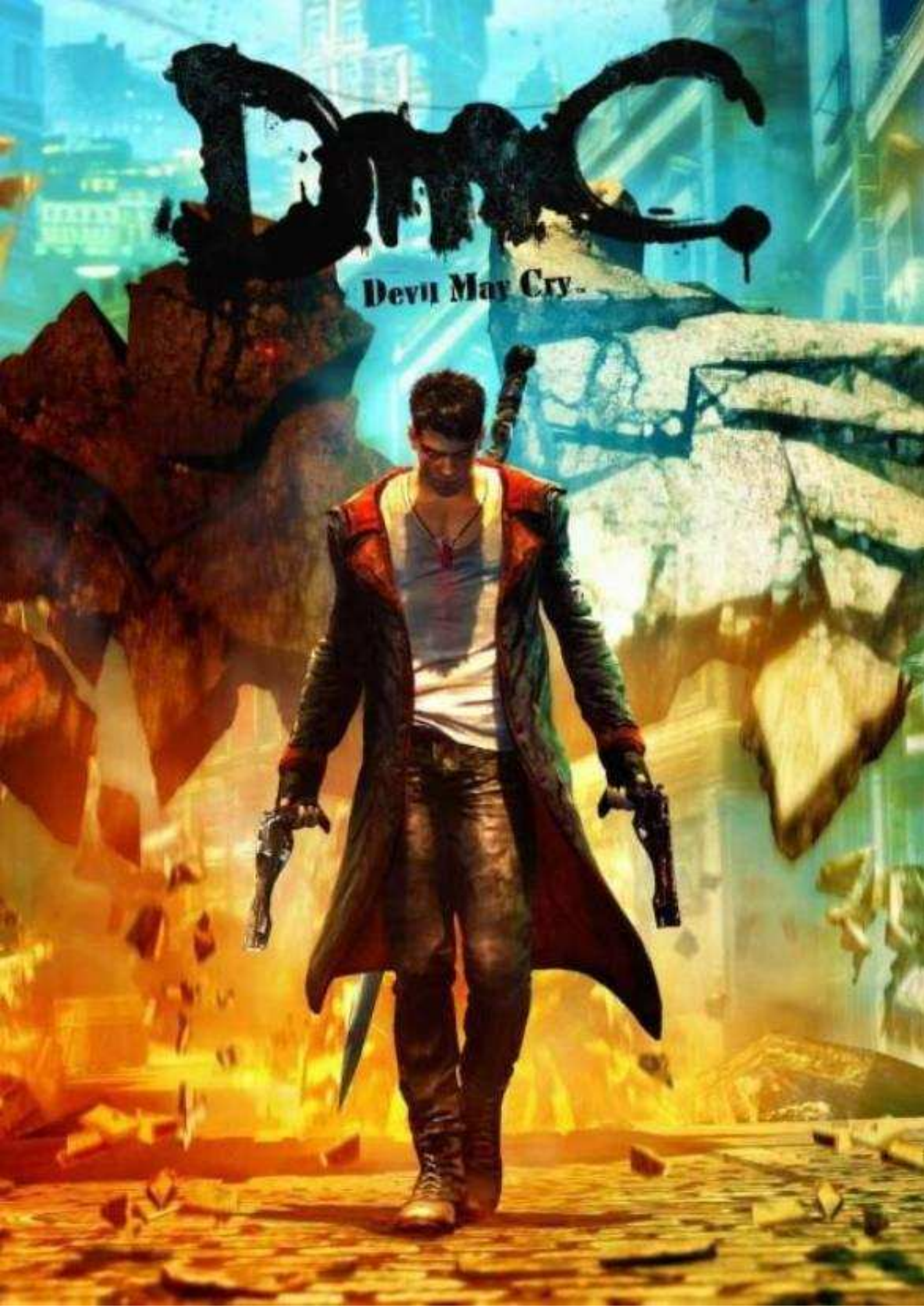

DmC
Devil May Cry

DmC: Devil May Cry (The Reboot) jump:

Made by TroubleX27/Pgx27

Set in a parallel universe to the mainline Devil May Cry series, this story focuses on Dante, a young drifter who secretly hunts demons, who live among and rule over humans. Dante is a Nephilim, the child of an angel and a demon. He is reunited with Vergil, his twin brother, who enlists his help slaying powerful demons, culminating in a fight against Mundus, the demon king who murdered Dante's mother and condemned his father to eternal banishment and suffering.

Here is 1000cp to help you survive. You might need it.

Origins:

Human:

- You are now a human. Humans inhabit the Human World, and have no inherent special abilities as they are of weak flesh and blood. You can treat this as a drop-in option if you want.

Demon:

- Demons are an ageless race which has struggled in an endless battle with the angels of the ether. They come in many variations, and you can choose whatever kind of demon you want to be.

Nephilim:

- The Nephilim are a race of hybrid beings. They are the offspring of angels and demons; and are thus considered "the third race. However, despite being equally powerful than either race alone, the Nephilim are a severely endangered species - as any and all known existing Nephilim were hunted down and slain by demons out of fear of their power. There are only two Nephilim known to currently exist: Dante and Vergil, the twin sons of Sparda and Eva. And now there is one more in you. Perhaps you are the third sibling of Dante and Vergil, or you are another surviving Nephilim hiding from the demons.

Age, Gender, Time and Location is all up to you, as long as your starting location is somewhere inside Limbo City.

Perks:

Discount rules are the same as usual.

Generic:

Angelic beauty (Free):

- You are incredibly good-looking. On a scale of one to ten, you are a perfect eleven. Your appearance, build, and “endowments” are up to you, but you will look good no matter what. Your hair is stays in whatever style you want it in, and if you don’t want to shave you simply won’t need to, as no facial or body hair will growing unless you want it to. Your body scent becomes extremely pleasant to whomever you are attracted to, and will smell like nothing to those you aren’t. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it.

SSSensational!!! (100):

- From now on, whatever you do is Stylish. No matter what you do in any situation, it will always be stylish and awesome looking. Not even Dante got anything in comparison to you.

Intelligent Programmer (200):

- Like Vergil, you are highly intelligent and a talented programmer, able to write a security encryption program worth millions before you finish school. You can also hack into any computer and security system.

Heir of Sparda (400):

- You are a master swordsman and a natural at combat, capable of wielding any weapon you come across with ease. You have all the skill, experience and knowledge of both Dante and Vergil combined. You are also able to call and dismiss any weapon you own, similar to Dante. You can also make a weapon stick to you even without a sheath or holster, like how Dante carries the Rebellion on his back.

Human:

Sweet, innocent nature (100):

- You can help people connect with their emotions, deeper than any initial rush of vengeance and bitterness, allowing them to learn humility and compassion. Through you, other can see the plight and struggles of humanity and learns that their personal problems pale in comparison. This also grants you a protection against demons, and as long as you keep to yourself, you will never be bothered by any demons.

Mind Protection (200):

- No one can wipe your mind or make you lose any memories, unless you want them to. Any influence that can affect your mind won't be able to do so without your consent.

Witch (400):

- You are familiar with several Wiccan spells, making you a practicing witch. You know several Wiccan recipes to cast spells for various effects, allowing you to manipulate limbo or create spells such as Rift opening: allowing you to open portals using sigils and spray paint between dimensions. You also know how to seal spells in spray cans to use later. You are equal to Kat in both knowledge, skill and experience.

Medium (600):

- You have the psychic ability to see into Limbo as well as project your astral form into that side-dimension. Unlike Kat, you can project voluntarily and affect Limbo.

Demon:

Demon Disguise (100):

- You can now take on a human disguise, hiding your demonic figure from the sight of humans. This can take any form as long as it is remotely human. You can change it however many times you want.

King of Media (200):

- You are able to control the media and will never have bad PR. Bob Barbas has got nothing on you when it comes to media manipulation. Brainwash the world with ease.

Financial and Political control (400):

- You now know how to take control over everything, from banking to food production on a global scale, allowing you to control the world through your resources. Start out with a dollar and end up owning the world before your normal ten years are up.

Demon King (600):

- You are now Mundus's equal in power, being a true Demon King. Only Nephilims and beings similar to them are capable of killing you, due to their nature. Your physical might is immense and your presence undeniable, allowing you to control and lead any demon you are stronger than. You can create a Hellgate, which increases your power and gives you near limitless demonic energy, while also making you immortal as long as the gate itself is open. And should you find yourself in need of more might, you are now able to create a gigantic golem which you can control and use to demolish nearly anything in your way. If this is not enough, you are also able to drag beings into Limbo to eventually become Lost Souls, or you can manipulate the structure of Limbo itself, causing walls to smash together, swing the ground in odd directions, or even tear apart the very landscape and leave it floating in a void. You match Mundus's own control, which is so great that he can manipulate any location in Limbo despite never leaving his tower, and shout commands which inscribe themselves on the world itself.

Nephilim:

Nephilim physiology (100 and exclusive to Nephilim):

- You are an ageless, nigh on immortal Nephilim, showcased by the amazing glowing insignia on your back, which glows whenever you wield your inherent energies. You possess certain abilities, such as the ability to jump a second time in mid-air, as well as preternatural strength, agility, coordination, precision and incredible regenerative abilities. You have the ability to use both angelic and demonic weapons. And like other Nephilim, you can also glide like angels, although true flight is not one of your abilities, at least until your blood awakens either the angelic or demonic wings of your heritage. You start being able to use your demonic energy to grant your blows greater power, while your angelic energy can be used to increase your reaction speed or your inherent regeneration factor, allowing you to heal any wound. You also know how to instantaneously teleport through Limbo and back again, as a way to dodge essentially, though not much further than a football field at each teleport. And you can use your energy to imbue your weapon with holy or demonic powers, like Dante and Vergil. Your full potential is incredible, as the Nephilim possess much greater levels of power than has been displayed by them so far by Dante or Vergil, and you grow in power over time. And do be aware that any technique and ability showcased can be replicated using your inherent energies, including those of the Yamato or Wiccan Spells. And for some reason, you are naturally ambidextrous.

Duality (200):

- The most notable powers of the Nephilim comes from their hybrid blood, combining the powers of angels and demons, which they can switch between at will. You never have to fear any consequences from wielding any conflicting powers, and they will in fact cancel out any negatives of wielding either. Uniquely, you are able to combine any conflicting energy you wield, creating a power stronger then the both of them apart.

Demon King no more (400):

- Due to their special nature, Nephilim are the only ones capable of slaying the Demon King. You take this further, and can now slay the un-killable. Anyone deemed immortal or so powerful that death cannot touch them, will be incredibly surprised when they watch the life leave them when you come and rip out their hearts. You still have to be able to defeat them in combat, but as long as you can do that, you can kill them. Not even Mundus with his Hell Gate open can be slain as long as you can defeat him.

Devil Trigger (600):

- Nephilim possess the ability to increase their power tremendously via the Devil Trigger which, despite its name, unleashes the full force of both their angelic and demonic abilities. A side effect of the Devil Trigger is that your hair will turn white, but you can opt out of it should you want to. At its most base, this makes the Nephilim a lot stronger, increasing in strength, speed, endurance, and allows them to regenerate even faster. Beyond this, the Devil Trigger powers that have been shown include unleashing chaos into the world to slow down time (in the case of Dante) or summoning a spectral doppelganger of the Nephilim to aid it in battle (as with Vergil). You get both the abilities but start out only being able to use one of them at a time, and will eventually develop your own Devil Trigger alongside the two you start out with.
- Dante’s "Quicksilver" power allows you to slow down time to a crawl. However, you can also use it to suspend your enemies them in midair, giving you total control over the environment.
- Vergil’s «Doppelganger» power makes you able to summon a spectral clone of yourself to fight alongside you. However, your double is capable of moving upon its own will, fighting alongside its master effectively as a second combatant, rather than being a synchronous double. This double is also shown to defend its master with great aggression, capable of defending against every of Dante's attacks before he could use his own Devil Trigger.
- Optionally, you may design your own Devil Trigger effect, which you will then start with.

Items:

Discount rules are as usual. There are no discounts for the weapons.

Generic items:

Never enough Pizza (Free):

- There can never be enough Pizza, and now you never have to fear running out. You have a pizza box which will always have a fresh, newly made pizza of whatever type you desire. And when you have eaten that one, you can just close the lid and open it up again, where a new pizza will be. These pizzas are healthy and nutritious, being better for you then any salad or other healthy equivalent. It will never make you or anyone else fat or sick in any way. You are however unable to have the box create a pizza with pineapple on it. If you try, the box won't give you a new pizza until the next day, which is a fitting punishment for that kind of monster. Comes with a complimentary large bottle of soda that never runs out. You can change what kind of soda is in it by putting the screw cap back on and thinking of whatever soda you want. The soda is as healthy as water.

Limbo City (600):

- You now own your very own version of Limbo City, where humans are kept complacent, weak and brainwashed under your control. It is a well-developed city filled with skyscrapers and burroughs, and includes the Funland amusement park on Bellview Pier. Sites of interest include the Silver Sacks Tower, the Raptor News Tower, the Virility factory, St. Agares's Church, Devil's Dalliance, and Paradise.

Human:

Hoodie (100):

- You now own a comfortable hoodie. When the hood is up, you will be hidden from any camera or demon. It cleans itself when you want it to, will always be the perfect temperature and will always be flattering to your appearance. If given to someone else, they will be safe against any threat you could protect them against, even if you aren't there to protect them. They will feel safe, as if you were there holding around them.

Witch's Arsenal (200):

- You have several reusable spray paints that can be used for spells, stencils of sigils so you can quickly lay down spells and weirdly an egg timer, which you can use as a component for a spell, making you able to change the orientation of Limbo until the timer runs out.

The Order (400):

- You are now the leader of your very own Order, an organization that operates from the shadows to reach whatever goal you set.

Demon:

CCTV system (100):

- You now own a CCTV system connected to a wall of video monitors that allows you to watch a city of your choice. The CCTV cameras are demonic, making humans unable to notice them.

Media corporation (200):

- You are now the owner of media corporation equal to Raptor News Network. It is incredibly effective at brainwashing humans under some form of drug or other effect that makes them docile. This also gives you a global network of CCTV cameras, satellites and spies.

Virility factory (400):

- You have a factory that produces Virility, an energy drink that makes humans weak and docile, making them into the perfect slaves for a Demon Lord or someone else who wants to rule. When you import this into a world, it will quickly become the most sold energy drink in whatever city you live in, and after five years' time will be the most drunk energy drink in the country, giving you millions of docile humans ready to be led and controlled. This one works without the "secret ingredient", being a perfectly normal energy drink with an additional effect.

Nephilim:

Trailer (100):

- A simple trailer that you can live in. Not very glamorous but functional.

Wealth (200):

- You are now an independently wealthy multi-millionaire. Perhaps you wrote a security encryption program and went on to become an independently wealthy multi-millionaire before leaving school, or perhaps you grew up in a rich home. Whatever it is, you now have a lot of money to spend, that refills each year.

Paradise (400):

- A gigantic mansion. Unlike the ruin that is left of the Mansion Dante and Vergil grew up in, this is well maintained and beautiful mansion with a large plot of land surrounding it. It doesn't need any maintenance or cleaning, and any utilities are taken care of. Not only that, but any child raised in Paradise will grow up to be however you want them to become. If you ever have a desire to hide away from someone, this place will be guaranteed to keep you and anyone else that stays here hidden.

Weapons:

You can import any weapon you own into any of the following.

Rebellion (400):

- This is the Sword Sparda gave to his son Dante. The sword can morph into different types of other weapons, giving you an incredibly versatile weapon. It already comes with all the forms Dante would have gained in game. You can add any weapon you come across to this weapon, giving it the ability to transform into the weapon at will, keeping all of its capabilities, only they now run on Demonic or Angelic energy. This new form is however a mere copy, allowing you to keep the original weapon when adding the form to Rebellion.

Yamato (400):

- This is the Sword Sparda gave to his son Vergil. It is capable of dimensional cutting. And if you have either demonic or angelic energy, you can channel it through the Yamato, achieving many different effects. By channeling demonic energy through the Yamato, you can stab the field and send all enemies on the same plane of ground skyward. By channeling angelic energy through the Yamato, you can rush forth and slice several times in one dash, being incredibly fast. The sword also allows you to teleport using your energy. It allows able to summon and control spectral swords. These blades can be manipulated in several ways without any bodily input. These swords can also be embedded in enemies, allowing you to teleport to the enemy, or teleport the enemy to you. Every thing Vergil did with his spectral swords, you can now do, and you can do it better, as long as you have Demonic or Angelic energy.

Osiris (300):

- Osiris is Dante's first angelic form for the Rebellion, but you get it here as a singular weapon. It is a light, speedy scythe that is both powerful and reliable. It specializes in aerial attacks and its abilities are centered around giving you weightlessness and agility in order to move through the air and traverse the environment with ease while cutting through armies of demons.

Aquila (200):

- The Aquila is an Angelic weapon. They are a set of shuriken-like blades that emit energy waves during attacks, and greatly increases your attack speed. The Aquila weapons are spun in the hands, and thrown around while releasing blue waves of energy when used, attacking enemies from a safe distance.

Arbiter (300):

- Arbiter is Dante's first demonic weapon. A weapon of great heft, it crushes almost anything with its thunderous strikes. It is an oversized battleaxe with a red-and-black color scheme. The red blade is large and curves over some of the shaft as many bearded axes do. When it is used to attack, it leaves behind a dark red streak in its wake, and an eruption of red and orange sparks as it hits the ground.

Eryx (200):

- Eryx is one of Dante's demonic weapons. They are a pair of magical gauntlets that provide you with sheer brute force and increases your strength. They glow a demonic red and look like disproportionately swollen metal fists or large boxing gloves. When in use, the Eryx leave behind a fiery trail and a small explosion upon impact, and is accompanied by large spectral fists when attacking.

Ophion (200):

- Ophion is an extremely resourceful tool for both combat and exploration, and has both a Demonic and Angelic form. Ophion has two distinct designs: While in Angel mode, it resembles a white chain with a snake-like head, complete with a jaw that clasps onto targets. While in Demon mode, it resembles a grappling hook made from a black chain-like cord with a red, claw-shaped head, which is connected to a spool.

Ebony & Ivory (100):

- Ebony & Ivory are Dante's trademark pistols. While they lack strength, Dante's ability to pull the triggers with inhuman speed as well as his enhanced dexterity make them versatile weapons for any range and orientation. The weapons never need to be reloaded. The ones you buy here however are even more unique, as you can make them go from Semi-automatic to Fully-automatic, with no extra recoils or any other drawback.

Revenant (200):

- The Revenant is a shotgun. It lacks the speed of Ebony & Ivory, but offers much more power and better crowd control options, and also doesn’t need to reload.

Kablooey (Free):

- The Kablooey is a firearm which fires explosive charges that stick to its targets. In the human world, it looks like a simple taser.

Companions:

Import- 50

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

Canon (free):

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

Kat (Free):

- Kat is a beautiful girl with a pale complexion and blue eyes. She wears a blue hoodie with an orange body, which she keeps up over her head while on missions, hiding her short brown hair. She has three necklaces, the longest having a silver pendant, and wears denim short-shorts, along with thick, knee-high socks and brown boots. She has a stencil tube slung over her back, used in her tagging with spray paint that hangs off of her waist. She has several mystic-designed tattoos on her arms and forehead. When Kat was young, she was orphaned for an unknown reason. She was considered crazy for seeing demons and was put on drugs. Kat was told they would make her better, but she was really kept weak and docile. You met her when her foster father, who was a demon, tried to physically abuse her, resulting in her escaping into Limbo where you heard her cries for help and came to her rescue, killing her father. Kat's sweet, innocent nature hides a core of solid steel, showcased how she decides to never, ever be weak again. She has dedicated herself to learned demonology and occultism, now able to cast ancient Wiccan spells, mostly through the use of her special spray paint. Due to you rescuing her from her father, Kat has developed immensely strong feelings for you, with an irrevocable loyalty towards you and a love that borders on obsession. She has all the perks from the human perk-line, the Angelic Beauty perk, along with the Hood and the Witch's Arsenal from the Human items.

Dantea (Free):

- Dantea stands at around six feet, with an incredibly attractive appearance and shapely yet fit figure. She has a small scar going across her right eyebrow and cheek. Her eye color seems to be grey-blue, shifting between them depending on how the light hits them . Her hair is black, with the sides of her head shaved, but keeping it long the top of her head, She also sports a strange glowing tattoo on her back between her shoulder blades. When Dantea uses the Devil Trigger, her hair is flushed completely white, her clothes becomes bright red, her eyes becomes red with white irises and small vein-like cracks run across her skin. These effects fade when Devil Trigger deactivates however. Dantea is very rebellious towards authority figures but laid-back to anyone else. Living on the periphery of society and caught between two worlds, she feels like an outcast. Young and angry, but with a quick wit and black humor, she is disaffected and disassociated with society, and seemingly quite apathetic. She has no fear, and no respect for authority, especially not the demonic authority that runs the world in which she lives. She believes she won't be around for too much longer, because of all the demons constantly breathing down her neck. However, Dantea has a huge heart beneath all of this rough exterior. She purposely chose to live out her life her own way because her eyes were opened to evil as a child, especially when the people who were supposed to take care of her turned out to be demons. She decided to take a stand and fight back, no matter what happens. But even after all of the hatred, violence, and murder, Dantea would often look at herself and see if she could call herself human, going so far as to rip her chest open to see her own heart. It was at this point you met, you and Virgil having searched her down and entering her room due to hearing her scream. Finding her with her chest open and heart out for all the world to see overshadowed the opportunity to look at her incredible bountiful bust. But Virgil, in an incredibly out of character action, was shocked at seeing her newly found sister so heavily wounded. You acted and got Dantea to sit down while you kept pressure on the wound until it healed while you explained who you are and why you two where there. Imagine her surprise when Dantea found out she had a twin sister, one who loves her and has searched for her for years. The following years, Dantea lived with Virgil, and you became a regular visitor, eventually becoming closer with

Dantea, being the only one outside of her sister who showed care and compassion for her. This culminated to when you were attacked by a demon and almost killed, leading Dantea to understand exactly how much she cared for you and how different it was to how she cared for her sister, realizing it due to how afraid she was that you would die, and how angry she was that someone would hurt you. Now, all she have to do is gather up the courage to admit it, which will take some doing considering how innocent she is when it comes to the more emotional aspects and the hedonistic acts that usually follows. Her love for you is deep and strong,

- Comes with the “Angelic Beauty”perk, the “Nephilim Physiology” perk, the Trailer item, the Rebellion and the Ebony and Ivory.

Virgil (Free):

- As Dantea's younger twin sister, Virgil bears a close resemblance to her and has blue-gray eyes. However, while Dantea's hair is black, Virgil's is a whiteish silver and long without the shaved sides. Virgil's personality is almost the exact opposite of Dantea: calm, collected, intelligent, respectful, and polite. She also has a deep love for her sister, as shown by their various interactions. She is however manipulative and willing to use anybody and everything she doesn’t love to achieve her objectives. When Virgil was young, she was adopted into a rich home to live a life of privilege, with the explanation that she had suffered amnesia from a car accident. Highly intelligent, Virgil wrote a security encryption program and went on to become an independently wealthy multi-millionaire before leaving school. She eventually discovered the truth of her past and began searching for Dantea. You met her in school and helped her in finding her sister. This search was done during many a nights for years, where both of you grew closer and closer until Virgil couldn’t imagine a world without you. When you two eventually found Dantea, Virgil’s happiness for helping her granted you not only her undying gratitude, but also her immense love, being the only one outside of her family that she loves. Be aware her slightly obsessive and very possessive nature.
- Comes with the “Angelic Beauty”perk, the “Nephilim Physiology” and the “Intelligent Programmer” perk, the Wealth item and the Yamato.

Eva (Free):

- With wavy red hair, emerald green eyes and a very attractive appearance, this Angel has a striking resemblance to Dante and Vergil's mom, a resemblance that only gets stronger when you realize her name is Eva, the exact same. She arrived in Limbo City wounded from a battle against a demon, where she met you. You helped her heal and hide from the demons, and over time she eventually became infatuated in you, deciding to show her wings to you in a show of trust. Imagine her surprise when you told her about your nature as a jumper. Her disbelief is only eclipsed by her hope of escaping the eternal war between Angels and Demons by joining you on your journey. And if you two where to get closer, then she would only be happier.
- Comes with the "Angelic Beauty"perk, the "Heir of Sparda" perk and the Aquila weapon.

The Legendary Dark Knight (Free)

- A Demon of regality and sophistication. He was once a powerful demon king, who once worked alongside Mundus, his blood brother, as his right-hand man and most trusted lieutenant during the former's rise to power over 9,000 years prior to Vergil and Dante's birth. However, Mundus began to fear his growing power and sought to rid himself of the competition. Betrayed by the one he once called brother, he slaughtered the demons who came for him before he ran away into hiding, leaving his sword behind. He spent the next several millennia hiding from both Heaven and Hell, until one day he came across you being attacked by demons. In an uncharacteristic action, he intervened and saved you. In gratitude, you decided to befriend this stranger, and quickly found yourself becoming great friends. You now have a demon second only in power to Mundus as a loyal companion, who hopes following you will allow him to stop hiding. Comes with the "Angelic Beauty"perk, the "Heir of Sparda" perk and the Eryx weapon.

Phineas the Prophet (Free):

- Phineas is a Demon, scholar, inventor and prophet. For hundreds of years, he was in the prison of the demonic world, run by Bob Barbas. When you found the prophet, Phineas had lost his right eye to the harpies that are attacking him. After saving the blind prophet, Phineas asks you for his help in getting his eye back from the harpies in return. When you returned and gave Phineas his eye, the prophet's eyesight returned. As thanks for not only freeing him but also giving him his sight back, Phineas swore himself as your servant. A demon of unimaginable age and power strong enough to warp reality, he's no longer suited to violence. But as an advisor, you will struggle to find anyone better in Heaven or Hell. With the ages he has seen and the knowledge he holds, is it any doubt why Mundus kept him imprisoned. Thankfully, he sees you as his master and so you have nothing to fear. He does however have a bad habit of simply vanishing when not needed.

El Donte (Free)

- A living legend, a god among men, El Donte. Legends say he was born in the most hellish part of Mexico, and upon his birth he was struck by lightning, before being bitten by a cobra, where he then exploded. The resulting combination of typically lethal events transformed him into the manliest demonspawn of all time, with his god tier mustache and his fluent use of the spanish language, he cut a devastating yet simultaneously charming swath through the world until he met you and decided to join you on your journey.
- Comes with the “Angelic Beauty”perk, the “Heir of Sparda” perk and the Rebellion weapon.

Scenarios:

Kill a God:

During the jump, Mundus and his heir must die before the ten years are over. He will know you are coming and will prepare adequately, depending on how large a threat you are.

Rewards:

If you don't kill Mundus, but he still dies, you will be gifted with:

- The Red Necklace:
    - You are now the owner of a necklace with a beautiful red pendant, identical to Dante's. Wearing it will give you the following benefits:
    - If you have the Nephilim Physiology perk, you will find your powers have been enhanced further, making you stronger, faster, more agile and makes you heal event faster.
    - If you have the Devil Trigger perk, you will find it's power enhanced immensely, and it's energy cost lowered down to almost nothing.
    - The necklace will also prevent any negative side effect of any power you wield.
    - If you grab the necklace, you can make it give you the feeling of a mother's love and embrace, calming you down and make you feel loved. If you are mortally wounded and alone without help, this will heal you back completely.

If you kill Mundus yourself, you will be gifted with the Red Necklace and two other boons:

- Angelic Hell Gate:
    - As thanks for riding the world of a monster like Mundus, the angels have granted you a gift, taking what remains of the Mundus's Hell Gate, modified it, before bonding it to you.
    - This effectively gives you an internal Hell Gate, that can grant you either nigh-on limitless demonic energy, or nigh-on limitless angelic energy when active, which you can use however you desire.
    - You can switch between Hell Gate or Heaven Gate at will, but having it active is a strain on your body, making you unable to have it active all the time. However, when it is active, you are immortal and cannot be killed.
- City of the King:
    - You also receive the Limbo City item for free.

Jumpers Downfall:

During this jump, you will find yourself in an unknown dimension with no memories, where you are guided by the voice of someone you trust to "head toward the lights". Following the lights, you will be confronted by illusions of someone you love like a wife and someone you trusted like a brother, the latter of whom will stab you. You will believe the illusions are the real people and will remember them, causing the actions of the illusions to hurt you badly in a psychological way. You will be saved by an illusion of yourself and then forced to fight hordes of demons while you recover from the wounds you suffered at your "brother's" hands.

You must find a way to deal with the Hollow illusions and escape back to the real world. Do be aware that the Hollow version of yourself have access to all your powers gained from your chain. All memories are returned when you return back to reality.

Rewards:

If you escape the world without killing the Hollow Illusions, you will be gifted with:

- The Blue Necklace:
    - You are now the owner of a necklace with a beautiful blue pendant, identical to Vergil's. Wearing it will give you the following benefits:
    - If you have the Nephilim Physiology perk, you will find your powers cost a lot less to use and are much easier to wield.
    - If you have the Devil Trigger perk, you will find it's power enhanced immensely, and it's energy cost lowered down to almost nothing.
    - The necklace will also prevent any negative side effect of any power you wield.
    - If you grab the necklace, you can make it give you the feeling of a mother's love and embrace, calming you down and make you feel loved. If you are mortally wounded and alone without help, this will heal you back completely.

If you kill the illusions of the one you loved, the one you trusted and yourself, you will be returned to reality with the Blue Necklace and two other boons:

- Demon Lord:
    - Having killed your Hollow Clone, you have managed to absorb it's power, increasing your power so that you become powerful enough to become the next Demon Lord, giving you the "Demon King" perk for free. If you already own it, you get your CP back and can spend it on this document.
    - And as you absorbed the powers of a Hollow clone of yourself, you have essentially doubled the power of all your perks (not just those bought in this document) that in some way give you a form of power or energy. A perk that gives you Magical power is doubled, a perk that gives you Magical knowledge is not. Fanwank responsibly. This will also double the power of all future perks that fit the requirements.

- Demon Army:
    - Demons will approach you and bow at your feet, accepting you as their new ruler. This new army numbers in the thousands and are all powerful demons who will follow you loyally and devotedly on your journey.

Drawbacks

Supplement Mode - 0cp

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

Fanfiction - 0cp:

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

Character subversion - 0cp:

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

Crossover - 0cp:

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

El Donte – 0cp:

- You are now in the world of El Donte, a memefied version of the DmC.

Time - 0cp:

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

Time extension - 100cp:

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

Senseless - 100cp:

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

Memories - 200cp:

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

One Weapon only – 200cp:

- For the next ten years, you can only use one weapon, being unable to use any other then the one weapon you choose when you pick this drawback.

Stuck in Limbo City – 200cp:

- You are now unable to leave Limbo City for the next ten years.

No-Power 300cp:

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

No items – 300cp:

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

Stuck in Limbo – 300cp:

- You are now stuck in Limbo for the next ten years. Limbo is a dimension that exists parallel to the human world, and is controlled by the demons, being their seat of power. In Limbo, the landscape appears roughly the same as in the human world, but is subtly twisted and more vibrant, and there is often demonic growth covering every surface.

Hollow Jumper – 400cp:

- You are now hunted by a psychic personification of your suppressed, negative emotions and thoughts. The only goal of this Hollow is your death, and it carries a copy of all your powers, even if you don't have them due to other drawbacks.

Wrong Side of Heaven, and the Righteous Side of Hell – 400Cp:

- Both Heaven and Hell are out to get you. This means that both demons and angels will continuously hunt you down with the desire of killing you. If you don't want both sides to hunt you, you can take this drawback at half price in exchange of only one faction desiring your death.

Enemy of Mundus – 400cp:

- Mundus will now actively hunt you down, like how he did with Sparda and Eva. Do be aware that Mundus control the entire world, having complete financial and media control, with resources beyond measure and a demonic army that is nigh on infinite. If he ever captures you, he will tear out your heart and eat it, before doing the same thing to anyone you care about.

Dante Must Die – 500cp:

- You will now drown in enemies, being attacked daily by the strongest enemies that all come in insane waves.

Hell and Hell – 600cp:

- You die in one hit. Good luck

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.

Having both Necklaces:

- If you carry both the Red and the Blue necklace, you will find that the Devil Trigger no longer costs any energy to use, and that the enhancements stack.

Kill a God scenario:

- If the jump is used as a supplement, you can still do the Kill a God scenario. This can be done in two ways:
- One, you can enter the DmC world for a limited time where you can kill Mundus.
- Or Two, Mundus will appear in whatever world you use this doc as a supplement for.