Digital Devil Saga Jump Part 2

You didn't REALLY think you were going to leave that easily, did you? No, my dear Jumper, you are FAR from finished. In fact, you now have an even greater challenge before you: You have left the Junkyard, and arrived in Nirvana...Also know as Earth. And I'm going to be honest with you? This place is far from a paradise. In fact, it sucks. Hard. Everything is in ruins, demons roam the streets, there's a war going on between a Resistance force called the Lokapala and a group called the Karma Society, and the Sun is black and turning everyone not protected by a demon form, or other abilities into stone. Apparently someone pissed off God, and now he's decided the human race needs to die, as horrifically as possible, or so it seems. By the way, hope you're not someone who has problems with existential crises, because oh boy have I got a doozy for you.

The Junkyard was a simulation. It wasn't real. None of it was. It was a simulation, and so was everyone in it. Well, except for Sera, and perhaps you if you took the Drop-In background. Speaking of which, the black haired damsel is now in the hands of the Karma Society, and her mother AND father, Jenna Angel. Because that's a thing. In other news, Heat has now joined the tyrannical Karma Society, who is so obviously psychotic they have a goddamn meat factory, and by meat factory I mean they have a prison where they brutally murder said prisoners and turn them into meat which they pump out in order to feed their members. Their leader, Madame Cuvier, still believes that her way is the only way that can save humanity, even if it kills thousands. Oh, and Angel wants to take it over and make it WORSE, creating a world of endless slaughter and bloodshed.

Now, this Lokapala group, they're okay for the most part. The rest of the Embryon tribe. Serph, Gale, Cielo, and Argilla, have joined them. These fellows seek to destroy the Karma Society, save those being fed to them, and perhaps fix the world destroyed by God's rage. Unfortunately, with the death of their leader Greg, and the

new leader Roland's fall into alcoholism and despair, they're all but broken. Perhaps you can change that? In order to do that, you'll need 1000cp.

BACKGROUNDS

Rather than roll for your location like usual, these locations depend on your background. Speaking of which, those backgrounds from Part 1 have received an upgrade in this one! Since you're just continuing from Part 1, you're going to keep the same age and gender. So, what's changed?

Drop-In: So, that was quite the trip. But now, you're home. Home hellish home. You remember everything, how it all began: You and your sister Sera were the only survivors of the experiments conducted on a group of young telepaths, to create a "Cyber Shaman" capable of speaking with God. Under the leadership of Dr. Serph Sheffield, along with his assitant Heat O'Brien, the God Project ran countless experiments, horrible, terrible experiments. The two of you would retreat into dream worlds, cybernetic programs where everything was fine. This attracted the attention of Colonel Beck, who sought to use this to create military A.I.s, which made the experiments all the more painful. Serph acted like he cared, but in reality, he was a horrible, evil man who just wanted God's power, while the seemingly harsh Heat wanted to save the two of you, only to be killed in front of you. Horrified and traumatized, you unknowingly fed all this to God himself. And because of that, He declared that mankind had crossed the line, and the Black Sun crisis began. Your power and rage turned that bastard Serph into the monster he really was. And then you fled again, to that dream world. But now you are in the Society's, and Angel's hands again. But not all is lost: It seems the Atma virus was given to you, to prevent you from turning to stone. Perhaps, with time, you too can transform...

Atma Soldier: This is wrong. You're REAL! You swear you are! You even remember...But those aren't your memories. At least, not the current you's memories. In a past life, you were part of the God Project, and all the horrors that came with it. Those poor children, and it was all your fault. Oh, of course there were others, but you played a major role. You remember Serph, the original Serph, not your leader, and how he put on such a kind, loving act. But you knew then, and know now, the truth: He was a vile, wicked man. Nothing like your leader, a courageous good man, who will one day learn this and seek to right his other self's wrongs. You weren't a bad person, but you did nothing to stop it, and you know the old saying about evil winning because good people did nothing to stop it. Not even when Heat rebelled to save Sera, even then you just sat by as Serph used that girl Argilla to shoot him. You remember what came next, the horror as Sera screamed her anguish and pain to God, as Serph was transformed into a demon, as he slaughtered and devoured you all. That was then, this is now. You are in the real world, "Nirvana", Earth. You followed the others when they joined the Lokapala, and your memories have only made you more determined to conquer your inner demon and save Sera. Besides, you and the Karma Society have some unfinished business...

Demon Warrior: You died. You died. You...died? And yet you live. You remember it, as clear as day: You were a soldier who served under Colonel Beck, who had heard of the abilities of a young girl named Sera. With only her mind and imagination, she could create complex A.I.s and virtual worlds, something most dedicated laboratories couldn't do. Naturally, rather than use this to advance science and humanity, he sought to use it as a weapon, by having virtual wars being waged between these A.I.s, then placing them in microchips before placing THOSE in soldiers. Naturally, Serph Sheffield, the man in charge, leaped at the chance to acquire more funding, even if Dr. Heat O'Brien objected. You didn't care either way, though you were offended by the idea of anyone "improving" you by sticking a machine in your head. But you followed orders,

like a good soldier. But the girl, Sera...She was so scared. You didn't MEAN too, you were just doing as you were told, even if that meant you had to move her around a little roughly, even if you were frustrated and took it out on her...Okay, you were an asshole. Which is probably why you are they way you are now. Can't say you blame her, young, scared, in constant pain with a scary soldier like you treating her as an insult to your pride...Your past self, and even your current self, wasn't exactly kind, and that reflects in you now: A desire for redemption by protecting Sera, a desire for power by devouring others...And all it cost you was once again being the minion of the Karma Society, and a far more monstrous, powerful form. You hope it doesn't cost you your self, too.

Perks

You know the drill, Jumper. Perks are special abilities that will help you survive in this world, perks that go with your background are discounted, 100cp perks are free with discounts, and all other discounted perks are half off.

Drop-In

Hope even at the end(100cp): The world seems so hopeless now. God has blotted out the sun and unleashed a terrible disease. The Karma Society rules the shattered remains of humanity with an iron fist, devouring any who would dare oppose them. Even the Embryons are suffering in this new world, with their former comrade Heat now one of their deadliest enemies. It would be easy just to break down and give up. But you won't let that happen, will you? With this perk, your ability to keep your team not only united but hopeful has increased, allowing you to convince them that there's still a chance even if they just lost their beloved leader. Of course, this all depends on your own charisma. This perk doesn't guarantee it, but it at least gives you a chance, and in the best case

scenario? You will serve as a sort of glue, keeping your team together, keeping them from falling apart, and keeping them moving forward.

Over Stress(200cp): So, a big problem with being a Cyber Shaman is that your powers take a toll on you. It can range from anything to a slight headache to being left on the verge of death, depending on what you've done. You learned this lesson the hard way, experiencing great pain and agony while using your powers in the past. So in order to deal with that, you have this perk! With this, abilities that would normally put a strain on your body inflict slightly less stress and pain then they normally would. Techniques that would normally cause your hand to break would only cause it to suffer a hairline fracture. In fact, something as minor as a slight headache will just be avoided period! There are limits however. Something that would kill you before will still kill you, and your mind is not protected from stress or abuse.

Strength Given from the Next World(400cp): This is a rather...interesting ability. How to explain this...in time, you will come across many people, some friends, others enemies. You might even find that some of the former start out as the latter. But it is a sad truth that in life, death comes for both friend and foe alike. You know this. However, there is a life beyond this one, and that is where this ability comes into play. If you speak with the spirit of either a fallen friend, a foe from whom you've earned trust and respect before their demise or at least one whom you share similar goals with, it is possible for them to give you one of their techniques. Passing it on, to you. There are some limits to this, however: one, the spirit must have a good opinion of you. If their opinion is neutral or negative, they cannot give you the ability. Two, this is a technique, not a power. For example, you cannot get the Sharingan from a Uchiha's spirit, or magic from a wizard. Perhaps you'll learn a spell, or a jutsu, but that's it. Finally, just

because you are given the technique, doesn't mean you can use it right away, or even at all depending on your circumstances.

I need to talk to God!(600cp): The Earth may be ruled by the Society, but it is God who wields true power over the world and all in it. It is His wrath that has reduced the world to the sorry state it is currently in. But perhaps you can change that? This perk allows you to harness your cyber shaman powers to communicate with the spirits, from demons to angels to everything in between. And I don't mean just communicating with speech or even thought. The supernatural beings that haunt this world and others can not only hear your voice, but they will also feel your emotions, your joy and your pain, your anger and your love. And you in turn can feel their emotions, the very things that define who they are as 'person', for lack of a better term. However, you can go beyond simply speaking to spirits. Augmented by technology and/or magic, you may even speak to the divine, all the way up to God Himself. Be warned, however, that using this power comes at a risk to your health depending on the power of the being you are speaking to, and that any emotions you feel will be transferred to the being that you speak with. Remember that it was the despair and pain of Sera, and perhaps you as well, that caused God's rage in the first place...

Atma Soldier

A Whole New World(100cp): Nirvana, the perfect paradise you and your friends struggled to reach...as it turns out, it might just be worse than the Junkyard you tried so desperately to escape from. A new world filled with new enemies would cause most to freeze up or panic. The fear, the shock, the horror and despair...who wouldn't be overwhelmed, even if only temporarily? You, that's who. You've adapted surprisingly well to winding up in this new world, this Hell you thought would be Heaven. In general, you adapt better to new situations, even if those new situations are winding up in a

place you're not familiar with crawling with people who hold hostile intentions. This can only go so far, however, so don't rely on it.

A Shocking Development(200cp): Upon arriving in this new world, you seem to have gained a new ability: the power to control lightning. Aside from the obvious combat abilities, you've discovered that much like the Lokapala leader Roland, you can now use your electrical abilities to tamper with machines like computers or electronic doors, allowing you to hack the former and open the latter. While you can't use the more violent part of this in human form, you can use the practical element of this power. Show your enemies what they're dealing with. I'm sure the experience will be enlightning.

Rise Against(400cp): The Karma Society rules the world almost unopposed. Key word: almost. The Lokapala still fight to defeat their overlords and fix the world. However, they seem to be in dire straits at the moment, even with the Embryon joining the fight. Roland's just not able to properly lead them right now, and even when he breaks out of his funk he'll be spending most of his time fighting with the Embryon on the front lines. So then, perhaps YOU will be the one to lead them? Whether you do or not, this perk grants you everything you'd need to lead a resistance movement. You have the tactical skills to fight a larger force, the charisma to unite the teeming masses, the ability to inspire hope in those who follow you and in those who have already given up. Rise against the Society, Jumper.

We're Comrades...(600cp): I'm afraid that name doesn't imply quite what you think it means. This line will be uttered by Serph (the leader of the Embryon, not the monster that caused all of this) after he is impaled by Heat. Despite Heat's arm punching through Serph's body, he was able to survive the wound and eventually recover. Once per jump, you may replicate this feat, surviving what would

normally be a mortal wound. It'll still hurt like hell, though. In addition, if the environment allows it and you are not in what would be called a final boss battle or climactic duel, you may separate both yourself and your enemy from your allies as well as each other. For Serph and Heat, this was the former causing the latter to fall down a nearby shaft with him, with the two ending up in different locations. But wait...it seems that your first impression might not have been wrong after all. The bonds you make with others are far stronger than they were before. Whenever you forge a bond of comradery, friendship, or even love, it will be that much harder to break or get rid of. Even in his madness, Heat still had some respect for Serph, and at the end, they made peace with each other, and joined forces to confront God Himself. Perhaps you will do the same thing yourself, soon...

Demon Warrior

I've made my choice!(100cp): To discover the truth of your existence...to understand the memories that haunt you, memories of a past life...to stay close to Sera...for whatever reason it was, you decided to side with the Karma Society along with Heat. You've made your choice, and if your former comrades think they can change it so easily, they're wrong. Your convictions are much harder to shake now, enough that once you've made a decision you can follow it through to the end. Things that would normally shake you, such as the bonds of love or friendship, or the charisma of others, or even your own morals, will find it much harder to affect you unless you let them. Do know that at a certain point, this is just stubbornness. And sometimes, you'll find that the path you walk leads to a dead end...

Talk to ME!(200cp): You're a...not exactly right in the head, it seems. You can have quite the temper sometimes, you're willing to consume the flesh of others, and you've already turned on those you once called friends. Normally, you would have fallen into the

depths of madness, but you haven't. Because there's one thing that keeps you afloat. Maybe it's an ideal, or an object, a place or goal. Or perhaps...perhaps it is a person. A person who occupies your thoughts constantly, a person you obsess over. Whatever it is, obsession is the best term for your feelings towards it. You can keep yourself sane, if only barely, through your sheer obsession with this one thing, allowing you to think and act coherently, especially when you pursue your obsession. Keep in mind that depending on the state of your mind, your obsession might literally be the only thing keeping you from snapping. And considering Heat planned on eating the woman he loved and obsessed over when he was in a similar state...

Utopia/Dystopia Justifies the Means(400cp): You have it all worked out, don't you, Jumper? In this world, ruined by God's terrible wrath, a new order must be established. Perhaps you shall follow the path of Madame Cuvier, and forge a Utopia out of the ruins? While few outside of it would call the Karma Society a utopia, the honest truth is that it's actually the nicest place to live on this desolated planet, or at least it is for those chosen for something other than lunch. You've gained the knowledge needed to create something similar to the Karma Society, a relative utopia of a civilization that has been reduced to ashes. With more resources, you might even create a better version of the Society. However, this comes at a cost: this new utopia shall be built on despicable acts, acts that would make most sick to their stomach, acts that would make some history's greatest villains look like saints in comparison. But perhaps you are of the crueler sort. Perhaps you wish for a world of bloodshed and chaos like Angel does. You wish for a dystopia, a true Hell on Earth. Very well, you now also possess the knowledge on how to create such a society, one where cruelty and suffering is the rule. A nightmarish world that would rival that of the infamous Oceania from 1984. Truly, you are the most despicable being to walk the Earth if you would create such a place.

With Great Power, Comes Great Insanity(600cp): You're a monster! No...not a monster. You're worse. You're the Devil. Your endless hunger, your relentless cruelty, and your demonic nature has transformed you into a great beast, not unlike Heat's Vritra form, or Angel's Harihara form. You tower above all other Atma Avatars, a kaiju in all but name. Every part of your form has been enhanced, gaining new powers based on your previous demonic form. A fire becomes an inferno, strength that would crush rocks now crushes boulders, and...well, I presume you get the picture. Your new form is nightmarish to behold, but it comes with a cost: your mind has been reduced to a more primal state. For Heat, it came in the form of his anger becoming unrelenting rage, his love for Sera became a lust for devouring her in order to keep her to himself, and a desire to kill and eat even his former friends to feed his never ending hunger. You may choose to assume your normal form instead of this more powerful and primal state if you wish.

General

Let's go Fox Hunting!(100cp): Fox is the term used by agents of the Karma Society for those who will be sent to the meat factory. They live in the underground, unable to survive under the Black Sun and not chosen to live in the Karma Society's paradise. This perk grants you the skills needed to hunt and capture ordinary human beings, though hunting and killing is also possible if you wish. Do note that these are skills for hunting ordinary human beings. You'll find that hunting the...less ordinary members of the human species to be a more difficult task altogether.

It's our secret signal!(200cp): Ah, you're a clever one, aren't you? It seems that you've invented some kind of signal, be it a handshake, a certain way of knocking, a phrase, etc. that clearly identifies you to your allies, and vice versa. Granted, you will have to teach your allies this secret signal, but they'll be able to recognize and use it

themselves once you do. This will help you quickly prove your identity, and in turn allow your allies to identify themselves as well. And if someone tries to impersonate you or them without knowing this...well, that's a pretty clear sign they're not the real deal, am I right?

They're right here...can't you tell?(400cp): This...this is a terrible power, Jumper. By devouring others, you survive, and what's more enhance your strength. This is something inherent to those who use the power of the Atma Virus, those called Tuners. But this is something more. By devouring those you would call comrades, those you would call friends, your strength increases greatly, enough to assume a new form if those you devoured were strong enough. With this act of betrayal, you become like Earth, who once wielded the form of a proud warrior before transforming into the terrible monster Abaddon after he ate Sky and Heaven, his two comrades. What's worse, however, is that their souls are trapped inside you, unable to join the cycle of reincarnation. Are you truly so power hungry that you would be willing to do even this...?

Sera...where is Sera?(600cp): An interesting thing about humans, and most sapient species to be honest, is that who they are on the outside might not reflect the person on the inside. How they act towards others might not show what they think of others, and the face they wear, whether it be a smile or a glare, might just be a mask to hide who they are on the inside. Such was the case for the original Serph and Heat. Serph Sheffield wore a kindly mask, while hiding the cruelty and greed that lurked beneath. And this was reflected in how Sera initially viewed him. She created an A.I. duplicate, that reflected her views on him. Likewise, she created one based on her views of Heat O'Brien. While these two would eventually form the basis of the Serph and Heat you know, they were themselves just hollow fakes. Eventually Serph will confront both his original self and the original A.I. duplicate, but that's not important. What is important is what this ability does for you.

You may, during battle, bring to life the image of what your adversary sees you as. An image of kindness would create a lighter, more benevolent looking replica, while an image of cruelty would create a more monstrous, terrifying clone. Whatever the case, this replica will be equal to you in power, and will fight alongside you, though their powers will not be exact replicas. They will instead be shaped in the light of the image they were born from. That being said, there are two requirements. Firstly, your opponent must see you as something more than just another enemy. Perhaps you are someone they fear, or someone they respect, or someone they hate. Whatever the case, the image must be complex enough that a duplicate can be born from it. Secondly, the clone lacks true intelligence, it's just a fake created for battle. Finally, the death of the dreamer is the end of the dream. Once you kill your opponent, the duplicate will vanish. The same thing will happen once you leave the jump you created the duplicate in behind. Still this is a fearsome ability to be sure. Show them what lies beneath the mask, Jumper.

Companions

This false Paradise is no better than the Junkyard and its' endless war. It might just be worse. In this world, the more people by your side, the better. Any companions you imported in Part 1 will still be by your side now, but perhaps you had other companions you didn't want to or couldn't afford to import then? Or perhaps there are people here in this new world that you wish to take with you? If so, here's your chance.

Companion Import Option(50-400cp): You have your own squad, your own tribe, besides the Embryon, don't you, Jumper? These friends and allies of yours will be needed for the dark times ahead, especially if events go the way they did without you. You may import one companion for **50cp**, to a total of eight companions for

400cp. Each companion will have 400cp at their disposal in order to buy perks from this jump. Do note however that if you already have companions from the last part, you will only be able to fill in the remaining empty spots. So if you imported three companions before, you can only import five now.

Canon Companion(300cp): This world might be a nightmare, but it does have a colorful cast of characters. From Roland, the leader of the Lokapala, to the young boy Fred, the son of the man who you knew as Lupa in the Junkyard, to the likes of the mad scientist and hermaphrodite Jenna Angel. Perhaps you wish to recruit one of them to your cause? If so, this is the option for you!

Items

This world has a lot more to offer then the Junkyard did. It's still not much, though, so don't expect anything too special. As with perks, all items are discounted for their origin, and 100cp items with discounts are free.

General

Macca(50cp): The typical demonic love of Macca is apparently another thing Tuners inherited from the data that allows them to take their demonic forms. It must be, given how that's also the currency of this new world.. One must wonder if this obsession is in fact genetic rather than being a cultural thing...anyway, this item grants you 5,000 Macca per purchase.

Rations(50cp): While this may be enough to provide nourishment for a normal human, you're not exactly normal anymore, are you? Instead, this item will provide a slight healing effect, recovering some of the health you lost in battle. You get ten rations with this item, and it replenishes every week.

Chakra Drop(50cp): Chakra Drops are to magic what Rations are to health. Whenever you expend magical energy, you may replenish it by eating (drinking?) one of these. Just like the above, you get ten chakra drops with this item, and your supply replenishes every week.

Drop-In

God Project Picture(100cp): Oh...what's this? It's a picture of you, Sera, the original Cielo, and all the other children who were experimented on for the God Project. Back before the pain, back before the original Serph tricked you, back before...back before your despair destroyed the world. You were so happy, then...looking at this picture makes you feel happy again, makes you remember how things used to be. However, that's all it can do, provide you memories from the past. Moving towards the future is something you have to do.

Medical Pod(200cp): I'm sure there's an actual name for this, but I don't know what it is. This pod is similar in design to a CT Scan, however rather than having one scanning device it has several smaller ones that circle the pod to provide a more thorough scan. This will allow allow you to run detailed medical examinations, of both the body and the mind. What's that you say? That's not worth 200cp? Fine! It will also have a healing effect on those inside the pod.

E.G.G. System(300cp): You remember this machine, don't you, Jumper? How long did you spend in here, as they ran their experiments. You remember what it was like, floating in this machine, in the liquid inside, with all those wires and god knows what else attached to you. And you remember what this device was for. It augmented you and Sera's abilities, allowing you to communicate with God. You remember the warmth you felt, conversing with Him. You remember feeling enveloped by His will.

Whatever God's feelings towards humans are now, that's not what you felt then. This isn't the original device, however, only a duplicate. It's very large, and requires a dedicated, high-output power source, but it will augment your powers. Even to the point where you might speak with God once more. Be careful, though. The pain and stress caused by the device nearly killed you and Sera before. If you're not cautious, it might succeed this time.

Atma Soldier

Rifle(100cp): You'll never be able to guess what this is, not a million years! What? It's a rifle? How did you know?! Yeah, I figured it would be pretty obvious. This is the standard weapon used by the Lokapala Resistance forces, and it's all but useless against the Tuners employed by the Karma Society. Or it would be normally. However, this rifle is slightly more effective. It won't have much use against the more powerful members of the Karma Society, but you'll find that the rank and file are far more vulnerable than they were before.

Stolen Gyroplane(200cp): How did you get your hands on this? This is a vehicle that only high ranking members of the Karma Society should have! Well, however you got it, you have it now. This is a rather strange looking thing, coming in the shape of a cone with two fan like devices below it. You will find it to work very similarly to helicopters however, despite its' peculiar look. It's got good range, though it's a tad slow in terms of movement. You'd be easy pickings for any anti-air defenses, so I advise caution, especially if you plan on storming the Society with this. It can fit up to five people.

Lokapala Headquarters(300cp): This is the main base of operations for the Lokapala resistance movement, as well as their home. Located underground, this place is part military base, part apartment complex, part town. There's even a little shop here, run

by a Tuner, specifically a Pyro Jack. Or, is it an actual demon? Whatever he is, he sells food and weapons for those willing to pay with Macca. From this place, you could lead a rebellion against a force like the Karma Society, with an armory, a steady food supply, and plenty of place to live and sleep. You won't be able to fit a whole army in here, but you will be able to fit a small town's populace here and still live comfortably, with a medium town living in a rather cramped style. Post-Jump, this can either be a warehouse attachment or if you choose it can placed into the an underground location of your choosing.

Demon Warrior

Lance Gun(100cp): Credit where credit is due, the Karma Society is creative. These strange weapons look like lances, but are capable of firing bullets as well for ranged attacks. They're also capable of being used as actual lances. That being said, they're not much better than the rifles used by the Lokapala. I'll give this the same benefit I gave the Rifle above, though, and you shouldn't underestimate just how deadly this thing can be to normal humans...

Kumbhanda's Horseshoe(200cp): This is rather massive, black horseshoe. Aside from the obvious use of bludgeoning people with it, this horseshoe is capable of two other things. Much like the one used by Kumbhanda, the warden of the Karma Society's prison/meat factory, this can be thrown like a boomerang, dealing damage to your enemy and then returning to you. But more importantly, it's also capable of binding your enemies through magic, preventing them from moving. Once bound, all your attacks do far more damage, enough to count as critical hits if this were a videogame, However, there are downsides: one, if your opponent is strong enough, they might be able to break loose if given enough time, or just shrug it off entirely. Secondly, if you are unable to maintain your focus, then the bind will be easier to break out of.

Otherwise? This will make sure your opponents know that no one escapes you, Jumper.

Karma Jet(300cp): Once, the Karma Society and the military of the old world worked alongside each other. This is a remnant of that partnership. This jet fighters would put most modern fighters in the dust, and thanks to some help from me, now carries unlimited fuel and ammunition. These things are deadly enough that even Tuners would find themselves in hot water fighting them. Three of these fighters flown by relative mooks will soon be the death of the Embryon member Cielo, despite all of his power and skill. And they weren't even aiming for him! Perhaps a more skilled pilot will make it even deadlier?

Drawbacks

So, 1000cp isn't enough to satisfy all your wants, is it? Well, if you're feeling up to the task, you can make your time in this world even more dangerous and harrowing. Surviving in a world that was brought to an end by God Himself is hard enough already. Will you be able to confront both your inner demons and the demons coming to devour your flesh? You may gain a total of 600cp from drawbacks, or 800cp if you take The One who Stands Below God the Judge...

ADMIN I.D.: BRAHMAN(0cp): This all seems familiar, doesn't it? Everyone and everything is comprised of data, and all this data comes from a single source. The world has been destroyed by the being that created and rules this original source. This being's final judgement is to destroy the Earth and humanity by turning them into data. What does this remind you of? Well, if you've been to the world of Devil Survivor 2, then this should remind you of the Administrators. While Brahman, the true identity of the one people call God, is not quite on the multiversial level of the Administrators,, he definitely seems to work in similar manner to them. In the

original world of Digital Devil Saga, Brahman was simply the God of that universe. By taking this drawback, however, his background has been changed to that of a lesser Administrator. This really doesn't change anything important, to be honest. Think of it more like...optional fluff.

Drowning Your Sorrows(100cp): You have a drinking problem, Jumper. Maybe it's because your memories from your past life, or the life you lead before the Junkyard depending on which background you took, haunt you. Maybe your experiences in the Junkyard took more of a toll than you previously thought. Perhaps it could be that discovering your paradise is actually a hell broke you. Whatever the case, in order to confront your despair you have found the solution at the bottom of an empty bottle of beer, wine, or some other alcoholic beverage. You can kick the habit, but don't expect it to be easy.

Ghosts Spotted(100cp): Oh this is ridiculous! It seems that whenever you leave friendly/safe territory, agents of the Karma Society are right around the bend, hunting for you! To reference video game terms, this means that random encounter rates have been doubled in occupied territory. There not any stronger than they were before, you're just more likely to encounter more of them. Thankfully, this can be dealt with via removing the Society from that area. What's that you say? You're a Drop-In or Demon Warrior? In that case, the situation is slightly different. For Drop-Ins, you will not have to deal with this until you escape from the Society, where as Demon Warriors will have to side with Lokapala soldiers, who seem to have become strong enough to fight evenly with the enforcers of the Karma Society.

Three Worlds(200cp): The Tribhvana, the most powerful and respected unit in the Karma Society's army. These three are deadly Tuners, and go by the names of Earth, Sky, and Heaven. The three have been heavily experimented on, greatly enhancing the power

of their demonic forms. Heaven wields great magical power, taking the form of the demon Ganga. Earth's physical power is great indeed, to the point where purely physical attacks could not hope to hurt him in his demonic form, Ubelluris. Sky has been driven by the experiments done on him, but as a result he wields exceptional skill in the art of support magic, and demonic form is that of Cu Sith. These three will come to do battle with you, no matter where your allegiance lies. You will not be able to get rid of them permanently the first time you do battle with them, not the next. But before your third battle, Earth will devour his comrades, and take on the form of Abaddon, the Destroyer, wielding the powers of all three. Here will be your chance to end this fight, once and for all.

We're Supposed to be Comrades!(200cp): How could they do that to you? One of your companions has betrayed you, and joined your enemies. A companion you trusted, a companion you might have even loved...and now they fight for the ones you fight against. A betrayal like this wouldn't be easy by itself, but the fact is that your companion refuses to change their mind no matter what. Eventually, one of you has to die. However, perhaps death does not have to be the end? Remember that the same thing happened to Serph and Heat in another time, and that when God consumed the world, Heat once more fought with the Embryon in the sea of data known as the Sun...

If you can't stand the Heat...(300cp): Well, this is a problem. It seems that Heat has decided that you absolutely must be devoured, no matter what. No matter who you are, he will come for you, to fight you, to beat you, to kill you, to eat you. Why, you may ask? There are a number of possible reasons. Perhaps you are like Serph, a subject of his envy. Perhaps you are like the Embryon, those he seeks to devour to sustain himself and gain more power. Or perhaps...perhaps you are like Sera. Perhaps he holds some sort of affection for you, whether it be familial or romantic, and in his

madness he seeks to express this by devouring you, making you a part of him. Whatever his reason, you must fight the Mad Embryon Rogue. He is very powerful, wielding both deadly fire magic and pure demonic brute force. You will have to fight him many times, and each time you do he is stronger than he was before. Finally, you will confront him in his colossal Vritra form, and his defeat there will finally end this long struggle. Perhaps then you will be able to renew the bonds you once had with him.

Fallen Angel(300cp): Jenna Angel is the...parent, of Sera, and perhaps you as well. She's the brilliant (and insane) scientist who invented the Atma Virus, turning the data taken from God by Sera into something that could be used by humans to transform. But what made her who she is? For that answer, we must look back to many years ago, back when this crisis first began. Two scientists, Jenna Angel and David Gale, searched for a way to cure what would eventually be called Cuvier Syndrome, the petrification of humans that had been exposed to Black Sun, and malignant data sent from God. The two were in love, but when David himself caught the disease, the ward they worked at was attacked by the panic populace, who believed it to be a contagious disease. He was killed, and she came to believe that only through embracing chaos and demonhood would mankind survive. In fact, it may be that she's given up on humanity entirely. Why is this important, you might ask? Because for this drawback, you must do something that most would think impossible: redeem Jenna Angel. You must pull her back from the brink, and renew her faith in humanity. This may seem impossible, but remember that she still loves her daughter Sera, and you as well if you are her child. Remember also that a certain member of the Embryon tribe bears the name Gale, and that for some reason he has begun to remember a life he once lived with a woman named Jenna...if you can succeed in this task, you will learn how the Virus was created, and by copying the data or DNA of a demon, you may be able to create Tuners yourself.

I'll Face Myself(600cp): Your past life has come to haunt you, Jumper. Much like Serph, you will have to confront the shadow of the person you once were, or more accurately, the person you were based on. For Atma Soldiers, you must confront the Scientist who would not help Sera, even when they had every chance to, even when they knew what they were doing was wrong. Demon Warriors will confront the Soldier, whose pride and temper ultimately helped cause Sera's meltdown, and thus this world's end. And for Drop-Ins, you must confront a fragment of yourself, leftover data from when you and your sister fed your grief and anger and hurt and sorrow into God Himself. No matter who you face, your adversary shall have a reflection of your powers and form, though their nature has altered them, slightly. The Scientist looks sickly and pathetic, reflecting their cowardice and shame. The Soldier looks monstrous but is bound with chains, reflecting their crueler nature as well as their willingness to discard morals for the sake of following orders. These chains won't actually limit them, unfortunately. And finally, the Fragment looks twisted and tortured, reflecting all the pain and agony you suffered in that one fateful moment. You must confront them, and emerge the victor. Or else, you will join them, forever lose, forever doomed to remain outside the cycle of rebirth...

In...dra...(600cp): Serph Sheffield might have been the first one transformed into a demon, but he wasn't the last. The identity of the second one transformed by God's rage is no longer known, but his new form is unmistakable to anyone who serves or once served the Karma Society: Meganada, or as it is more commonly known, Indrajit, the Conqueror of Indra. This behemoth was captured and sealed away by the Karma Society, to serve as their trump card in case anything went wrong. But now it has been released, with one goal: the destruction of you and your allies. You can hear its' cries, that ghastly moan, "In...dra...", as it pursues you. It's not fast, but it does not need to be. What it lacks in speed, it more than makes up for in durability and strength. It took being

struck by the entire electrical supply of the Karma Society to kill it the first time, and then the strength of Seraph, the combined form of Serph and Sera, and the Embryon to finish it off for good in the Sun. He is a dangerous enemy, wielding both magical and physical might. At the beginning of your fight with him, he will nullify any physical attacks, as well as any ailments, or light and dark magic. As you damage him however, his defenses will change, rendering him immune to all magic save Almighty, but becoming vulnerable to physical attacks. Word of advice? Don't you electrical attacks, they'll only heal him.

Arguing with God(600cp): Well, arguing isn't really the right word. The more accurate term is "Desperately fight with". No matter what you do, somehow events will lead up to something like the canon events of the game, up to God destroying the world, though it will account for the existence of you and your companions, and the changes you could make, as well as any drawbacks you have. The point is, that you and yours will end up on the Sun, journeying with Seraph to confront God. Unfortunately, it seems like the big guy is a lot angrier then he was in canon. He's still willing to give mankind another chance if you beat him, but he's not pulling his punches quite as much. Without you, Seraph and the Embryon will surely fail. You must help them to defeat Brahman, and prove yourselves worthy. That won't be easy, as the avatar he takes on will have multiple, powerful phases, wielding different defenses and attacks. If you can succeed, however, God will restore the Earth and humanity, giving all those who died a second chance at life. You will also find that you have been given a blessing by the pacified deity, that will cause gods and spirits to be willing to listen to what you have to say, even at the height of their anger. Keep in mind, outright evil deities will not be affected by this.

Bonus Boss Bombardment(600cp): Uh-oh. Well Jumper, I've got bad news for you. It seems you will be confronting some new enemies in addition to the ones you would have normally done battle with.

First of all, after rescuing Sera, you will have to fight several Tuners that have been taken over by the solar data of the Archangels. They will attack you, believing themselves to be doing the will of their God by killing you. But that's not all. Throughout your time here, you will run into a Jack Frost, a friendly type that challenges you to trivia quizzes, where you can win rewards! Why is that important? Well, because you'll be fighting him once you reach the Sun. He's a powerful opponent who wields Almighty magic in battle. Once he's defeated however, there are still more enemies to confront. You must also fight the ones known as Shiva the Destroyer and Vishnu the Preserver, though thankfully you will fight them separately. Both of them are incredibly powerful, and seek to test whether you are worthy of meeting Brahman in battle. Finally, you will confront the dark dragon Seth, and strangely enough, he will mention something about you "Not being the one to judge". What could he mean by that...? No...he couldn't mean...

The One who Stands Below God the Judge...(800cp): Satan?! Here, now?! No, this, this can't be! This is impossible! He can't be here, he can't! This isn't his world, this...no. No of course. If the Archangels could haunt this world, why not him? Jumper, I...I beg you. Do not do this. Satan is the ultimate weapon of the one called YHVH. He wields power rivaling that of the Lord of Chaos himself. This might only be the solar data, the memory of the Accuser, but he is still one of the greatest threats this world has to offer. Are you truly willing to do battle with a monster like him? ...very well. In that case, at least allow me to tell you what you will be facing. While it is true that this Satan is only a memory of the real thing, he is still immensely powerful, He wields the strongest version of each elemental spell, as well as a variety of Almighty attacks. Not only that, but he is capable of removing any buffs you might have given yourself, and is capable of further debuffing you as well. Aside from this, he possesses a variety of abilities that can inflict ailments on you, further weakening you and rendering you

vulnerable to his attacks. As if that wasn't bad enough, he possess two particularly nasty moves, one that will instantly charm you or one of your allies (depending on who it hits), turning you/them against your allies/you, though it can be blocked. And the other will instantly kill whoever it hits. No dodging, no blocking. Yes, really. But the worse thing is that he wields one move that could destroy you and you allies in an instant: God's Breath. No dodging, no blocking, just pure unadulterated death. However, there is a way to avoid this: if one of your allies has been "fully" buffed, Satan will instead take the time he would have taken to use God's Breath to debuff that ally. Think of it like this: every four "turns" Satan will cast God's Breath, unless you buff someone fully, in which case he'll focus on that. He also has a spell that can fully heal him instantly. Thankfully, he'll only use it once, recovering back to full health after you deal enough damage. Did I mention he has phases where his defenses change? Because he does. It's ridiculous.

If you somehow defeat Satan, you will receive...nothing? Wait, that's not right. Did whoever create this world not include a reward for beating this great enemy? How strange. Well, in that case, I'll provide the reward myself! As a reward for defeating Satan, you will find that demons view you with respect, both for your power and for your defeat of their oppressor. Because of this, demons will be more likely to obey you, and will do so with genuine loyalty rather than using you for some scheme of theirs, or planning to betray you. Congratulations, Jumper! You've pulled off a miracle!

Ending

Well, Jumper, you've done it! The Black Sun Crisis is at an end. Whether you went along the path originally set out and went to the Sun with the Embryon, or convinced God to show the world

mercy in some other way, the Sun is finally shining again, and life is returning to the world. So, now what will you do?

Go Home?: After everything you've seen and done here, I wouldn't be surprised if you wanted to go home. You will be returned to your original homeworld, with all your companions, items, and perks. I hope you enjoy living in a brighter world.

Stay Here?: Really? Even if the world is recovering, it's still in a sorry state. You really want to stay here? Very well. In that case, I wish you the best of luck. Hopefully you help make this world a better place. On your homeworld, you will be declared a missing person, and after a frenzied search and a period of mourning, your family will eventually move on and find peace.

Move On?: Man, you really are a glutton for punishment, huh? I kid, I kid. Well then, it's time to leave this world and move on to the next one! See you soon, Jumper!

Notes:

- For I need to talk to God!, please note that just because you can talk directly to gods, doesn't mean they're going to change anything based on what you say, or even respond at all
- Brahman's relationship with YHVH is unknown. While he does possess Amala Drums on his design, indicating some connection, it has been stated in game that he is not the God Satan worshipped. The most likely possibility is that he is a separate Avatar of the Great Will, and has no other connection to YHVH besides that.