the other presenting as the main body. Because of your now two bodied nature, you may add an additional elemental affinity strength and weakness to your form for the second body. In the event that one body should be slain, you will be weakened but you can still survive the encounter.

- **Turbulent Vision (-400 AP, Discount for The Warriors of The Junkyard) –** Some of the Avatar Tuners in The Junkyard have developed unique and powerful abilities belonging to them, and it seems you have copied one of them Your demon form now has secondary layer of armored skin which can fold over your body. When this layer is pulled back on your command, you can turn yourself invisible to the naked eye for an indefinite amount of time. This is, as you might imagine, extremely useful for ambushing enemies or pursuers.

- **Inherent Will (-400 AP, Discount for The Denizens of Nirvana) –** The correlation between power and data is something of great import in this universe. Similar to Roland of The Lokapala, you can transmit your will through elemental magic to perform special actions and even cast low level versions of your spells while in human form. For example, with his affinity to Electric, Roland was able to transmit his will into various control systems to forcefully open electronically locked doors. I would say experiment with the power, Jumper. Who knows what you can do with it.

- **Black Bhakti (-400 AP, Discount for The Denizens of Nirvana) –** One of the first demons ever created was also one of the most terrifying. Known as Meganada, this demon had a unique ability that you now share. Known as Black Bhakti, this ability allows you to charge either your next physical or magical attack to greater levels of strength than previously seen. The best part is that it does not take that long to perform, and the magical cost is quite minimal.

- ***BLANK*** **Bane (-600 AP, Discount for The Warriors of The Junkyard) –** There is a rather infamous and threatening ability within The Junkyard. Used by the Traitorous warrior, Bat, Zotzilaha Bane allows the user to turn an opponent of similar strength and power into, well… a bat for a small degree of time. No, your version does not necessarily need to be a bat. Rather, it can be any small and generally harmless animal. The point is that when transformed, an individual affected not only takes an additional 50% more damage from all types but also aggravated damage from Force type magic.

- **Moksha (-600 AP, Discount for The Denizens of Nirvana) –** One of the first demons ever created was also one of the most terrifying. Known as Meganada, this demon had a unique ability that you now share. Called Moksha, this allows your demonic form to transition between a 'Physical' and 'Magical' State. While in the physical state, you are completely immune to physical based attacks, including those from firearms, but are exposed to magical attacks. While in the magical state, you are completely immune to all forms of magic attacks save for whichever elemental affinity you are strong with, in which you absorb it, converting the attack into healing.

- **Hunger Wave (-800 AP, Discount for The Warriors of The Junkyard) –** Perhaps the most terrifying power seen in The Junkyard. Originally held by Jenna Angel, who then granted it to Varin ~~Colonel Beck~~ Omega. The ability is simple. Through either physical contact or a magical attack, the Hunger Wave forces a specific signal into a demon or Avatar Tuner, who then enters a state of blinging and all-consuming hunger. In this state, these demons will attack friends and foes with wild abandon and more concerningly, their bodies will rapidly cannibalize themselves to satiate their crazed hunger. With one known and two possible exceptions, there are no means of curing this affliction.

- **Apex of The Almighty (-800 AP, Discount for Warriors of The Junkyard) –** Throughout their conflicts in the final days of The Junkyard, the Embryon did battle with a demon known as Huang Long. This demon's attacks were charged with an Almighty element. It seems that your attacks have been suffused with this same element, not only boosting the general power of your physical and magical attacks significantly but also making it so that it is impossible for your attacks to be repelled.

- **Blessing of The Maelstrom (-800 AP, Discount for The Denizens of Nirvana) –** Jenna Angel was unique among all the Avatar Tuners. Perhaps it was her status as creator of The Demon Virus or her literal admin status over The Junkyard, but her Atma Brand, the Maelstrom, granted her a terrifying ability. When pushed to either your physical or emotional limit, you may enter a second form. In this state, you may summon a series of elemental cores which block attacks of certain types. When two or more have been summoned, you channel their energies to unleash a devastating Almighty attack known as Reincarnate that strikes all foes within your sight.

- **Abandonment of Bonds (-800 AP, Discount for The Denizens of Nirvana) –** Comrades? Buddies? In the end, the only thing that matters is strength. I am sure your 'comrades' would agree. By devouring those soldiers closest to you, you will gain a greater degree of strength than you had before. More importantly, you will be able to utilize their special abilities and power in a rotational manner, switching your affinities and abilities with roaring bellows.

General Items

- **Integral (FREE) –** The Digital Devil Saga Duology has a unique set of soundtracks, both exemplifying the natures of The Junkyard and Nirvana. It would be a shame if you could not enjoy them. In your warehouse, you will find a wide, jewel, CD case called "Digital Devil Saga Integral." This case will contain two CDs with every track that Shoji Meguro and Kenichi Tscuhiya composed for the Duology.

- **Junkyard Armor (FREE) –** The Junkyard is a land of endless rain and warfare. While the rules have changed significantly, that does not mean you need to forget your prior physical protection. You will receive a set of grey battle armor, commonly worn by all residents of The Junkyard, regardless of their Tribe. This battle armor is fairly resistant to firearms and explosives, as well as highly customizable, allowing for a wide range of options from sleeve lengths, pant leg lengths, chest piece types, head wraps, hoods, skirts, gloves, boots, coats, and riggings/poaches.

- **Junkyard Gun (FREE) –** The Junkyard is a land of endless rain and warfare. While the rules have changed significantly, that does not mean you need to forget your prior primary weapon. You will receive a military firearm that was used either before or up to the year 2005. Due to the nature of The Junkyard, you need not worry about maintenance or ammunition. However, be aware that firearms alone do not do much in the face of demons as *Most* are not weak to firearms. Loading new ammunition may make things easier, but it will not replace your new might. If you have a firearm you are fond of, you may import it into this option.

- **Rations (-50 CP) –** Rations are a relatively cheap food source within The Junkyard and are of a rather mixed reception within Nirvana. Containing essential vitamins, minerals, and proteins, these food supplies are rather bland tasting but can easily satisfy a normal soldier's hunger. Should you have taken up the power of Atma, you will find that this is not the case, but these rations will heal you to a small degree. You will begin with ten rations, and any used, lost, or destroyed rations will be replaced in a week.

- **Spyglass (-50 CP) –** A Spy Glass is a small device that can be worn over one's dominant eye. When doing so, it can be used for two purposes. The first is a telescope for long-distance viewing. The second, allows you to passively scan an enemy to identify them and their weakness.

- **Memory-Graph (-50 CP) –** Looking like a small photograph frame, this device can capture images and audio recordings and play them by either command or proximity. While it can capture many images, the images that are captured create a strong sense of nostalgia and warmth. Of course, some individuals may take offense to this device…

- **Mixed Restoratives (-100 CP) –** The Vendor has provided you the ability to purchase the following items at a one-time price with weekly re-supply for missing materials. You will receive a simple cache cub containing a mix of unmarked food rations that are different from the standard ones, two per type. They are; ***Odd Morsels*** which heal 50% of all damage received but are rather poisonous, ***Moldy Rolls*** which heal 50% of all damage received but cause the worst stomach aches, ***Rancid Gravy*** which heal 50% of all damage received but tastes so bad you won't be able to speak for some time, and ***Hero Rations*** which have six times the effectiveness of normal rations.

- **Basic Battle Items (-100 CP) –** The Vendor has provided you the ability to purchase the following items at a one-time price with weekly re-supply for missing materials. You will receive a simple cache cub containing a mix of weak attack-based items, two per type. They are ***Molotov Cocktails (Fire)***, ***Ice Blasts (Ice)***, ***Thunder Rods (Electric)***, ***Sonic Stones (Force)***, and ***Landmines (Earth)***.

- **Ether Ring (-100 CP) –** A specialized Karma Ring that is said to exist only within Nirvana. When worn, you will discover that the effects of all methods and means of healing yourself and others have been boosted by 1.25x.

- **Rich Ring (-200 CP) –** A unique Karma Ring that you would have normally received from a crimson box. While not particularly special looking, you will find that money received from sales, jobs, or even the slaying of demons by a factor of 1.25x.

- **Elemental Ammunition (-200 CP) –** The Vendor has provided you the ability to purchase the following items at a one-time price with weekly re-supply for missing materials. You will receive a simple cache cub containing two unique ammo types. Known as **Charge Shot** and **Frigid Shot**, they are stronger than standard ammunition and carry with them electric and ice elemental power. There is also a chance that they will affect a target with specialized status called Shock or Freeze, which causes extra damage while active.

- **Dis-Cache (-200 CP) –** The Vendor has provided you the ability to purchase the following items at a one-time price with weekly re-supply for missing materials. You will receive a simple cache cub containing a mix of curatives that can counterattack the new ailments that have appeared in The Junkyard, two per type. They are Dis-Poison, Dis-Ache, Dis-Stun, Dis-Mute, Dis-Stone, and Dis-Curse.

- **Karma Terminal (FREE for this Jump or -400 CP) –** The Karma Terminal is a staple within The Junkyard and Nirvana. For the most, it allows those who have access to either to restore their health and mana, as well as purchase mantra. Mantra are the various skills, spells, physical techniques, and passives. Check back with the Karma Terminals often to see what you have available.

- **Graven Image (-400 CP) –** An item that would normally be restricted to the shop for a while, this item allows one you to cast a version of Diarama upon either yourself or a singular ally. The benefit of this item is that not only is this a guaranteed Diarama, but it also does *Not* require any magic to utilize.

- **Chakra Elixir (-400 CP) –** The Chakra Elixir is a specialized item that is both hard to get a hold of and even harder to purchase through Macca or other monetary forms. When drunk, the elixir immediately restores a part of your magical energies. However, what makes this special is that the contents of the Elixir never run dry.

- **Noise Dispenser (-600 CP) –** When the Demon Virus was unleashed within The Junkyard, a series of items began to be hoarded by the newly created demons. Known as noises, these seem to be recordings of Solar Noise taken from Nirvana. When used, these Noises will both fully restore your health and magic and also raise the power of specific attributes by a small amount. This option provides you with a replenishing stock of Noises. You will receive one random Noise now and will be able to choose one new Noise once a month. The Noises are as follows, ***Strength, Vital, Magic, Quick, and Luck***.

- **Dragon Ring (-600 CP) –** Karma Rings are rare items that may increase one's strength or resilience against a specific means of attack. You have managed to find a very rare one. Showing the image of a dragon, this ring has one effect and cuts all damage of the Almighty type down by half. This counts as a resistance, not a nullification. You may understand this distinction later should you pursue a certain foe.

- **Status Ammunition (-600 CP) –** Throughout the Junkyard, new ammo types have been discovered. Several of these types bear the power of status ailments and you have just received a large box of them. The ammunition is much stronger than your standard rounds and can be described as follows; **Panic Shot –** Ammunition that can inflict Panic upon a target. **Tranq Shot –** Ammunition that can inflict Sleep upon a target. **Nerve Shot –** Ammunition that can inflict Stun upon a target. **Curse Shot –** Ammunition that can inflict Curse upon a target. **Mute Shot –** Ammunition that can inflict Mute upon a target. **Neutron Shot –** Ammunition that can inflict Poison upon a target. **Charm Shot –** Ammunition that can inflict Charm upon a target. **Dead End Shot –** Ammunition that can inflict Stone upon a target.

Warriors of The Junkyard Items

- **Tag Ring (-100 CP, FREE for Warriors of The Junkyard) –** Appearing as a dark brown ring with a black rectangular top, the Tag Ring is a device that is common among all Warriors of The Junkyard. Its purpose is to act as both a means for identification, digital wallet, and a means of tracking downloaded Mantras that are in the process of being learned.

- **Planning Table (-200 CP, Discount for Warriors of The Junkyard) –** Before and after any combat mission, it is vital to understand the plan of action you and your fellow warriors are about to partake in. This table assists in that. Displaying a holographic representation of a battlefield you will be going to next, you can use this to more easily create viable strategies. However, be aware that no plan survives first contact.

- **The Vendor (-400 CP, Discount for Warriors of The Junkyard) –** The Junkyard has a universal system of purchasing and selling goods, known as The Vendor. Upon purchasing this item, not only will a version appear in your warehouse, but you will discover doors with a golden and black square and five golden circles at the beginning of locations in which combat operations are about to begin. The Tag Ring is the go-to means by which transactions may be initiated, but other forms of money may be used in its place. By the end of your time here, all items normally unlocked at the Vendor will remain available for your journeys beyond this Jump.

- **Asura Program Stage 1 (-600 CP, Discount for Warriors of The Junkyard) –** It seems that you have become aware of The Junkyard's true nature. For that, you will discover a large server within your warehouse with an attached chair and helmet. When used, you may send your mental data into a copy of The Junkyard with fully functioning AI present and actively engaging in combat for the purposes of training and hunting.

Denizens of Nirvana Items

- **Alcohol Collection (-100 CP, FREE for The Denizens of Nirvana) –** Times are hard in Nirvana, and so you may need something to ease your woes. You now own a collection of high-quality Bourbon, Whiskey, Scotch and Vodka. These drinks will refill themselves a day after they are emptied but more importantly, these drinks do not leave you with pesky hangovers, allowing you to enjoy the buzz that much more.

- **Clandestine Cell (-200 CP, Discount for The Denizens of Nirvana) –** Looking like an archaic flip phone, this device has some very impressive range and clandestine improvement. When calling an individual that you'd rather not have the authorities know about, you can be assured that no matter what the means, it is impossible to tap your calls.

- **Distorted Light (-400 CP, Discount for The Denizens of Nirvana) –** Sometime after the Sun turned black, the Denizens of Nirvana began to notice the appearance of distorted beams of green emanating from the ground. When stepping on it, it was discovered that these beams restored one's health almost instantly. Upon purchase, you will discover these Distorted Lights scattered throughout The Junkyard and Nirvana, in somewhat hard to find places, or corners that one would not normally look in. Post-Jump, these Distorted Lights will appear in similar conditions and act the same way should you find them.

- **God's Wisdom (-600 CP, Discount for The Denizens of Nirvana) –** This is a unique and coveted thing. Taking the appearance of a hard drive, it contains the sum total of the Karma Society's research into creating their domed cities. These domed cities, while not the most physically protecting, have something that puts them well ahead of many other examples. The domes are composed of God's wisdom, and as such completely block out the effects of any curse or disease that would be spread through exposure.

Companions

The Karma Terminal would like to remind you that any assistance purchased in the section will receive **+600 CP**. Should they choose to bear the power of Atma, they will receive an additional **+400 AP**.

- **Past Comrades (-50 CP to -400 CP) –** I see that you wish to enter this world with the help of some of your past comrades. Understandable. With this option, you may import between one to eight of your companions into this Jump for 50 points each.

- **Opposing Second (-200 CP, Discount for The Embryon) –** Relationships between a Leader and their second, have a tendency to be either smooth sailing or Heated. Similar to the relationship between Serph and Heat of The Embryon, you have a right-hand individual that is loyal to you. Despite this, their personality, approach to battle, and the elemental affinities of the demonic form are completely opposite to your own. Yet, they have the potential to be an incredibly effective interim leader should you be waylaid. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - This Is the New Law
        - Leading from The Front
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor
        - Junkyard Gun
        - Tag Ring

- **Courageous Engineer (-200 CP, Discount for The Vanguards) –** While the Vanguard is a tribe whose leader has succumbed to fear, this member has not. In charge of the electrical grid which sealed away Baal Zebub, they have had to wait in the darkness to ensure he does not escape. Looking at a chance to leave this assignment, they have agreed to join you and bear an Avatar Tuner form with an affinity towards Electric. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - This Is the New Law
        - Explosive Tactics
        - Electric Quarantine
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor
        - Junkyard Gun
        - Tag Ring

- **Watchful Subordinate (-200 CP, Discount for The Maribels) –** As the laws of The Junkyard, more and more warriors have begun to forget their loyalties to their leaders for various reasons. For most, it is the hunger that drives them into this betrayal, but for some it is a foul combination of greed and pride. In light of a certain member's betrayal, this member of The Maribels has become incredibly attentive to the goings on within their rank and have joined your ranks to prevent another betrayal. Their Avatar Tuner form curiously bears a strong affinity with Earth. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - This Is the New Law
        - Urban Warfare
        - Watchful
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor
        - Junkyard Gun
        - Tag Ring

- **Canny Rear Guard (-200 CP, Discount for Solids) –** For being a tribe focused around defense, Mick The Slug was quick to leave his bases behind with only a token guard force. In one of these abandoned bases, you encounter this member of The Solids. While not the most courageous warrior, they are an incredibly shrewd tactician who will hold the line when ordered too. Despite their defensive inclinations, their Avatar Tuner form bears a strong affinity to Force. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - This Is the New Law
        - Defensive Tactics
        - Recapture The Abandoned
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor
        - Junkyard Gun
        - Tag Ring

- **Honorable Brethren (-200 CP, Discount for Wolves) –** As one of the strongest tribes in The Junkyard, The Wolves are unique in that they are some of the most honorable warriors, even before they were introduced to the concept. This warrior is no different, as despite becoming a demon and surviving the potential destruction of their Tribe, they have maintained their honorable ways. Like their leader, the Avatar Tuner form bears a strong affinity to Fire. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - This Is the New Law
        - Offer of Mercy
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor
        - Junkyard Gun
        - Tag Ring

- **Scouting Ruffian (-200 CP, Discount for Brutes) –** The Brutes are well known for their, well… brutish attitude towards combat. This scout is no different. While somewhat quick to anger, they still maintain a good degree of discipline when performing their duties and are particularly attentive to environmental details. Due to this, their Avatar Tuner form bears a strong affinity with Force. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - This Is the New Law
        - Search And Destroy
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor
        - Junkyard Gun
        - Tag Ring

- **Bold Friend (-200 CP, Discount for Wandering Fox) –** Between the lack of supplies, and hunting parties, life in the Underground sectors is not an easy thing. It is then a good thing you have a friend alongside. This friend is not much in a confrontation, but they are quite brave and resourceful in a pinch. They come with the following perks.
    - Perks
        - Drawn By Kaneko
        - It Was Hell
        - In High Places
        - Child of Honor
    - Items
        - Distorted Light

- **Righteous Ally (-200 CP, Discount for Lokapala Soldier) –** The Lokapala is a people besieged on two fronts. One from the decaying environment above them and the other from the Karma Society. In such times of hardship, it is good to have someone to depend on. This member of The Lokapala could be considered an advisor of sorts and will offer advice and criticism to you in equal measure. They come with the following perks and items.
    - Perks
        - Drawn By Kaneko
        - It Was Hell
        - Guerillas In the Concrete
        - Raise Hell
    - Items
        - Junkyard Armor (Lokapala Variant)
        - Junkyard Gun (Lokapala Variant)
        - Alcohol Collection

- **‘Jack’ (-200 CP, Discount for Lokapala Merchant) –** Capitalism knows no lines, or boundaries. During your many years of maintaining your shop, you met an individual who was both willing to work for you and scavenge the city above for supplies. At a certain point in time, they infected themselves with the Demon Virus so as to acquire more supplies and brave the Black Sun. Despite this, they are still a loyal employee of your shop. Their Avatar Tuner form is that of the Pyro Jack. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - It Was Hell
        - Business Is Where I Say It Is
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor (Lokapala Variant)
        - Junkyard Gun (Lokapala Variant)
        - Clandestine Cell

- **Technical Expert (-200 CP, Discount for Karma Society Scientist) –** Whether it is computer and AI research, medical research, mental health, or virology, the scientists of the Karma Society come in many flavors. This particular scientist just happens to be well versed in computer and AI research. While a bit on the skittish side, they can still be an effective means of transmitting information to opposing parties. They come with the following perks and items.
    - Perks
        - Drawn By Kaneko
        - It Was Hell
        - Just Like the Myths
        - Called Anyway
    - Items
        - Clandestine Cell

- **Prideful Demon (-200 CP, Discount for Karma Society Soldier) –** The soldiers of The Karma Society were once normal men and women. The introduction of the Demon Virus has changed that. With their new instincts and hunger, they have become an effective force of urban subjugation, and this member is no exception. While prideful in their abilities, they have the experience to back up their claims. The affinities of their Avatar Tuner form can be randomized upon purchase. They come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - It Was Hell
        - Appeal To Emotion
    - Atma Avatar Perks
        - Atma Brand and Body
    - Items
        - Junkyard Armor (Karma Society Variant)
        - Junkyard Gun (Karma Society Variant)

- **Named Tribesman (-400 CP, Discounts May Be Granted Depending on Your Tribe and Can Be Purchased Multiple Times) –** If you desire to have a specific and named warrior of The Junkyard as a companion, this will allow you to have them as a companion. Any named character purchased through this option will have their starting Mantras and abilities from the time that they were first introduced but have the potential to become incredibly powerful should they survive long enough. They will come with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - It Was Hell
        - Appeal To Emotion
    - Atma Avatar Perks
        - Atma Brand and Body
        - Determinant on who is Chosen
    - Items
        - Junkyard Armor (Karma Society Variant)
        - Junkyard Gun (Karma Society Variant)
        - Tag Ring
        - Planning Table

- **The Tribhvana (-400 CP, Discount for Denizens of Nirvana) –** Known for their violent tendencies, Heaven, Earth, and Air, or Jesse, James, and Matthew, are The Karma Society's elite guard unit. It seems that they have been assigned to protect from various threats present in this Jump. They may not necessarily like their orders, but they have their pride and will see their assignment accomplished. They come with the following perks.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - It Was Hell
        - Appeal To Emotion
        - We Have Our Pride
        - Violent Teamwork
    - Atma Avatar Perks
        - Atma Avatar and Body
        - Abandonment of Bonds
    - Items
        - Junkyard Armor (Karma Society Variant)
        - Junkyard Gun (Karma Society Variant)

- **Sera (-600 CP, Discount for Warriors of The Junkyard) –** Also known as Seraphita or No.19, Sera is the last remaining Cyber Shaman, or an individual who can interface with technology and speak directly to God. The physical and mental strain of this act rapidly aged her into an adult despite, biologically, being seven years old. This forced her to create an artificial paradise for herself, with fully functioning AIs. However, the program would eventually become The Junkyard after an incident five prior to the start of this Jump. Purchasing Sera as a companion will not only create a degree of familiarity between you and her but also ensure that she receives the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - A New Warrior
        - One Word
        - Astral Reincarnation (Only for this Jump)
        - Divine Whispers
        - Song of Prayer
        - Without Inhibition (Only After Completing this Jump)
    - Atma Avatar Perks
        - Atma Brand and Body (Water Crown - Varani)
    - Items
        - Junkyard Armor
        - Junkyard Gun (Pistol)
        - Tag Ring

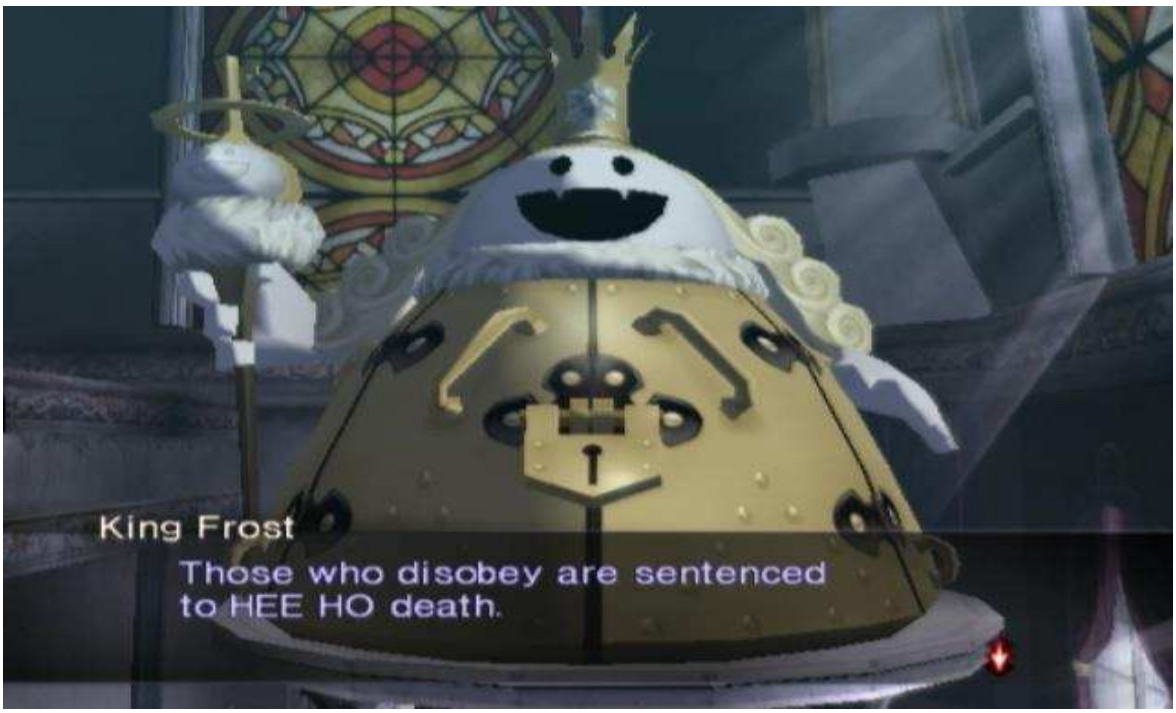
- **Jenna Angel (-600 CP, Discount for Denizens of Nirvana) –** The name the Warriors of The Junkyard invoked when they looked upon the heavens. In truth Jenna Angel is the Chief Technical Director of The Karma Society and Sera's biological mother and father. She created the Demon Virus from the weak strands of corrupted data that flowed from the sun and into the EGG observation chamber five years ago. Purchasing this option guarantees you a connection to her which can be used to possibly make her give up her misanthropic views of the world or reinforce them further. She comes with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - Astral Reincarnation (Only for this Jump)
        - It Was Hell
        - Just Like the Myth
    - Atma Avatar Perks
        - Atma Brand and Body (Maelstrom – Harihara)
        - Hunger Wave
        - Blessing of The Maelstrom

- **Serpho (-600 CP) –** A Warrior of The Junkyard whose original data was that of a Jack Frost demon. Not content with simply being another instance of Jack Frost, this demon took inspiration from the calm and collected leader of the Embryon and designed a specialized version of the Junkyard uniform and hair to emulate him. He's quite proud of his work and is on par with the Nether Jack Frost who is lurking within the Sun. He comes with the following perks and items.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - Astral Reincarnation (Only for This Jump)
        - This Is the New Law
        - Leading from The Front
    - Atma Avatar Perks
        - Atma Brand and Body (Nether Jack Frost, Absorbs Ice/Weak to Fire, Voids Ailments, Death and Expel)
        - I Am It, It Is Thou, Breath, Tentarafoo, Dekunda, Dekaja, Ziodyne, Zandyne, Teradyne, Megidolaon.
    - Items
        - Junkyard Armor (Sun Variant)
        - Junkyard Gun (Prana Beam)
        - Tag Ring

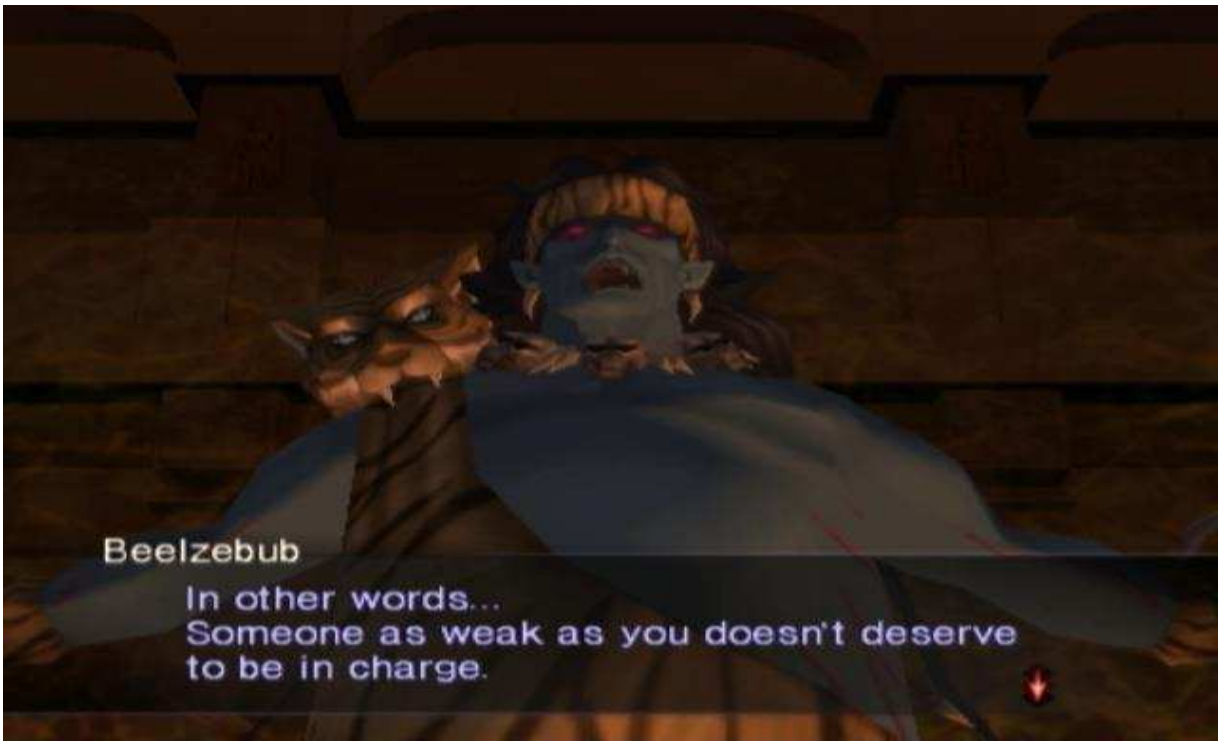
- **Schrodinger (-800 CP) –** *Hmmmm… I'll use that name, as this world requires data to represent… existence.* Upon purchase, you will not receive a companion in the usual sense. Rather, you will begin to notice a grey cat with a white ear and a black ear, as well as a collar bearing two jaw-like bells. Whether you are in The Junkyard or Nirvana, it will always be there, trailing behind your every step as a silent observer. As you might expect, there is far more to this cat than meets the eye. In truth, they are the perfect fusion between Sera and Serph and bear the Clarion Brand, granting them the power of Ardha. Prove yourself worthy, and this demon will step down from enlightenment to join you in your travels.
    - Perks
        - Avatar Tuner
        - Drawn By Kaneko
        - Astral Reincarnation
        - It Was Hell
        - One Word
        - Never A Machine
        - Karmic Transference
        - Without Inhibition
        - Divine Whispers
        - Song of Prayer
        - Leading From the Front
        - We're Comrades
    - Atma Avatar Perks
        - Atma Brand and Body (Clarion – Ardha – Neutral Affinities)
        - I Am It, It Is Thou
        - Apex of The Almighty
    - Items
        - Junkyard Armor (Sun Variant)
        - Junkyard Gun (Prana Beam)

Special Hunts

Special Hunts are chances for Jumpers to gain specialized Mantras and items that are not available through either the in-document shop or the Karma terminals. Please be aware that these hunts do have conditions that must be achieved before they become accessible. If you already have a skill from one of the rewarded Mantras, then the effects of that skill will be boosted.



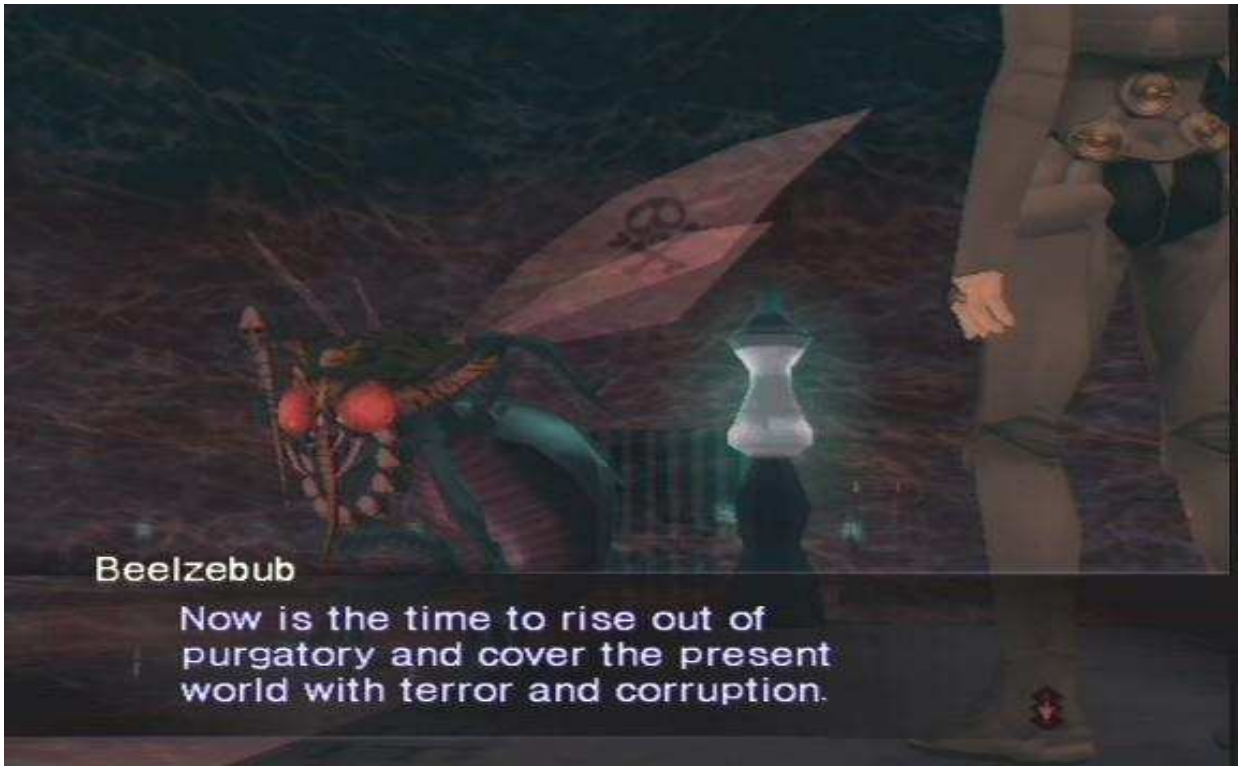
- **King Frost (Requires the Defeat of Mick the Slug or a Favorable Resolution to the Battle at Coordinate 136) –** The Karma Temple has notified you that a powerful demon that is unaffiliated with any of the tribes is residing in the uppermost bedroom of the castle at Coordinate 136. Should you choose to take this hunt, you will feel an intensely powerful and cold presence at the door to the room.
    - **Reward – King –** For defeating King Frost you will receive the King Mantra which comes with the following abilities; ***Megido*** is a Medium Almighty spell that affect one or all foes before you, ***Cocytus*** is a moderately damaging Ice spell that can hit one or more enemies multiple times with a high chance of freezing them, and ***Null Sleep*** which allows you to dodge any attack with 100% success when asleep.



- **Baal Zebub –** Survivors of the Vanguard have notified you that shortly after the transformations into demons began, a member of their tribe went insane and was sealed into the disused part of their base. Finding and defeating this demon will net you the following reward.
    - **Reward – Beelzebub Hunt –** Upon defeat, Baal Zebub will escape into the Samsara Tunnels, claiming that he will grow stronger and be the victor of your next encounter. You cannot help but notice the faint sound of buzzing flies as he does so.



- **Yamato-No-Orochi –** The Karma Temple has notified you that a powerful demon has appeared in the depths of the Samsara Tunnels underneath Anahata. Finding and defeating this powerful demon will be a struggle, but the reward is… mysterious.
    - **Reward – Red Ring –** Upon slaying Yamato-No-Orochi, you will find a new entrance into Ajna. While investigating the area, you will discover the ***Red Ring*** near a rather large bloodstain of what you presume to be one of the demon's victims. You are not sure what to do with this ring right now, but you swear you hear the sound of large wings when you first pick it up.



- **Beelzebub (Requires Defeating Baal Zebub at Svadhisthana) –** The Karma Temple has notified you that the demon formerly known as Baal Zebub has been sighted in the Samsara Tunnels beneath Manipura. Hunting it down, you will find that it has assumed a terrifying new form, one befitting of the title of King of Flies.
    - **Rewards – High Priest Mantra, Murder Rock, and Magatama –** For defeating Beelzebub, you will receive the High Priest Mantra, the Murder Rock and Magatama Ammunition The High Priest Mantra contains the following skills; ***Death Flies***, an powerful Almighty spell that has 100% to kill any enemy without a passive resistance to death, and ***Repel Element***, which allows you to Repel Fire/Ice/Earth/Electric/Force attacks. The ***Murder Rock*** can cast Mamudoon at a high rate of success. ***Magatama Ammo*** is the strongest ammunition type in The Junkyard and carries a strong feeling of chaos.



- **Feng Huang (Requires the defeat of Ananta in the Karma Temple) –** The Karma Temple has notified you that upon defeating the last guardian blocking the final ascent to the top of the temple, four warriors have single-handedly taken over several bases and called themselves the Guardian Beasts. Feng Huang has taken over Svadhisthana and waits for challengers near Baal Zebub's room.
    - **Reward – Southern Key –** Upon defeating Feng Huang, you will discover a red key that looks very different from any key you have come across so far. However, you do realize that it possibly belongs in a set.



- **Baihu (Requires the defeat of Ananta in the Karma Temple) –** The Karma Temple has notified you that upon defeating the last guardian blocking the final ascent to the top of the temple, four warriors have single-handedly taken over several bases and called themselves the Guardian Beasts. Baihu has taken over Manipura upon the orders of Huang Long
    - **Reward – Western Key –** Upon defeating Baihu, you will discover a white key that looks very different from any key you have come across so far. However, you do realize that it possibly belongs in a set.



- **Gui Xian (Requires the defeat of Ananta in the Karma Temple) –** The Karma Temple has notified you that upon defeating the last guardian blocking the final ascent to the top of the temple, four warriors have single-handedly taken over several bases and called themselves the Guardian Beasts. Gui Xian has taken over Anahata where they can be heard bickering with themselves.
    - **Reward – Northern Key –** Upon defeating Gui Xian, you will discover a black key that looks very different from any key you have come across so far. However, you do realize that it possibly belongs in a set.



- **Seiryu (Requires the defeat of Ananta in the Karma Temple) –** The Karma Temple has notified you that upon defeating the last guardian blocking the final ascent to the top of the temple, four warriors have single-handedly taken over several bases and called themselves the Guardian Beasts. Seiryu has taken over Ajna and can be found in the Piano room.
    - **Reward – Eastern Key –** Upon defeating Seiryu you will discover a blue key that looks very different from any key you have come across so far. However, you do realize that it belongs in a set.



- **Metatron (Requires the defeat of Orochi, The Four Guardian Beasts, and The Red Ring) –** After defeating all four Guardian Beasts, the Karma Temple will notify you of a series of rumors of a demon with beautifully silver wings roaming Ajna. Upon finding it, the demon will accuse you of killing a loved one and attack.
    - **Reward – Gyokuza –** For defeating Metatron, you will receive the Gyokuza mantra. This mantra comes with the following abilities: ***Fires of Sinai*** is a Mega Almighty attack that hits multiple foes, ***Repel Expel*** creates a shield that protects you and your allies against Light based attacks, and ***Repel Death*** creates a shield that protects you and your allies against Death based attacks.



- **Huang Long (Requires the defeat of Feng Huang, Baihu, Gui Xian, and Seiryu) –** Upon defeating the Guardian Beasts, the Karma Temple will notify you that the keys you acquired can be used to open a door in the Karma Temple where their leader is located. Upon entering this area, you will be met by the Dragon, Huang Long
    - **Reward – Five Gods –** Upon defeating Huang Long, you will receive the Five Gods Mantra. This mantra comes with the following abilities: ***Celestial Ray*** is a mega almighty attack which can inflict additional but random status effects on a foe, and ***Phys Absorb*** absorbs physical attacks, converting the damage you would have received into health.



- **Hitoshura (Requires the defeat of Huang Long) –** WARNING, anomaly detected within the Anahata Citadel. The Karma Temple advises all capable warriors to eliminate this… *Death's vastness holds no peace. I come at the end of the long road. Neither human, nor devil... all bends to my will.*
    - **Reward – Chaos King –** For defeating the Hitoshura and his myriad demons, you will receive the Chaos King Mantra. This mantra comes with the following skills; ***Xeros Beat*** summons a mass of orange-yellow bolts that attack all foes with a fifty percent chance of stunning them, ***Javelin Rain*** allows you to kick a mass of blue energy bolts towards an enemy with a forty percent chance of muting them, ***Freikugel***, an extremely powerful Almighty-Physical attack that targets a single foe, and ***Pierce*** which allows physical and magical attacks to bypass all resistances except for Repel.

CONNECTION WITH THE JUNKYARD KARMA TEMPLE HAS BEEN SEVERED. RE-ESTABLISH CONNECTION AS SOON AS POSSIBLE… CONNECTING… CONNECTING… CONNECTION ESTABLISHED WITH NIRVANA'S KARMA TERMINALS



WARNING!!!

HAARP OPERATION HAS BEEN MADE AUTONOMOUS. CONNECTION ESTABLISHED… TRANSMISSION RATE… 945.56 ZETTABYTES PER SECOND.

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…

DATA FROM EARTH IS BEING CONSUMED BY GOD



- **Archangels (Requires the successful interrogation of a Karma Society Scientist after the destruction of the EGG) –** As the Sun consumes the world, you come across a particularly brave and cagey Karma Society Scientist. Should you successfully question him, he will reveal that when the Black Sun first manifested several powerful demons aside from Varna and Meganada were created. While they were sealed away in the interim years, the chaos has allowed them to escape. For the sake of those still left in Nirvana, will you hunt these demons down?
    - **Reward – Dragon Slayer –** For defeating the four Archangels, you will receive the Dragonslayer Mantra. This mantra will provide you with the following skills: ***Fires of Sinai*** is a Mega Almighty attack that hits multiple foes, ***Divine Light*** is a single target physical attack that casts debilitate upon a foe, and ***Gospel Ammo*** or the third strongest ammunition type in Nirvana.



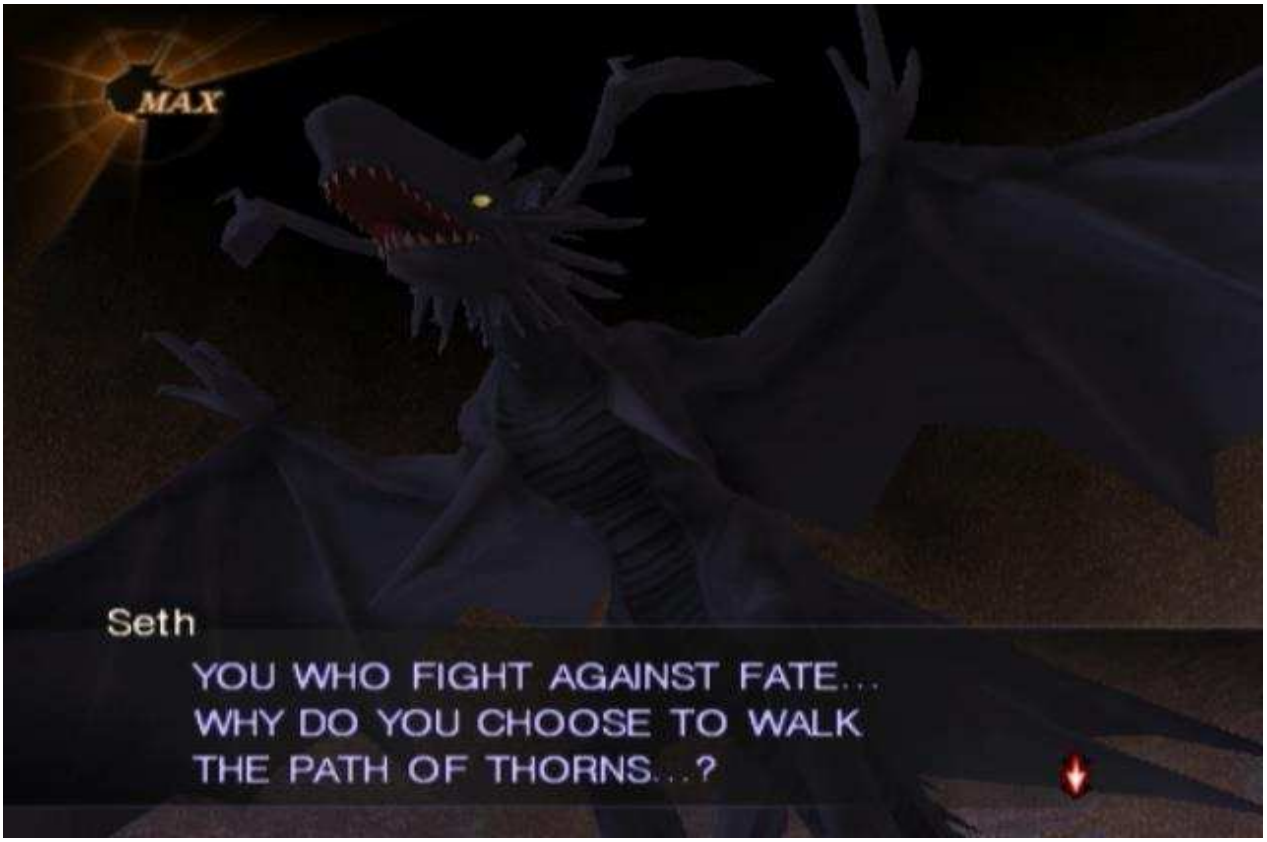
- **Nether Jack Frost (Requires "Jack Frost the Magnificent" Drawback) –** Throughout your time in Nirvana, you have run across a particular Jack Frost who has not attacked you but has instead asked you one hundred questions. Upon answering all these questions and carrying the certificate, you will encounter this demon once more in The Sun. Here, Jack Frost the Magnificent will attempts to kill you. Why? Eh, no reason.
    - **Rewards – Pass Ring and Magatama Ammo –** For defeating Nether Jack Frost, you will receive the ***Pass Ring***, a ring that allows you to have another individual act in your stead without passing time, and the ***Magatama Ammo***, or the now second most powerful ammo in Nirvana.



- **Shiva (Requires taking the Pinaka from Parvati) –** While travelling through The Sun, there is a chance that you will encounter a demon known as Parvati. Upon defeating this demon, you will find an item known as the Pinaka. The Pinaka will guide you to Shiva.
    - **Reward – Aksara –** For defeating Shiva, you receive the Aksara Mantra which provides the following skills: ***Third Eye*** is a severe Almighty attack that can affect all enemies present and has high chance of stunning them, and ***Phys Absorb*** absorbs physical attacks, converting the damage you would have received into health.



- **Vishnu (Requires taking the Nandaka from Narashima) –** While travelling through The Sun, there is a chance that you will encounter a demon known as Narashima. Upon defeating this demon, you will find an item known as the Nandaka. The Nandaka will guide you to Vishnu.
    - **Rewards – God of Light and Pandemonium –** For defeating Vishnu, you receive the God of Light Mantra which provides the following skills; ***Chaturbhuja*** is a Almighty-Physical attack that hits either single or multiple targets between 10-15 times, ***Celestial Ray*** is a mega almighty attack which can inflict additional but random status effects on a foe, and ***Pandemonium Ammunition***, which is the strongest ammunition in Nirvana.



- **Seth (Requires defeating both Shiva and Vishnu) –** Upon defeating both Shiva and Vishnu, you will get the sense that something has unlocked deeper within the Sun. Proceeding in further, you will discover a door that emanates a powerful, spiteful, and yet incomplete feeling presence. Will you walk the path of Thorns?
    - **Reward – Root of Evil –** For defeating the dragon of chaos and storms, you will receive the Root of Evil Mantra. This mantra will provide you with the following abilities: ***Spiteful Force*** is a powerful Almighty spell that deals damage to enemies in relation to your current health, and ***Pain*** which is an extremely powerful Almighty-Physical attack that has a high chance to cause aggravated damage.



- **Satan (Requires the defeat of Seth) –** You have walked the path of thorns, and so the path to stand before the Adversary has been. As you reach the door to its chamber, you feel an overwhelming force of power waiting to be unleashed.
    - **Rewards – Adversary Mantra and Master's Ring –** For defeating the one who stands below God, you will receive the following rewards: The Adversary Mantra which provides you the skills Futility and Elemental Fury. ***Futility*** is a special spell that negates any enemies innate and additional physical, magical, and ailment resistances or immunities, and ***Elemental Fury***, which allows you to cast moderately powerful elemental magic that hit either singular or multiple targets with high chances of inflicting unique elemental ailments. In addition, you will find the ***Master's Ring***. This ring has only one effect. When worn, all attacks, whether physical or magical, save for Almighty will be negated.

Drawbacks

No Drawback Limit

- **PRIOR DATA (+0 CP) –** By chance, have you previously been to the wide spanning universe that is Shin Megami Tensei? If so, you may be able to have your prior history in this universe be present here. It may not crop up much, but some beings may recognize you.

- **ALTERNATIVE DATA (+0 CP) –** There were two other Jumps made for Digital Devil Saga some time ago. Each one covering the events of Digital Devil Saga 1 and Digital Devil Saga 2. With this option, you may use this Jump as a Supplement to those Jumps. However, should you take this option, you must complete the events of both Jumps back-to-back. Doing so will mean that you will more than likely spend the rest of your time in-Jump within Nirvana.

- **Jack the Magnificent (+0 CP) –** Random encounters are always a staple in JRPGs, especially this one. However, throughout your journeys in The Junkyard and Nirvana, you will now encounter a peculiar demon. Referring to himself as Jack Frost the Magnificent, he will not fight you but rather ask you a series of one hundred questions. These questions are divided into five sections relating to Atma, Important Persons, Skills, Mechanics, and Items. If you get a question wrong, he will continue to pester you until you get it right. Upon answering all 100 questions, Jack Frost the Magnificent will hand you a certificate that is practically vibrating with Solar Noise. He claims it can be redeemed within the Origin of Data.

- **REPURPOSED DATA (SPECIAL, Cannot be Taken If This Is Your First Jump) –** You have been jumping for a long time, so it stands to reason that you made some enemies. The Junkyard has an unexpected flaw, which allows the dead to be partially reincarnated through the transference of their data. It would appear as though data from other worlds has entered The Junkyard. The data has manifested as new soldiers who seem particularly inclined with killing you. However, the flow of data is… variable.
    - **For +100 CP**, the reborn enemy data you will encounter will be that of minor foes or individuals you fought in a previous jump or jumps.
    - **For +200 CP**, the reborn enemy data you will encounter will be that of skilled foes or individuals you fought in a previous jump or jumps.
    - **For +400 CP**, the reborn enemy data you will encounter will be that of individuals you fought in a previous jump or jumps who acted as powerful seconds-in-command to your main foes.

    - **For +600 CP**, the reborn enemy data you will encounter will be foes you fought in a previous jump or jumps, who could easily replace a tribe's leader with their raw power and might alone.

- **Acquiring Humanity (+100 CP, Only for Warriors of The Junkyard) –** In The Junkyard, interactions between warriors were very different from those between the humans of Nirvana. Eventually, you may find yourself in that most desired of places and unfortunately will run into a problem. See, despite your previous experiences, your ability to understand common human gestures and interactions has been lost. It will take some time to relearn these things.
- **Processed Crap (+100 CP, Only for Denizens of Nirvana) –** Whether in The Junkyard or Nirvana, anything beyond the most basic of food supplies is an extreme luxury. Unfortunately for you, it does not matter if you are eating an MRE, a masterfully crafted three course meal, or even a demon, everything tastes like processed food. No matter what you do, you will not experience a true differentiation in flavor for the next ten years, and that lack of taste gets incredibly old really quickly.

- **Endless Battle! (+100 CP) –** I hope you do not mind a bit of over-eating. You will find yourself pulled into random battles on a very frequent basis, as the demons in this world seem to be attracted to you. Even the act of eliminating tribal leaders will not mitigate this, as there are always new recruits who will gladly try to take your life in The Junkyard. In Nirvana, the Karma Society Soldiers or wandering Avatar Tuners who broke from the society's control have a view towards you.

- **Silent Scar (+100 CP) –** Serph of the Embryon, is one of the few heroes of this series who has a legitimate reason for maintaining silence. At a certain point in the past, he was attacked by an enemy who targeted his neck with a knife. While he did not die from the injury, his throat was permanently damaged, making speaking a painful and rare thing for him. You too, have suffered a similar injury, making the act of speaking a painful reminder of your near-death experience.

- **Persistence of Memory (+200 CP, Only for the Warriors of The Junkyard) –** You were standing guard, humming an unknown song to yourself, or just sleeping, but it happened in a flash. You saw the image of… someone, someone you felt was important to you. In truth, you witnessed the memories of an individual who died in Nirvana, an individual whose face you share. The memories will constantly haunt you, reminding you of the person who once was.

- **Sobering Up (+200 CP, Only for the Denizens of Nirvana) –** It is easy to drown your sorrows in a bottle of alcohol. For the past five years, which is where many people found you. Then something happened. Maybe someone called you out, or you saw something in the mirror you could not stand. Regardless, you decided then and there to go cold turkey, and quit alcohol. Unfortunately, your body wasn't as intent to follow. You will be suffering from the effects of withdrawal from quite a while including fatigue and more dangerously, the shakes. If you intend to fire a gun, try to make sure it is not a precision weapon.

- **Solar Berserker (+200 CP) –** Whether you are in The Junkyard or Nirvana, Solar Noise or data from God is prevalent. You seem to be uniquely affected by it though. If the Solar Noise is at 0/8, you are perfectly yourself. However, as the phase cycle increases, you will become more and more prone to emotional instability and outbursts. Should you bear the power of Atma, then there is an incredibly high chance that you will enter into a berserk state, or a state between your human form and demon. In this state you have little control over your actions, only being able to tell friends from foe, and while you are much stronger, your berserk nature prevents you from accurately landing blows upon your foes.

- **A Demon Has Awoken (+400 CP, Only for Warriors of The Junkyard) –** A little known fact about the power granted by Atma, is that in rare cases, the demon that a bearer can turn into overwrites the original human identity and physical form. It seems that the demon you can transform is trying to do the same to you. While you will not notice this at first, your demon will try to convince you to stay in its form indefinitely, before trying to push you to attack others indiscriminately, and finally gorge yourself without. Should you succumb to it, your identity and personality will be consumed, and the demon will take your place in the chain.

- ***JUMMMMPAAAA!* (+400 CP, Discount for Denizens of Nirvana) –** Five years ago, you were present near The EGG Observation Room where Dr. Sheffield first turned into Varuna. While he was eventually hunted down and killed, another infected individual became the terrifying monstrosity, Meganada. Years later, Meganada would hunt Roland of The Lokapala, even referring to him by his demonic form of Indra, establishing some connection. It seems there was a third individual in that room that was infected and sealed away. Whether it escaped or was intentionally released, this demon has resumed its hunt of you and seems to have evolved in a way that counters your abilities from this Jump. Do you hear it yet? Do you hear it calling your name?

- **ANOMALOUS Readings (+400 CP) –** Whether it was an anti-virus feature implemented by the Asura Program or a literal act of God, you out-of-jump Perks, Powers, and Items have not carried over into this world. In addition, you will not even be able to access your warehouse, as any attempts to do so will be met with the sound of static and the ringing of bells.

- **Quantum Devil Saga (+600 CP) –** The original story behind Digital Devil Saga was never completed upon the release of the original game due to the poor health of the author. She was allowed to continue her work when she recovered and continue, she did. Spanning six volumes, Yu Godai's Quantum Devil Saga tells a very different story than that of Digital Devil Saga. By taking this option, you have shifted this Jump into this other version and will face new and unknown threats such as the Karmic Black Mass.

- **The Good Doctor (+600 CP) –** While Jenna Angel may be considered one of the major antagonists of this world, she was not the cause for its current story. Ironically, she was actually trying to save the world before falling into her misanthropic view of Darwinism. No, the real villain was Dr. Sheffield, a man obsessed with taking the power of God for himself. In the original narrative, his now demonic soul haunted the depths of the EGG, but now like his Quantum Devil Tuner counterpart, he has appeared within The Junkyard, and he seems to be aware of you, Jumper. He has come to the understanding that by devouring you, he will achieve a power beyond God and will make it his mission to do just. While he will not scale to you in strength, he was one of the first demons made in this world, and that affords a degree of power over Death related spells that few have. More importantly, he was a terrifyingly manipulative doctor, able to easily bend all but the most anger fueled individuals to his cause.

- **Digital Human Saga (+600 CP) –** We all know why you came here, Jumper. You wanted to be the big, badass demon that fights and eats other demons/gods for the sake of power and paradise. That is fair. However, there has been an issue. You see, due to some interference with your metaphysical nature, you will be unable to benefit from the power of Atma or any other supernatural powers. Oh sure, you can certainly buy Atma related perks and powers, you just will not be able to use them until after this Jump is completed. From now until the end of this Jump, you will only be able to fight with the power of friendship, and these guns you have found. Good luck.

- **Against The Fiends (+1000 CP) –** So, I see you eying the Special Hunts, and more specifically the powerful skills that the final hunts of The Junkyard and Nirvana have to offer. May I make you an offer? There are only two demons of the Fiend Clan in this Jump. You know who they are. Should you be willing, I will gladly give you additional points, 500 per head, for you to defeat them. However, you must defeat them before your time in this Jump ends, or it will be considered a Jump Failure. Be aware that these are some of the strongest demons in the entire series. Do not take them lightly. Prepare yourself, accordingly, understand their strengths and weaknesses, and prepare yourself for one of the greatest challenges you will ever experience.

Afterward

So, whether the Earth has become akin to a paradise or your Solar Data lingers within the Sun, your ten years in this universe have ended. You have an important choice to make. What will you choose?

- **The Path of Thorns –** So, you still wish to continue your travels. I will not stop you from walking the Path of Thorns, Jumper. Choose your next Jump.

- **The Path of Nirvana –** God's anger has been soothed, and man is set to inherit a true Nirvana. If you wish to stay, then I can hardly fault you. It has been a pleasure, Jumper.

- **The Path of Time –** You want to go home then? No, I understand. The road was long and dangerous. You have earned your rest.

Changelog and Notes

- **5/20/2025 – Version 0.9 created.**
- General Info
    - I used screen shots in the faction specific perk sections and the Special Hunts sections for two reasons. I wanted to provide a visual aid for people unfamiliar with DDS1 and DDS2 to help familiarize them with some of the key players or bosses and when using page breaks, there was often a large gap that I felt needed something in. The screen shots were found in the DDS 1 and 2 walkthrough from LP Archive by Dragonatrix and Luisfe. They are both excellent resources to have.
- General Perks
    - **Jammin' Latin Rhythms and Logical Comprehension —** Yes, these are references to Cielo and Gale and their "contest" of convincing God. There was no I was going to leave out a perk relating to Cielo's dancing.
    - **One Word –** The word in question is the key to this universe's enlightenment and I have hidden it somewhere in this document. Knowing it won't exactly allow a Jumper to reach enlightenment as it is implied that there's much more to the process.
    - **Astral Reincarnation –** I have to shout out Deus' DDS 1 and 2 solo challenge runs for this one. If not for his videos, I would never have learned about the concept of the Devaloka.
- Warriors of The Junkyard Perks
    - **Raw Data –** This was based off of two things, a line of dialogue from Angel shortly after Roland joins the party, and Heat's digitized teleportation trick after the Virita fight.
- Denizens of Nirvana Perks
    - **Without Inhibition** This perk came about for those Jumpers who wish to be another cyber shaman. After Sera becomes playable in DDS2 her physical condition worsens overtime until she's barely able to stand when in front of the HAARP facility. This is meant to prevent that degree of rapid physical degradation.
- Faction Specific Perks
    - These perks were inspired by either short lines of dialogue or issues these tribes faced could have been warned about.
- Atma Avatar Perks
    - **Impulse –** This perk was based off of the special moves used by True and Fake Varna aka Dr. Serph Sheffield and the Paradise Serph that Sera originally created.
    - **Black Bhakti –** Originally, I had something else, that I believe I transferred into the cyber shaman perk line. Since I was writing out the effects of Moksha, I

decided to add another one of Meganada's moves here. This one acts as a stronger combo of Power and Mind Charge.
    - **Hunger Wave –** This is priced so high because I think that Hunger Wave is basically a cheat ability. Aside from Varin one man army-ing the majority of The Wolves, there's a video of someone hacking it in and using it against the Demifiend and he cannot do anything against it.
    - **Apex of The Almighty –** Originally a perk called 'Realization of Strength' was supposed to be here. However, I completely forgot what that perk was going to be and when looking for some additional info on Huang Long, I decided to figure out a way to add Almighty damage to attacks. This is not Pierce, but it covers the area that Pierce lacks in, which is Repel.
- Atma Avatars in Circulation
    - Serph - Varna
    - Sera - Varani
    - Heat - Agni/Viritra
    - Argilla - Privithi
    - Gale - Vayu
    - Cielo - Dyaus
    - Harley - Hayagriva
    - Bat - Camazotz
    - Jinana - Usas
    - Mick the Slug - Rahu
    - Lupa - Cerberus
    - Varin Omega - Ravana
    - Jenna Angel - Harihara
    - Roland - Indra
    - ???? - Kumbhanda
    - Earth - Ubelluris/Abaddon
    - Heaven - Ganga
    - Air - Cu Sith
    - ???? - Meganada/Indrajit
    - Dr. Sheffield - True Varna
    - Paradise Serph - Fake Varna
    - ???? - Chernabog
    - Seraph - Ardha
- General Items
    - **Bullet Calculations –** The difference between the standard ammo you automatically receive at the beginning of this Jump and the Pandemonium rounds is that of a 37.5x Increase (8 → 300). I used a Percent Increase formula to figure this out.

        - C = 300-8/8 (I added another 8 to reach the 300-power value)
- Companions
    - **Tribhvana –** Yes, the real names I gave them are references to Team Rocket. I mean their theme song (not Hunting ~ Betrayal) sounds like something out of a kid-friendly Saturday morning cartoon and they technically blast off twice in the Karma Tower.
    - **Named Tribesman —** If you use this option to purchase and kill the traitorous bastard, Bat, early, you would have done the Junkyard and the Maribel a massive favor.
    - **Jenna Angel –** Having Jenna Angel as a companion is my way of trying to make the redemption drawback in the original DDS2 jump easier. Now, I mentioned that Angel is Sera's mother and father as she is intersex. You can even see this in her Harihara form as each side represents the masculine and feminine traits of Vishnu (White) and Shiva (Black).
    - **Margot Cuvier –** I originally considered adding her as a companion as she is the Law Rep to Angel's Chaos Rep, but Cuvier has practically nothing going for her besides an old woman with dreams of controlling society in a highly ordered fashion.
- Special Hunts
    - Special Hunts should not be taken lightly. While these are optional bosses, they are some of the strongest foes in either game.
    - **Demifiend –** I added the mantra here because for the difficulty of this encounter, you only get bragging rights. Now, for those who know how this fight works, hit him hard, hit him fast, and watch out for Gaia Rage.
    - **Satan –** Similar to the Demifiend, the original fight had a lackluster reward, so I threw in a mantra with Futility and Elemental Fury. I had no idea how to balance God's Breath.
- Drawbacks
    - There were a lot of different drawbacks I worked with for this Jump, and by the end I rearranged, altered, or just got rid of a few. For example, there was supposed to be one for a Jumper to contract the Cuvier Syndrome. This would have caused both an incredible pain and a weakness to Phys as their body slowly turns to stone. I had no way of balancing that with the Ten-Year duration of the Jump, so I replaced it with JUMPA!
    - **Quantum Devil Saga —** Originally Quantum Devil Saga was a 0-point drawback for a continuity. However, after thinking about it, and reading the wiki entry on the general plot, I decided to shift it up to the 600-point area. Quantum Devil Saga seems MUCH more dangerous than Digital Devil Saga and I don't know if the remaining books were ever translated, so anyone taking this one is going to be flying blind to a degree.

    - **Digital Human Saga** – This was based on the challenge run by Robin and Zephyr. The fact that Demifiend was beaten with something outside of the Red Star Strat is amazing.
    - **Against The Fiends –** Originally, I had written it to have a Chain-failure condition but toned it down for a Jump-failure condition, as I thought Chain-failure was a little much.
- **5/25/2025 – Version 1.0 Created**
- General Info
    - I would like to thank every who offered their advice and suggestions. They were of great help in the completion of this Jump.
    - Thank you gbynnbnsgdaa for pointing out that I was missing the "Jack The Magnificent" Drawback.
    - Grammatical changes have been, including the correction of misspelled words, spacing, clarifications, and punctuations.
    - Several pictures used for visual reference in this document have been increased in size.
- Atma Avatar Perks
    - Changed the name of the perk "It Is Thou" to "I Am It, It Is Thou."
- General Items
    - **Noise Dispenser –** Looking the Noises, I realized that unless a Jumper was using a Gamer system, HP and MP were somewhat redundant. So, I folded them into Vitality and Mind Noises.
        - **Strength Noise –** Increases one strength by small degree (+2pts for reference).
        - **Vitality Noise –** Increases an Individual's overall health and their body's durability by a small degree (+2pts for defense and 10pts for HP)
        - **Magic Noise –** Increases the power of one's magic and the pool of the magical energy (+2pts for power increase and 10pts for MP).
        - **Quick Noise** – Increases one's accuracy rate and ability to dodge attacks by a small degree (+2pts for agility increase)
        - **Luck Noise –** Increases one's luck by a small degree (+2pts for luck)
    - **Ammo and Damage Numbers –** The following list is quick a reference guide to the power of the ammo available in this jump. Certain ammunition like Shot Shell, Metal Jacket, Iron, Hollow Point, Silver and Forged were straight damage upgrades to base rounds. I couldn't think of a way of adding them and the other ammunition had more interesting effects and uses. In addition, I overcomplicated how I determined the power difference between standard and Pandemonium ammo. I could have easily divided 300 by 8, instead of using a percent increase formula. Also, I forgot to add **Panic**, **Curse,** and **Mute Shot**.
        - **Normal Shot –** Power of 8

        - **Shot Shell –** Power of 16 (2x Increase in Power)
        - **Charge Shot –** Power of 24 (3x Increase in Power)
        - **Frigid Shot –** Power of 32 (4x Increase in Power)
        - **Panic Shot –** Power of 36 (4.5x Increase in Power)
        - **Metal Jacket –** Power of 40 (5x Increase in Power)
        - **Tranq Shot –** Power of 48 (6x Increase in Power)
        - **Hollow Point –** Power of 56 (7x Increase in Power)
        - **Nerve Shot –** Power of 64 (8x Increase in Power)
        - **Curse Shot –** Power of 64 (8x Increase in Power)
        - **Mute Shot –** Power of 72 (9x Increase in Power)
        - **Iron Shot –** Power of 80 (10x Increase in Power)
        - **Neutron Shot –** Power of 88 (11x Increase in Power)
        - **Silver Shot –** Power of 96 (12x Increase in Power)
        - **Charm Shot –** Power of 104 (13x Increase in Power)
        - **Dead End –** Power of 112 (14x Increase in Power)
        - **Forged Shot –** Power of 128 (16x Increase in Power)
        - **Gospel Shot –** Power of 160 (20x Increase in Power)
        - **Magatama Shot –** Power of 200 (25x Increase in Power)
        - **Pandemonium Shot –** Power of 300 (37.5x Increase in Power)
- Warriors of The Junkyard Items
    - **Vendor –** Altered the Vendor item slightly to ensure that all items that are normally unlocked in a standard game will be remain purchasable at the Vendor during and after this Jump.
- Companions
    - **Serpho –** I meant to add this is the original update but completely forget about it. He's basically an original comapnion like the Warriors of The Junkyard companions, except he's this Jump's version of Raiho, Ai-ho, Demonee-Hoo, and Nahobeehoo.
    - **Schrodinger/Seraph –** Forgot to add a few perks to Seraph that they should have had.