Devil May Cry Jump

Version 3.05

Here's an old tale for ya...

"Two millenniums ago, there was a war. Between the human world and the other... the Underworld. But somebody from the Underworld woke up to justice, and stood up against this legion, alone. His name was Sparda. Later, he quietly reigned the human world, and continued to preserve harmony, until his death. He became a legend, The Legendary Dark Knight, Sparda."

...Hmm... doesn't quite sound right, does it? How 'bout this;

"Long ago, in ancient times, a demon rebelled against his own kind for the sake of the human race. With his sword, Sparda shut the portal to the demonic realm, and sealed the evil entities off of our human world. But since he was a demon himself, Sparda's power was also trapped on the other side."

Heh... I'm sure by now you've heard all sorts of colorful variations of this legend, but here's a word of advice from me; don't buy 'em.

See, folks have nasty habit of embellishing the big stuff, while also forgetting the smaller, more subtle details. Here's one such detail that you won't hear about anywhere else;
Sparda had children—Twin sons birthed by a human woman (and if some sources were to be believed she would be a witch of some sort). And being born the child of a powerful devil sure wasn't easy. Between an eventful childhood and an even more bizarre adulthood, I can say for certain that I can teach you a thing or two about what it really means to be a Son of Sparda.

You start with 1000 Red Orbs, your age is determined by rolling a nerd dice plus the square root of 289, or you can choose to choose your age and gender, if you're into that, I don't judge, for 50 Rorbs a pop, etc.

Ah, anyhow, you'll enter this world roughly about a week before the main events of one of the following time periods, all of them featuring me, Tony Redgrave from the Shin Megami Tensei series. You can pay 100 Rorbs to choose.

1 & 2. Devil May Cry 3: Ahh, the good old days, back when I first started as a Devil Hunter. Here you'll join me as I go to the reunion party my brother Vergil kindly set up for me with the help of his scar-faced weirdo friend, Arkham. I also met Lady during that bash. I was nineteen at the time, and you'll be able to join me for the events of the original Devil May Cry as well.

3 & 4. Devil May Cry 1: This takes place ten years after DMC3. I met a crazy babe named Trish, who warned me of some schmucks who're trying to resurrect Mundus, the demon king for God knows what reason. I was twenty-nine back then, and you'll also stick around for both the Chinese Cartoon, and Devil May Cry 4.

5 & 6. Devil May Cry the Animated Series: Nothing much memorable happened. I met a little girl named Patty, her mom was a witch, Lady wouldn't get off my ass about some money I owed her, and there was this one demon, Sid, who wanted to take my father's power, like everyone else in existence. I was around thirty when this happened, and you'll be around for Devil May Cry 4.

7 & 8. Devil May Cry 2: This one's a bit of an odd tale. My forties weren't exactly a walk in the park. Things went kinda rough, and I wasn't really myself. This one takes place in Dumary Island, and features an artificial Devil called Lucia, along with some corporate nutjob who wants to be king of the world. From here on, you'll be around for the events of Devil May Cry 4 and 5.

9 & 10. Devil May Cry 4: This was the funnest adventure I'd been in. Got wasted, Lady wanted me to wreck some weird religious dudes who were worshipping my old man, Trish took pop's sword, and then I met this kid named Nero. Who just so happens to be my nephew. I was thirty-six during this, and you'll be sticking around for the events of Devil May Cry 5.

11 & 12. Devil May Cry 5: The end of a story, but also the beginning of a new one. Nero got his arm ripped off by some strange demon, and I received my strangest gig yet from a guy named V; apparently, some demon is about to awaken and start raising hell, and it's all up to me stop it. Now, that wouldn't be too out of the ordinary, save for what V called this supposed demon king; Vergil.

13. Well, well, well, looks like somebody just hit the jackpot! You get to pick any of the five time periods above.

Devil Hunter



Not so long ago, you found out a certain truth; demons exist, they're in our world, and they sure aren't friendly. So either through personal tragedy or just a simple circumstance, you took it upon yourself to go and hunt 'em down and get paid for it, too. You're still relatively new to the game, but given some time and experience, I'm sure we'll make a hunter out of ya.

Dexterity and Reflexes (100): You're able to perform sick acrobatic feats, balance yourself on precarious places such as the tippy-top of a skyscraper that's hurtling towards a Godzilla-sized monster. While on fire. In a zero gravity environment. And all other sorts of cat-like things. Your

reflexes are also fast enough that you can dodge almost any attack that you see coming and can catch bullets.

The Sickth Sense (200): You need every trick you can get when fighting demons, and you? You, my compadre, have gained one of the best. Like a certain little web crawler, you've got something of a 'heads up' when someone's about to attack you. Lets you react and strike back, or even get out of the way before something happens. Fair warning kid, forewarned isn't always forearmed... doesn't help if you're not fast enough to react.

"It" that Demons Lack (400): Someone once asked me what it is that humans possess and demons lack. After all, from a logical point of view, demons should be considered "superior." Their physical strength and magical prowess far outmatch that of humans. So how is it that humans are not only able to stand up to demons, but even surpass them?

Well, the answer's simple; it's tears.

No, I'm serious.

...Well, of course, I'm not talking about *literal* tears—That's a bit too cheesy—but rather the metaphor of what they represent; the ability to cry, to feel and to empathize with others.

The bonds you make with others will strengthen you. Love, whether it's familial, romantic, or just platonic, is a hell of a motivator for some people, and when you have something or someone to fight for, ain't no force in heaven nor hell that's gonna stand in your way.

And that quality isn't something to just carelessly throw away.

I'm sure pops saw it that way, too.

True Progress (600): Any form of training you put yourself through will be exponentially more effective, allowing you to learn and master new skills at a blistering speed and retain them without any form of degradation. Pick up the guitar and shred solos in an afternoon. Pick up a sword and kick a master fencer's ass by the weekend.

This potential to improve is unparalleled. Sure, it's easy to throw in the towel and call it quits, but when someone really applies themselves through hard work and effort, they can reach incredible heights. And a really hot-blooded, stubborn bastard could eventually surpass the limits of their ability over and over, so long as their will keeps on burning.

Capstone boost:

Well, I guess the only thing that's really impossible is impossibility itself. Not only can you improve your skills without limit, you can now even acquire skills through combat, as well. Similarly to a certain blue bomber, whenever you fight someone or something, you can learn

one of their skills, so long as you're able to defeat them. On top of that, even weird, esoteric abilities can be gained this way. Learn how to slow down time from a horse; learn to turn your own shadow into a clone from… well, a shadow clone. If you can see it, you can do it.



Arcanist



It's often said that knowledge is power. When most people speak those words, they're thinking more along the lines of academic or scientific knowledge. Not you, though. For you, that saying takes the most literal meaning it possibly can. Your knowledge of the mystical will be your sword and shield. Just be careful not to bite off more knowledge than you can chew, or your studies in the arcane might come to a pretty ugly end.

The Potential (100): "You're a wizard, Jumper."

Chyeah, just like that, you can now use magic. Neat, right?

Well, there's a bit more to this than there seems to be. You see, most humans can't naturally use magic. It's just… not in their making. Sure, you've got the odd psychics and magicians and other special cases running around, but they're the exception, not the rule. In short, you gotta be born with it.

You just happen to be one of the lucky few. Maybe your family has a long history in the business, or maybe one of your great-grand-somethings was an Oni. Hell, maybe you're just a fortunate anomaly. Whatever the reason is, you've got what it takes to magic the place up a little. As of now, you've only got the barest of basics of conjuring up some arcane energy, but through time and practice, you'll eventually be able to pull off all sorts of bizarre magic nonsense.

Alchemy (200): So, alchemy. I'm sure you're familiar with all the old tales on the subject, yeah? Turn coal into gold, lead into diamond, and all that. Well, see, I suppose you *can* do that. But you know what else you can do? Why, all sorts of wacky magical shenanigans, of course!

The manipulation of souls, demon blood, and whatever esoteric components you've got on hand makes it possible to purify and create items, provided you've got the energy for it. Things like Vital Stars become the work of an afternoon as long as you have the energy for it. As you progress you will learn to branch out to make new things. The sky's the limit.

Enchantment (400): Then, on the opposite side of alchemy, you've got enchantment. To put it simply, enchanting is the process of pumping so much magic into an object, that it more or less forgets how to obey the laws of physics. With it, you can make sticks that shoot fire, necklaces that shield you from harm, or some other generic boring stuff.

If you wanna be cool, however, you could also take that lame stuff and turn it into sneakers that let you run on water, or a gun that shoots smaller guns that shoot even smaller guns. Just like with alchemy, what you can do depends on what sort of ingredients you've got. But beyond that, feel free to go nuts.

Demonologist (600): So, in case you're feeling like being cartoonishly evil, here's a little something for ya.

You are now a demon summoner.

Yep. Uh-huh. That's correct. You can do exactly what the above statement describes. If you manage to form a pact with a demon, you'll be able to summon and use them as you desire. Keep in mind, however, that demons generally tend to be pretty damn rowdy, and they sure as hell don't like being pushed around. So if you get too bossy with your tropical friends, don't be surprised if you suddenly find them wanting to renegotiate their contracts.

Capstone boost: Or maybe you don't want to mess about with contracts? Maybe you just wanna skip ahead to the part where the demons work for you? Well, now you can.

Thanks to the sheer strength of your demonic heritage, if you manage to defeat a demon, you can try to impose your will over it and completely subjugate it, essentially turning it into a slave with no choice but to obey.

Naturally, there isn't a single demon alive who's gonna be cool with this, so be prepared to meet *a lot* of resistance when attempting this, specially when concerning the stronger types of demons. Any and all demons you subjugate will be available to be summoned later on to any other world you may visit. Since they *have* to obey your commands, you won't have to worry about them going rogue, but don't act surprised if they start giving you lip.



Scholar



You're a bit of a bookworm, eh? You're, like a, uh... I dunno, a college professor, a scientist, a member of the clergy, something like that. Bottom line is, you know a lot about demonic lore, and you put that knowledge to good use. You can recite the entire legend of Sparda from top to bottom without pause, and demonic physiology and magic...ology... come naturally to you. Anyway, expect a lot of hunters to come to you for aid regarding how best to shoot different kinds demons. Oh, and you're also able to learn and understand subjects and skills very easily. Just make sure not to get too overzealous in your studies, alright?

Enhanced learning (100): Alright kid, you've been hitting the books and skipping parties to study like a good little bookworm. Had to pay off sometime, right? Learning's as easy as breathing for you now, and you can retain that information a lot easier than normal. You can walk into an Advanced Calculus classroom and then walk out with the professor whimpering on the floor ten minutes later. I'm pretty sure you'll be showing up other scientists in no time! But, uh, do try to go out more, alright? All that textbook reading isn't gonna do wonders for your eyesight.

In the Zone (200): Look, let's face it; things aren't exactly going at 100% for you upstairs. So much so that whenever you start working on a project, you'll enter a state of ridiculous off-the-wall hyperfocus. So much so, in fact, that time will actually bend around you. When you're really, *really* in the zone while working your craft—whatever it may be—time will actually dilate itself around you. Meaning that you'll be able to squeeze in an entire day's worth of your crazy mad scientist work in between tea time and super.

Diabolical Surgeon (400): So … you got an extra demon or angel's arm lying about, don't ya? Or whatever supernatural creature part you found. Well what are you going to do? Stick it on someone else's stump of an arm? Why that would be insane, almost entirely open to rejection issues. I wouldn't even know if there would be enough immunosuppressants in the world for this job. But somehow… what you do actually has a chance of working. Like a hundred percent chance. Might be a few lingering pain issues, and all that jazz. But what price is that for science?

This method of splicing essentially allows you to create an artificial type of Demon-Human hybrid, similar to what the Order of the Sword had cookin'. Though, hopefully, you won't go quite as off-the wall with this as they did.

...You won't, right? Ah, who am I kidding?

Stark Ravin' Mad Scientist (600): And then, just when we thought things couldn't get any worse, you discovered that demons have a genetic code. Whatsmore, you somehow, through methods that I'd rather not know, are able to read it, decipher it, and splice it together to make demons of your own.

Now, granted, most of these demons aren't all that out there; at their best, they're comparable to the Order of the Sword's Basilisks and Gladiuses… Gladie? ...Eh, you know which schmucks I'm talking about.

...On the other hand, if you manage to get your hands on a large amount of demons and/or demonic artifacts… Well, now that'll be a completely different story.

Capstone Boost:

Sheesh, now you're really pulling out all stops. The demons you're able to create are no longer wild beasts of instinct. If you so desire, they'll become thinking, feeling beings who can continue to grow in intelligence and ability. To top if off, they can even assume a human form. But here's a word of warning to all who think they might want to play god; just because you made 'em doesn't mean they'll be your unquestioning slaves. So don't go mistreating your demons, or you'll be in for a nasty surprise once they reach their breaking point.



Demon



So, you're either full-blooded demon, or an artificial humanoid creation. That's fine, I ain't gonna hold it against you or anything, I've met plenty of demons who are legitimately good people. I know that we're not all monsters. You're above and beyond the the physical capabilities of normal humans, able to shrug off severe injuries like it ain't nothing, and you're pretty damn strong. However, as a demon, you're only good at the few things that you do, and you might not necessarily be in the mood to go and change that.

Longevity (100): You've got a long, exciting life ahead of you, buddy. Well, it probably won't be very long if you emphasize on the exciting part. Your life-span is pretty much infinite now. Once you reach your prime, you will no longer age or grow old. Keep in mind, though, that you can, and most likely will, die when you're killed. Hey, don't let it get you down. It happens to the best of us.

Human Form (200): Let me level with you for a second here; being a demon's cool, and all, but here in the human world, people won't exactly be psyched to run into one. The whole "glowing eyes and wicked horns" schtick doesn't really go over well on any day that isn't Halloween. Luckily, you now have the ability to hide your normal demonic form and look like a normal human being. This will, in turn, also hide your true power. Your human body will, for the most part, bear a resemblance to your demonic one; be it hair color, eye color, clothing, or physique. The transformation from demon to human is as quick and easy as a snap of the fingers, allowing you to slip in and out at your leisure.

Be aware, however, that entering Devil Trigger *will* send you into your demon form; no ifs, ands, or buts.

Legend Speaks... (400): It's no exaggeration to say that Sparda is the most famous demon around. Ask ten people on the street, and nine of them will know what you're talking about. The guy's like Starbucks; he's everywhere. Well, you now have a reputation of your own as well. Whether you're another maverick who fights to protect humanity, or a particularly strong Devil who rules an entire Hell, your legend will be known, even within the human world.

And since your reputation extends so far, you can bet that most demons will know that you're not one to be trifled with. Particularly weak demons can be coerced into doing your bidding, while the more average ones will go out of their way to not piss you off. Only the baddest of the bad in the demon world will be unfazed by your fame.

Do keep in mind, though, that if you fail to live up to your hype, its effects will be significantly diminished for a while, or at least until you can restore it.

Perfect Devil Trigger (600): This is what it means to go over the top. Usually, a Devil Trigger is the absolute height of power that a demon can accomplish. But you? Hell, it ain't even your final form.

Someway, somehow, you've gone beyond the limit and created a perfect form for your Devil Trigger.

A Devil Trigger is a special power possessed by demons and demonic hybrids which allows them to release their full supernatural power. While in the Devil Trigger state, the user assumes their true form, giving access to some abilities which may otherwise not be accessible. Like the ability to spit lightning, walk on fire, or swim through land.

With your Perfect Devil Trigger active, your strength, your speed, your durability—All the good stuff's gone through the roof, granting you a form that's the idealized version of your species' demonic form.

Capstone boost:

A Perfected Devil Trigger is powerful enough on its own, but this… Now, this is something else. As a true Devil with a capital D, you're able to enter an ever stronger state—The Sin Form. Your speed and strength become absolutely absurd, while your skin is impenetrable to all but the toughest of contenders.

All that being said, there *is* one caveat to the Sin Form—it'll sap your energy like nothing else, so you won't be able to maintain it for extended periods without catching a breather. So it's best to not go too crazy with it, unless you wanna find yourself running on fumes just a few minutes into a fight.



General Perks

Cuh-Ray-Zee! (Free): The moment you step into the world of Devil May Cry, you, and anyone you brought with you, will have the innate potential to do incredibly amazing stuff all day long, pal. However, it will take great skill and effort to pull off anything like blocking attacks with the back of your hand, or playing an air guitar that actually produces audible sound for others to hear. But never fear, if you train hard enough, and git gud enough, you too will be able to deflect bullets with other bullets, destroy buildings by spouting out innuendos, and become a worthy disciple of my ways. And yes, you totally get to see your rank whenever you're doing anything.

Taunts (Free): Your mother was a hamster, and your father smelled of elderberries! You are able to come up with witty dialogue, insults, jokes, and one-liners on the fly.
Now, taunting does three very useful things. First, it will boost your Style rating. I know, I know, that's amazing, and awesome, and all that.

Second, taunting pisses off your enemies. A lot. So much that they'll try to stomp your pretty little face in. While this may seem like a bad thing, it can also be good for you, as the dumbass you're fighting will make a mistake in their rage.

And thirdly, a successful taunt will help you get your game on and replenish your stamina. You won't be able to run entirely on smack-talking suckers while you rip them a new rectal cavity, but it will definitely ensure that you'll be able to fight for hours, sustained only by the power of your quips.

Weapon Swapping (Free): The ability to swap between your weapons in the middle of battle. These weapons are stored in a pocket dimension known only to you, and can be switched instantly with but a thought.

Get Set! (100): You now have the ability to style your hair in whatever form you wish, whenever you wish, with just your bare hands. Is your hair not long enough or too short for the style you want? No problem, just run your hands through it a couple times, and it'll adjust. Don't ask me how it works. It just does.

Dogfighter (100): I… but seriously, why? Fiiiiine. You have the necessary skills and aptitude to fly a bi-wing aircraft at a professional level. You can also apply this knowledge to the basics of airplanes up to a world war two craft. You excel at a form of aerial combat between fighter aircraft at short range so much you could have excellent chances of surviving the Battle of Britain during World War Two.

Voice of an Angel(100): Like Kyrie, you have a wonderful singing voice with a full range of the human spectrum. Your vocal power rivals legendary opera singers and you could hit the proper tones to shatter glass at the heights of your vocal range.

Coordinator of contracts(100): Like the italian wise cracking Enzo or the reserved Morrison you have avid contacts with the mercenary world with a bit of a reputation for being a mover and shaker. At very least you will always be able to score a low paying gig, but more often then not information somebody hears of the supernatural elements will come your way just in time to preempt your competitors as an information and odd jobs broker.

Weapon crafting (200): Alright, so you fancy yourself a weapons dealer, huh? Well now you know the ins and outs of every single tool made for killing that you get your crafty little hands on. Swords, handguns, axes, sniper rifles, spears, rocket launchers, it'll all come naturally to you, and you will be able to create these weapons or even improve them with your own custom designs.

And to make it even a better deal, you know how to modify a weapon to have unlimited ammunition capability. So go nuts, buddy. You've earned it.

Wheelman (200): You know, I've seen a lot of crazy, off-the-wall driving in my day, but this just might take the cake. Your ability to drive is now nothing short of supernatural; any ground-based vehicle you drive from now on will be able to perform surreal, nonsensical maneuvers that simply shouldn't work. Drive a moped on the underside of a bridge! Make a limousine do a kickflip!

So long as your objective is only "Go from point A to point B," you *will* make it there, no ifs ands, or buts.

Now, what I wanna know is how the hell you ever managed to get a driver's license in the first place.

Items:

Sick Clothing (50, first purchase is on the house): Stylish boots with spurs and neat western designs, cool and comfy pants that always fit, ballin' shirts that can actually look amazing when the collar is popped. With each purchase, you get an entire Sick outfit that's resistant to all wear and tear. If destroyed it will respawn in your warehouse. It will retain any intended alterations , it is self cleaning and self repairing so long as to keep its dry cleaning and tailoring repair costs down. Be aware any future jump rare materials might take years to self repair.

Lifetime Supply of Junk Food (100): Why, you lucky bastard! You've just earned yourself an endless amount of junk food of your choosing. Whether it's fries, buffalo wings, burgers, or pizza, you're assured to find some greasy goodness hot and ready to eat just inside the nearest cabinet, cupboard, or cabinet whenever you want. You can also choose for this to apply to desserts, such as cake or ice cream.

Hardware (100, free Devil Hunter): Includes two hand-held guns, one rifle, one heavy weapon, and three melee weapons. They've got no innate magic in 'em, but they will sure as hell be able to kill Demons.

Poor Man's Grimoire (100, free Arcanist): A collection of arcane texts, detailing some basic instructions on alchemy, sorcery, and, of course, demonology. Any dabbler in magic could use this to further their art.

Sick Ride (100): Exactly like it says on the tin. You get an awesome vehicle of your choice. Whether it be a car from a convertible to a muscle car, or a chopper to a crazy superbike, it will be indestructible, have infinite fuel, and it will just look sexier than sex itself.

Vitality Star (300): The Vital Star is a green star-shaped stone made through alchemy. You can use one of these to get yourself back up to top shape and get out of a pinch.

Holy Water (300): The Holy Water is a vial of divinely blessed water. Even a single drop of it will ruin the day of any demon, zombie, wendigo, or whatever variety of unfriendly supernatural adversary you may or may not be confronting at the time.

EXCEED Weapon (300): Just like Nero's Red Queen, you got your hands on a melee weapon that can set itself on fire through the use of some very complex machinery and ignition gas. EXCEED weapons have three stages of EXCEED...ness, and the momentum carried by their attacks can propel you or your targets forward, making for a pretty cool way of travelling. Be careful with these things, though. Swinging it wrong while it's ignited will break your wrists into a million different pieces and net you some third degree burns for your trouble.

Branch Office (300): Yes, I know it's actually just a van. Yes, I *know* that under federal law, vehicles can't be legally registered as offices. We're on a budget here, so lay off, will ya?

This van serves as a mobile base of operations, from which you can take your devil huntin' business on the go. On top of that, the van will have enough supplies to arm a small fireteam with everything they might need to go kick some demon ass, restocking itself every couple of hours.

Mad Scientist's Records (300): Copies of the research notes left behind by a deceased member of the Order of the Sword, these would later be used as the inspiration for the Devil Breaker system. With this stack of several decades' worth of knowledge, someone who's mechanically savvy could potentially pull off a similar feat, given the right materials for the job.

The Office (400, Devil Hunter): Congratulations; you're an entrepreneur now. This small office/apartment is now your front for your devil hunting business, or whatever other miscellaneous thing you're about. To top it off, you won't have to worry about rent or utility bills for it.

Toilet's in the back.

Magical Lodge (400, Arcanist): A place something for the more intellectually-minded among us. This private library contains more instructional manuscripts, legends about demons, and reagents than you can shake a stick at. It's pretty reasonably secluded, to the point where most normal folks won't be able to find it, but from time to time, you might get a couple visitors looking to exchange knowledge.

Laboratory (400, discount Scholar): The polar opposite of the Lodge, this underground facility focuses on the more science-y and "logical" side of the demonic equation. Containment rooms, beakers, growing vats, demon tissue samples… If it sounds like something you'd find in a shady secret lab, you're certain to find it here.

Bangle of Time (500): There's an old tale I heard somewhere—A long time ago, in who-knows-where, a pretty powerful Witch once entered into a contract with some renegade demon, and together, they laid down the smackdown on the forces of Hell… Or something along those lines. Point is, that very same Witch ended up making a number of magic artifacts, like this one. The Bangle of Time allows its holder to mess with a certain fourth dimension; specifically, by slowing down the flow of time to a crawl. Keep in mind, though, that this thing really takes it out of you. At best, you'd be able to make the world around you move five times slower for about six seconds before you'd need to take a breather. Also, if you don't have the Bangle of time on your person, you naturally ain't gonna be using it at all.

Divinity Statue (500): This is a statue of some old nameless deity of time. Through some weird, convoluted method, these statues allow you to purchase magic. Yeah, just straight up. You can exchange cash, gold, bottle caps, pretty much any sort of currency to increase your magic powers. This includes your innate abilities, your fancy colorful casty stuff, and equipment such as Devil Arms. Keep in mind that these increases in power are proportional to how much

currency you're pumping in. So if you're just burning up loose change, it'll take you forever to catch up to the dude who spends magically forged god dollars from Mount Olympus.

Gold Orb (600): Yellow Orbs are magical yellow stones created through an alchemical something or other. I'm not sure of how the details work, exactly, but this here is the important part—They can literally save your life.

Whenever you are struck by a killing blow, the Gold Orb on your person will shatter, bringing you back on your feet in tip-top condition, ready to keep on kicking whatever variety of ass needs to be kicked. However, do keep in mind that when your Gold Orb shatters, it's gone for good… Well, at least for the duration of your stay in this world. Should you by some strange, *mystewious*, and completely unexplained reason be whisked away to another dimension, you'll find another Gold Orb on your person.

Devil Breaker System



A series of weapons inspired by demons' abilities, these were made by Nero's friend, Nico, after he got his arm kidnapped by some hobo. Now, while the Devil Breakers were originally created to function as super pimped-out prostheses, it probably wouldn't be out of the realm of possibility to adapt them into other sorts of weapons. Like, say, a projectile, or a gauntlet, or any myriad other things that don't involve you chopping off a limb.

Each Devil Breaker costs 200 CP, and each purchase gets you an unlimited supply of that particular model.

Overture: The original Devil Breaker, based off the electric powers of a Blitz. This Devil Breaker is pretty straight-foward in its purpose; zapping the hell out of whatever unlucky soul meets its business end. When overloaded, it short-circuits and generates a powerful explosion.

Gerbera: Somehow inspired by the flower of the same name, Gerbera functions by producing shockwaves, which have enough momentum to propel its own wielder through the air. When concentrated, Gerbera's shockwaves can be converged into either a powerful energy beam, or several small projectiles.

Punchline: It's a rocket fist powered by demon minerals. It doesn't get any more metal than this. Punchline's rocket is able to home in on its targets, delivering a remote knuckle sandwich, before zipping back over to its user for future use. At its highest setting, it can be sacrificed entirely to give out a devastatingly explosive KO.

Helter Skelter: A drill that will pierce the heavens. Well, most likely hell, given our line of business. This Devil Breaker does one thing, and it does it well; its sharp blades and rapid propellers give it the ability to penetrate nearly any surface.

Tomboy: Tomboy isn't exactly a "weapon" in and of itself; it's more of a supplement. With it, any weapon you may have is gonna be souped up to absurd degrees. Blades will cut faster and sharper, and guns will find their projectiles propelled even faster, as if fired from a rail gun. Be warned, though, that the punch that this baby packs swings both ways, so be careful that the sheer recoil doesn't lay you out as well.

Buster Arm: An attempt to recreate Nero's original Devil Bringer, this robotic claw is made to smash and slam demons around like there's no tomorrow.

Rawhide: To put it in the simplest of terms, Rawhide is what happens when a chainsaw has a baby with a whip. Made of several segmented and sharpened links, this Devil Breaker can slice up demons into fine ribbons from distance. Its clawed tip can also puncture right through enemies, or be used as a grappling hook in a pinch.

Ragtime: Ragtime is based off the demonic horse Geryon, and by extension, the Quicksilver Style. When used, it fires off small, short-lived "bubbles" of distorted time, which will slow down anything caught within them until it fades. When pushed to its utmost limit, Ragtime can be *reversed* entirely, speeding up its user's reactions and movement to the point where it seems as if the entire world has stopped around them for a short duration.

Styles



Here you can purchase the styles which you'll use for combat. No money? No problems. You've got a budget of 1000 **Proud Souls** to kit yourself out and buy your demonic species/heritage.

You can also cash in Red Orbs into more Proud Souls, if you need them, but not vice versa.

You can receive any one style for free. Each additional one costs 200 **Proud Souls**.

Swordmaster: You're pretty good with them swords, hombre. And with other melee weapons, too. With Swordmaster, you're able to lay down the smackdown on any sucker that gets within ten feet of you.
For actual swords, you can recreate mowing the lawn, except that instead of a lawn mower, you'll be using a sword spinning faster than a helicopter rotor, and instead of grass, you'll be mowing down bad guys. You can also throw your sword, make it hover in place for a bit, chopping down everything in the general vicinity, before making it spin back over to you without accidentally making you into half the man you used to be.

Hell, you can use things that aren't actually weapons and you'll still rock. Look out your window. See that bus stop sign over there? You can use that as a spear and kick Cu Chulainn's ass all the way from here back to Ireland. Honestly, the only limit to what you can do in melee combat is in your imagination.

Gunslinger: With Gunslinger Style, every single projectile weapon you touch turns into a minigun.

Okay, not really, but you're able to fire at very quick rates and with near perfect accuracy with any, and I mean any, object that makes other objects come at them at a velocity that would be lethal when put into contact with the human body.

Handguns? You can fire them at a faster rate than an automatic weapon AND snipe people with 'em now. Sniper rifles? While the firing rate is only marginally increased, you can pull off sick tricks like bounce bullets off walls to pick up speed on the way to your target. Don't question it, it just works. Bow and arrow? Well, I haven't tried that one yet myself, but with a little creativity, you'd probably be able to fire it automatically in a 360 degree radius around you by using the bow as a guitar and using the arrows as picks somehow.

Just like with Swordmaster Style, you just need a little creativity and you'll be able to dominate everything from afar.

Trickster: Ah, Trickster Style, what a life saver you are. This here is the easiest style for beginners, but don't go thinking that it's some sort of newbie exclusive deal.
Trickster allows you to quickly dash and dodge around enemy attacks in the blink of an eye, allowing you to quickly weave away from their attacks and get behind them, strike from the blind spot, and then dash away before they know what hit 'em. You can also do some sick wall running, dash while in the air, and do a short-range teleport that'll either get you some breathing space, or put you right above your enemy, ready to deliver a badass plunging attack.

Royal Guard: Okay, listen up. For this Style you're gonna need three very important things: Speed, precision, and huge balls.
Royal Guard Style is all about defence, defence, and counter-attacks. With the proper timing, you can block almost any form of damage that comes your way. Some schmuck coming at ya with a sword? Block. Getting shot? Block. Explosion? You can block that too. However, you can't block things like falling into a pool of acid or something like that.
By blocking, you store up the energy that was sent into the attack coming towards you, which allows you to redirect that energy into a counter-attack. You can also perform this by counter-attacking your enemy at the exact second that they launch their attack. Man, I sure said attack a lot back there, huh?

You can also create a shield in front of yourself to absorb some weaker attacks and convert them into life energy for yourself. Shhhhh. No questioning it, just accept that it works. Though, the attacks you can absorb are limited mostly to just projectiles, so don't try and catch a Stinger that's coming straight at you, that's just stupid.

And finally, you can use the Dreadnaught ability, a mysterious technique that transforms the body into a seemingly metallic shell impervious to enemy assault. That's right, boys and girls, you can become completely invincible... for all of five seconds. The duration of Dreadnaught

depends on how much energy you have stored from blocking attacks, and you move slower than a tank on ice while it is active.

Dark Slayer: Dark Slayer Style is essentially an evolved form of Trickster, in that it's based around movement, but rather than simply dashing, Dark Slayer is all about teleporting in quick short-ranger bursts. However, the biggest change from Trickster is the ability to summon swords outta nowhere.

Got your attention now, didn't I? Yep, you can effectively create copies of any weapon that you've seen before, from swords, to axes, to giant homing two-sided Shuriken. I will never understand where Nero got that idea from. You can wield them or shoot 'em at your enemies in countless different ways. Make it rain pointy swordy death from above, surround your opponent with them, shoot them all out in rapid succession faster than even a minigun, and much, much more. However, these weapons are often pretty subpar compared to the original, unless you're very familiar with the weapon, or have trained extensively in the replication of weapons.
Now, I know this Style's name might sound a bit dark and edgy, but it was my brother's own personal Style, rest his soul, and he was kinda going through a phase at the time. A dickish, emo, power hungry phase. So just cut him some slack and bear with it. Besides, it actually does sound pretty cool.

Comes with free Get Set!

Quicksilver: Shout out to the big man, who'll probably choose this one out of sheer narcissism. Quicksilver Style allows you to slow down time. Not much else to it. However, as with other Styles, you really shouldn't underestimate this one either. When you initiate it, time is actually completely frozen for an entire second that only you can experience (Invincibility frame), which lets you move out of the way of an attack. Furthermore, you can use this Style to keep up with opponents who are way faster than you, as a way to level out the playing field. However, this ability takes up a lot of energy to maintain, so be sure to use this sparingly, unless you're a stamina juggernaut.

You're also able to function during other people's time altering shenanigans, so you don't have to worry about getting blindsided by some one-trick time-pony.

Doppelganger: Who's that handsome Devil Child in the mirror? Oh, it's me! And that's no mirror, that's also me! With Doppelganger Style you can create a clone of yourself to fight alongside you. The more the merrier, yeah? This clone can either completely mirror all of your actions, or do separate moves to co-op whatever poor schmuck you happen to be sticking it sideways to at the moment. Through hard work and training, you may be able to create up to two clones at a time, but maintaining clones also takes up a lot of energy.

...Oh, Goddammit. Alright, fine, I know that some of you with more, ahem, "exotic" tastes are gonna ask a certain question, so I'm just gonna say right now that I don't know. And I don't know

why you want to know, you sick fucks. So if you really wanna find out that desperately, try it out yourself.

Devil Buster(Can only be taken with Devil Arm Arm, Free*):
Okay now, this one I myself am not so sure about. This is Nero's very own personal Style, which pretty much consists of projecting your Devil Trigger through your arm in the form of whatever you will it to be. This magnifies its power by a pretty big margin, it lets you extend your projected arm long distances to pull something towards you and vice versa, and it also makes for a pretty neat party trick. The Devil Bringer also makes your Devil Trigger look a bit... different. Instead of transforming your body, it projects your Devil Trigger form as a semi-transparent spirit that will protect you and fight along with you. It'll stand by your side. It's a vision of your soul that's gonna stand proud. It's- alright, I think you get the joke already.

Oh yeah, the Devil Bringer can also replicate some properties of demonic/magical items that you come across. So if you find some magic bow or something, you might be able to shoot arrows from your arm, or make a barrier if you have a shield. I think. Possibly. Maybe. Nero's the expert with this thing, ask him.

Devil Arm Creation

Here you can customize your very own Devil Arm to start out with.

Devil Arms are the essence of a Demon given shape in the form of a weapon, and you recieve one after defeating a powerful Demon. Having a Devil Arm equipped grants you the ability to go into Devil Trigger, but maintaining that form takes it out of you like crazy, so I recommend only using it in short bursts. Do keep in mind that Devil Arms you don't create are their own sentient, independent beings. They'll be obedient to you, since you were the one who kicked their asses, but if they get fed up with your crap, they'll try to get rid of you and make a physical body for themselves.

Unique Style (100): Already got a baby you just can’t let go of? Not a problem; with this option, you can choose to import a weapon you already own, and reforge it into your very own Devil Arm!

Double Down (100): Get two Devil Arms which function as a pair. Can be purchased multiple times to create as many weapons as you can afford, which can all work in tandem.

Reshaping Arm (100): Your Devil Arm can change into up to five different forms. Further purchases increase the number of forms.

Projectile (100): Your Devil Arm now has the ability to fire projectiles, or is a projectile in and of itself. As a gun or other projectile launcher, it will never run out of ammunition. As a projectile itself, such as a javelin, your Devil Arm will immediately return to your grasp with a mere thought.

Projectile Clone (100): Requires Projectile. Any time you fire your Devil Arm Projectile, up to two clones of its projectile can be created mid-flight. In other words, you can pull a trigger once on a double barreled shotgun and shoot someone six times. Pretty dope, ain't it?

Elemental Infusion (200): Infuse your Devil Arm with the power of any of the natural elements. Pretty self explanatory.

Telescoping (200): Your Devil Arm has the ability to extend itself to reach faraway targets. This expansion activates at will, and can reach a length of up to three times its original. Further purchases of 100 Proud Souls can double this range.

Acoustics (200): Your Devil Arm can now be any musical instrument, up to and including mayonnaise… Well, maybe not mayonnaise. At any rate, instead of simply hitting things with it, you now have the option to just play your brand new magical instrument and watch your opponents be obliterated by your sweet tunes.

Dark Resurrection (300): Usually, when a demon becomes a Devil Arm, they have the decency to stay that way forever. Your Devil Arm however, is able to feed off a portion of your magical energy, if you'll let it, in order to take on a physical body once again, which'll allow it to fight alongside you.

Devil Arm Arm (400): Your non-dominant arm gets replaced by a literal demonic arm.
It will look very unnatural on your body, either having a completely different skin color from the rest of you, or looking like a glowing claw. You're also provided with a way of hiding and suppressing the power of your new arm, as anything from medical sling, a glove and a sleeve, some weird metallic brace, or just a large red cloth to wrap around your arm.
*Upon taking a Devil Arm Arm, you gain the Devil Buster Style for free.

Premade Devil Arms

Blackened Avenger (100 PS): The claymore of a fallen avenger, who was corrupted by the very demons he swore to destroy. Despite this, he still carried out his mission to slay evil, before finally being cut down by his own weapon. This weapon is completely invulnerable to mundane forms of damage, and despite its corruption, still excels at killing demons.

Death Scythe (100 PS): A double-headed glaive once wielded by a demon of the same name. Its cruelty still resonates, allowing it to separate itself into a quartet of slightly smaller scythes. When in Devil Trigger, its wielder is covered by a shadowy shroud, allowing them to phase through solid objects and making them impervious to all forms of physical damage.

Hell's Bells (100 PS): A large flail with three oddly shaped, spiked heads that ring out like massive church bells when swung or struck, causing an echoing shockwave. It was once used by a demonic gatekeeper who guarded an icy hell. When in Devil Trigger, the wielder is able to manipulate the wind and create small whirlwinds with the bells' spinning

Enma (300 PS): The fell axe of a wrathful demon who served as a "peace keeper" of sorts long ago in the Demon World. Despite its slow speed, its vorpal edge is able to make even the hardiest of demons bleed. When in Devil Trigger, Enma's slices can tear through reality itself, allowing its user to strike from a distance, and turn a single fell cleave into several simultaneous attacks.

Yoshimitsu (300 PS): A pair of kama-nunchucks, imbued with the elements of water and lightning. They allow the users to attack at blistering speeds, briefly paralyzing enemies with their shocking combination. They were once a pair of wolves who preyed on lost wanders. When in Devil Trigger, the maelstrom awakens, manifesting as a beast of water and lightning that fights alongside its wielder.

Ahriman (300 PS): A unique segmented spear which can extend up to three times its normal length, and also become a flexible whip. Its versatile form allows for a large number of tricky attacks. It was once an arrogant serpent who was slain by Mundus himself. When in Devil Trigger, the serpent awakens, allowing Ahriman to produce blades from every part of its shaft, and extend itself to an infinite length in an attack that penetrates all defenses.

Ravana (600 PS): A pair of clawed golden vambraces. It was once a fearsome Devil who ruled a kingdom in the human world with an iron fist. Ravana is able to briefly manifest himself to strike in conjunction with his wielder. When Devil Trigger is activated, Ravana materializes fully, in six independent bodies.

Bat Outta Hell (600 PS): A Devil Arm in the shape of a burning motorcycle, Bat Outta Hell was once a free spirit who roamed the world, competing in races against humans. It retains its willful nature even as a Devil Arm, allowing it to autonomously fight alongside its wielder, and expel flames from its exhaust pipes. When in Devil Trigger, its flames turn a pitch black, burning far hotter than mortal ones, and it gains the ability to briefly open small hellgates. This allows its wielder to teleport and quickly attack a target from several different angles.

Armageddon (600 PS): The great sword of an ancient Devil knight whose greatest joy was engaging in combat. His twisted sense of chivalry still persists, slicing the hands of anyone whom he deems unworthy of wielding him. When in Devil Trigger, the wielder becomes one with Armageddon, turning their body into a series of blades, and gaining the ability to manifest further swords from any part of their body.

Demonic Lineage

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2 Discounts to Demons. No restrictions on amount purchased.

*Note: Demons whose descriptions are written in **bold** do not have finalized descriptions. For more information about their abilities, search for them in the Devil May Cry wikia.

Alright, listen up; Demons are a pretty diverse and varied bunch, particularly when it comes to their species. Some have a thing for fire, others are pretty good with handling lightning, and many... well... many demons make excellent cannon fodder.

It is said that those humans who may use magic are descended from demons or other supernatural beings. Those with lineage from 'lesser' demons are usually lacking in overall power but may gain more 'esoteric' abilities.

Regardless of their heritage, these humans are colloquially known as Devil Children.

Now, being one (or more) steps away from a human, a Devil Child few odd quirks showing up. They may exhibit a few strange behaviors based on their lineage, or even have unique physical characteristics, such as triple-heterochromic eyes, or something like that. And that's not to mention what the demon form of one with multiple different ancestor might look like.

Here's the demonic species you can choose to be a part of. Just like with Styles and Devil Arms, you'll use Proud Souls as a currency here.

Marionette (50): Despite their names, these demons aren't *actually* dolls. They're just relatively weak evil spirits who can't actually exist in the human world. So, in order to move around in a physical state, they possess the bodies of puppets. While they're really not much to write home about, it is worth noting that they tend to be incredibly accurate when it comes to throwing daggers. Don't believe me? Tough bastards only miss 'cause of their ungainly bodies.

So, congratulations, marionettes; You did one thing.

Seven Hells (50): These are jailors from the demon world who govern those sent to Hell for their respective sins. They materialize in the human world using sand as their bodies. Again, nothing to really write home about, though the seven hells do have particular characteristics that make them differ from each other.

They go like this;

Pride: The weakest of the seven hells, they govern those who commited the sin of Pride. They're usually slow and easily defeated, even by normal humans, so they tend to make up for that weakness through numbers

Envy: Envies govern the souls who have sinned through Envy. They are almost exactly the same as Prides, the only difference being that their bodies are made of a viscous fluid… which also tends to limit their movement a lot.

Wrath: Jailers of the wrathful sinners, these demons carry around huge-ass bombs, which often end up obliterating them and everything around them.

Sheesh, talk about an explosive temper…

Sloth: Punishers of the lazy, these are ironically the fastest of the seven hells. They don't walk, instead preferring to use their sandy forms to teleport around catch their victims unaware.

Greed: Punishers of the avaricious, these hells don't like to fight. Instead, they carry around huge coffins filled with sand, which summon Prides, Sloths, and Lusts to do the fighting for them.

Gluttony: The punishers of the gluttonous, the hells have the ability to throw up sand. Really, really hard. That's about it, really.

Lust: The punishers of the lustful, the hell Lusts are actually the most threatening amongst their brethren. With their incredible speed and sharp scythes, they're able to dash around and strike faster than most eyes can see.

Scarecrows (100): Much like the Marionettes, these demons' appearance is actually pretty misleading. You see, they're actually a collective of thousands of little demonic beetles known as Trypoxylus, which take over and control burlap sacks. Over time, as the beetle colony grows, the sack grows along with them, causing it to dramatically inflate in size and power.

Sin Scissors & Scythes (100): These are more relatively weak spirits who are possessing mundane objects. Starting to see a trend?

These ones in particular actually only exist within the masks they wear, making up illusory capes to throw off their attackers. They also possess the ability to phase through objects.

Dullahan (100): Like the undead spirits of legend you've probably read about, these demonic knights are headless. That's more or less where the similarities end.

The Dullahan are demons possessing suits of armor, twisting and strengthening them until they become completely invincible, save for a single spot at their backs. But a good defense has never been a proper substitute for a pathetic offense, a fact that makes most Dullahan pretty easy to dispatch.

Empusa (100): Empusa—Empusas? Empusae? ...These ugly suckers are more or less the worker ants of the Underworld. Hell, they even look the part, too, what with the insect abdomens and pincers and whatnot. They're really not much to write home about; they're slow, weak, and dumber than a bag of hammers. Their only real strength lies in numbers, and even that doesn't do them much good.

Pyrobat (100): Fifty percent bat, fifty percent flamethrower, Pyrobats are yet another flying pest from the underworld. On their own, they tend to be a joke, but can quickly escalate to an actual threat when a whole swarm rolls up to set crap on fire.

Enigma (100): As its name implies, Enigmas are mysterious-looking creatures. Featuring only one eye, they have honed their aiming skills, and utilize them when firing upon their enemies. Using their six arms to create energy bolts, the Enigma are archer-like creatures, and also possess strong armor to prevent them being thrown off guard by light gunfire.

Assaults and Blades (200): Reptilian soldiers created by Mundus to take over the world, the Blades and Assaults are agile and have an impressive lower-body strength. They're able to swim as freely as a fish, burrow underground as if it were water, and shoot off their own talons as if they were javelins.

Baphomet (200): On average, lesser demons tend to not be very smart. I know that's a bit of a scummy generalization to make, but it's a true one; they're beasts of instinct. Baphomets, however, break that stereotype by being cunning, accomplished magicians. They tend to fight from a distance, keeping up magic shields while attacking their foes with their powerful ice sorcery.

That being said, Baphoments are pretty physically weak, so the moment their defenses are down, they're in for a world of hurt. After all, no one's ever been much good at casting while there's a fist in their mouth.

Beelzebub (200): Much like their namesake, these demons resemble overgrown flies. Though they're relatively weak, their insectile wings allow them to buzz around at pretty impressive speeds, making them a real pain to hit. But what's really notable about them is their ability to cannibalize dead demons, which allows them to become even faster, which thus makes them much more dangerous.

Fetish (200): No. Definitely not the type of fetish you're thinking about. These demons are almost identical to Marionnettes, save for the part where they're made of fire, instead of old puppets. As a result of this, the Fetishes tend to be stronger and much faster than Marionnettes, with an ability to paralyze their enemies with a hellish scream, to boot.

Hell Antenora (200): Antenoras are more or less just Hell Cainas who have been subjected to torture by other demons. This process causes them to go insane and roid up.

No, seriously.

Due to the whole torture thing, Antenoras are exceptionally sensitive to pain, which would usually be a bad thing for them. But also due to the whole torture thing, these demons have a bad habit of going absolutely berserk at the drop of a hat, gaining a single-minded focus to chop whatever it was that hurt them into mince meat.

Riot (200): Yet another reptilian species of demon. These guys seem to be related to the Assaults and Blades species, though they lack their cousins' armor. The Riot's body has hyper dense muscles, much like hydraulic cylinders. These allow them to make some impressive leaps, and along with their sharp claws, make them a force to be reckoned with. Though, that being said, they don't take blunt force trauma too well.

Kyklops (200): Spider-like demons whose bodies are made of rocks. They have the ability to shoot out stones from their mouths, with the force and speed of a shotgun blast.

Sargasso (200): Demons that take the shape of floating skulls.

Soul Eater (200): Demons that appear as a strange, floating mass of tendrils. They have the ability to seamlessly phase between a physical form, and a gaseous one, which makes them impervious to all physical damage.

Blood-Goyle (200): Flying gargoyles made of a blood-like substance. Impervious to slashing attacks, they have the ability to multiply at will or when struck. However, projectiles such as bullets can force them to revert to a statue form, leaving them vulnerable.

Hellbat (200): Flying, bat-like demons with the ability to shoot flames.

Nobody (400): Nobodies are strange, large, "living toxins" that don't even have a real name due to their low intelligence. Regardless, their skill to survive shouldn't be underestimated. They look almost humanoid, but they often walk on all fours and have a grotesque arm growing out of their backs. Their bodies are able to grow more than twice their normal size, and by performing a bizarre "dance", they can sap the magical energy of their opponents.

Mephisto (400): A floating demon wrapped in a black cape of special gas that allows it to pass through objects. The misty cape allows it to pass through solid objects. It can also grow and shrink its sharp fingers at will, making them into powerful weapons that can stab prey from long distances

Chaos (400): Essentially a beefed-up version of the Riot, the Chaos a large lizard-type demons. Not content with just having sharp-ass claws, the Chaos somehow managed to evolve a veritable armory of blades on their spines. Though the spikes themselves are pretty brittle, they

allow the Chaos to continually spin its body forward, effectively turning itself into a chainsaw ready to ruin the day of anyone who so much as glances at them sideways.

Lusachia (400): The evolved form of a Baphomet. These caster demons developed more mouths in order to cast more spells. They excel in lightning magic, have the ability to shield themselves with such, and can teleport.

The Fallen (400): Its somewhat unclear as to whether these are actual demons, or angels who have fallen from grace, as their name implies. Their wings are impervious to nearly all damage, and they wield powerful swords of light.

Frost (400): Elite lizard-like ice demons, also created by Mundus for his conquest. Frosts are all-purpose soldiers used in a variety of situations. Frosts have a mastery over ice, using it as their primary weapon. They're able to shoot icicles off their body as projectiles, coat their claws with it for enhanced damage, and even encase themselves in ice to recover their strength.

Scudo Angelo (400): A darker copy of the Order of the Sword's manufactured demons. Wielding sword and shield, these demons follow the orders of their commanders, the Proto Angelos.

Arachne (400): Giant arachnid demons with strange, humanoid features. They chase after their prey with powerful leaps, and strike them down with their sharp blade-like arms.

Fury (500): There once was a lizard that wanted to be really fast. It was so obsessed with speed, that it one day learned to teleport.

The end.

Okay, it didn't quite happen like that, but it's a pretty decent. The Furies are reminiscent of the Riots, except 100% redder, 200% faster, and 1,000,000% more pissed off. These demons are capable of dashing in and out of reality around at breakneck speeds and striking down their prey with their blades. They're not very durable, but their specialty for teleportation allows them to enter a strange state of being where they are simultaneously inside *and* outside of reality. This effectively renders themselves invincible, but also unable to attack. These apex predators are not to be underestimated under any circumstances.

Blitz (500): The Frosts' bigger, meaner and uglier cousin, Blitzes are pretty damn tough. Their bodies are almost always covered in electricity, which'll deep fry anyone stupid enough to come near them. On top of that, they're able to transform into electricity itself and really ride the lightning, making themselves move at the speed of light. On top of that, Blitzes can also go into a sort of "desperation" state, turning their bolts a deadly red and increasing all of their physical abilities. Problem is that entering this desperation mode makes them crazy volatile, and they usually self-destruct shortly afterwards.

Shadow (500): Cunning and malicious demons that don't even need a stable physical form. As their name implies, Shadows use their dark magic to take the form of various shadowy beasts, though they often default to a cat-like appearance. Because of the versatility of their bodies, Shadows are able to hone any part of their bodies into sharp weapons, deflect physical damage, and travel at high speeds along the ground. However, they do have a physical core within themselves, which serves as their one and only weak spot, usually exposed when they overextend themselves in their attacks.

Plasma (500): Consider these the third cousins once-removed of the Shadows. Plasmas are evil spirits that manifest themselves through electricity, usually in the form of a giant, one-eyed bat. They also have the ability to copy and transform into the shape of their opponents. Not only do they copy shapes, but they also have the ability to imitate behaviors and physical actions. On top of that, Plasmas can also divide their bodies at will. Even after separation, their extra bodies share all their abilities and life force, meaning that a Plasma can potentially stay alive if all of its copies aren't killed simultaneously.

Abyss (500): Abyss are high-ranking lesser demons from the deepest levels of the netherworld that manifest through blood. Since they use blood as their medium, they can materialize and liquify at will, manifesting as somewhat of a teleportation skill that allows them to dissolve into a solid surface and reappear somewhere else. A most feared demon throughout the ages, they are notorious as the killers of heroes in the worst of the battles of wars between the Human and Demon World, and are said to act as the generals of the demon army.

Hell Caina (500): The final form of the "Hell" demons. Cainas have the ability to create portals, teleporting both themselves and other demons.

Behemoth (500): Powerful demons with enormous, truck-sized bodies. They are often bound in chains. When these restraints are removed, they can move at surprising speeds, striking down enemies and swallowing them whole.

Devil (800) Capstone Booster: Rather than a specific species of demons, "Devil" is a catch-all term for the big guys, the movers and shakers of the Demon World. I'm talking about the likes of Sparda, Argosax and Mundus. By sharing their lineage, you're a step above the vast majority of demonkind.

Superior physical ability, powerful innate magic, the works. But, more than anything, this lineage will improve what you already are. Good will become great. Evil will become worse.
Make sure to use the power of your bloodline responsibly, alright, Jumper?

COMPANIONS AND IMPORTS:

Companion Import (50 Red Orbs): Seems a bit dull around here without the rest of the gang, huh? Don't sweat it; you can bring along as many friends as you can afford, for just 50 Red Orbs a pop. Each one you bring along gets a free background, along with a budget of 500 Red Orbs to spend on perks, items, and what-have-you. You can also choose to spend a lump sum of 200 Red Orbs to bring in 8 whole companions, all with the same 500 Red Orb budget.

Co-Worker (200 Red Orbs, discount Devil Hunter): Well, not exactly a co-worker, per se. This person just so happens to be in the same line of work. Though somewhat fresh in the face, this rising superstar is practically brimming with talent. Just keep an eye on them, make sure

they don’t bite more than they can chew and end up as some demon’s lunch, alright? This companion comes with the Devil Hunter background, along with its related perks.

Understudy (200 Red Orbs, discount Scholar): Think of this person as the Igor to your Doc Frankenstein; this lab partner of yours is a real smart cookie, and thoroughly loyal to boot. This fellow scientist will stick with you through the thick and thin, and give you that helpful second opinion for all your experiments. And who knows? They may even be able to keep you from going way off the deep end. This companion comes with the Scholar background, along with its related perks.

Contemporary (200 Red Orbs, Discount Arcanist): Arcanists, for the most part, tend to be a pretty solitary bunch. Which sorta makes sense, all things considered; after all, they never really know if the next person they meet will try to kill them and steal their mystic secrets. Not this person. This individual is a rare sample of someone whose company you actually enjoy, who shares a passion for your endeavours, and you feel confident won’t actively try to sabotage you. In fact, you two a sure to help further each other’s magical knowledge. It’s almost as if you’ve made a little something colloquially known as “a friend.” This companion comes with the Scholar background, along with its related perks.

Canon Companion (100 Red Orbs): Going for the big guns, huh? Well, I can’t say I blame ya, Jumper. With every purchase of this, you’re guaranteed to meet with a person from this world under amicable terms, and attempt to convince them to join you in your adventures. But, be aware that some may not be as into the idea as others might be, so be sure that you’re able to talk them into it, one way or another.

Drawbacks

Fill Your Dark Soul With LIIIIIIIIGHT! (100): You, my hammy little friend, are absolute trash when it comes to serious situations. Don't get me wrong, your comedic prowess is still as amazing as possible, but... Dude, you cannot do drama to save your damn life. Whether it is confessing your undying love for somebody, or mourning the death of a friend, your dialogue is so cheesy and poorly enunciated that people will break out laughing during what's supposed to be a heartfelt moment.

So melodramatic… (100): On the other hand, you could be the exact polar opposite; you're completely serious about absolutely everything literally every single moment of the day. Your brooding could cause women to swoon and pass out as you walked by with your furrowed brows and constipated expression. Of course, that's not to say you can't give the whole "being fun" thing and shot… But… well, I'd suggest you stick to your dayjob.

Limited Ammo (200): Well... Unfortunately, your guns run on this weird thing called "Ammunition." From what I've heard, that's where the bullets come from, and if you run out of it, well, your guns won't be able to shoot any more.

Is it Tuesday Already? (300): Tough luck there, Jumper. You seem to have the strangest habit of constantly getting inconveniently injured. Any time you're not expecting it, you suddenly end up spraining an ankle, stubbing your toe, getting stabbed through the chest… It's a real pain, let me tell ya. These injuries are never really immediately fatal, and in fact, are mostly just inconvenient as hell. But I'd imagine that ending up with your legs stuck under a fridge'll probably leave you pretty vulnerable to a sudden ambush from some demonic knuckleheads who might choose that exact moment to strike.

Classic Style Switching (300): You can no longer switch your Styles in the middle of battle. Relax, you'll still have all of your Styles. But instead of being able to seamlessly go from one to another on the fly, you gotta relax and take a breather for about a minute to switch between them.

Might Controls Everything (400): At some point during your life, you became obsessed with acquiring strength. Perhaps you were unable to protect someone close to you, perhaps it is the only way to prevent your death, or maybe you're just a dick like that. Regardless of the reason, you will be a dick with an all-consuming desire to become powerful. If you've got good enough willpower, you can keep your power-boner in your pants, but be very careful, as you might go as far as to forsake the ones you love just to get a shiny new Devil Arm. Expect to make a lot of enemies, even with the people who you used to call friends. Dick.

...And Without Strength, You Cannot Protect Anything (400): Your loved ones are constantly in danger of being attacked and killed by demons. You can potentially offset this a bit by not being a complete idiot and teaching them how to stick up for themselves. After all, you won't be around to protect them 24/7. But regardless, the risk of those you hold dear dying is very real, so make sure to keep them close whenever you can, alright?

Nemesis (400): Uh-oh. So you've made an enemy. It happens. Throughout your ten year stay here, there'll be someone who has made it their mission to make your life difficult. It could be your evil twin, a rival Devil Hunter (whom you'll totally never get it on with), or some demon whom you pissed off when you accidentally ran over one of their secret gold hoards which you thought was a Taco Bell drive-thru at two A.M. Regardless, this enemy will be a constant pain

in the bee-hive for almost your entire jump. At some point in your tenth year here, you'll have a final confrontation with your nemesis to decide the outcome of your decade-long rivalry.

You get to choose who and/or what your nemesis will be. But don't try to be smart and make it something stupid, like a paraplegic dude who's dying of old age and is going senile. If you do, you'll be going up against Mundus himself. And I ain't gonna lend you Force Edge.

Legendary Dark Knight Mode (500): Congratulations, you are now a veritable demon magnet! Whereas before you only had to fight around at most eight demons in any particular encounter, that number is now much, much higher. Expect to tangle with 20-odd enemies every single time you get into a fight, and to have demons bursting through your door every other week. On the flip side, if you're into a life of excitement and constant adventure, then this is the drawback for you!

Jumper's Inferno (500): Bad news, kid—you can discard your earlier roll for a location, because you will begin your adventure in the demon world. Now, as you might imagine, this is *not* a good place to be in. You see, you happen to be in a particular hell where everything wants to murder you. They don't care if you're just some professor from Cambridge or a badass demon lord who rules his own plane of existence—The inhabitants of this place want you dead; no ifs, ands, or buts about it.

The only way you're getting out of this place is by finding a hellgate big enough to allow you passage. Any items or powers that would allow you to just hop on out will be rendered useless here. And even if you *do* manage to find one, you'd best be on your toes; it won't be good for your life expectancy to show up back in the human world only to find out that something followed you on the way out.

The Savior is Coming! (500): The Order of the Sword, huh? Yeah, they're these crazies who worship my pops as a god. Apparently, they think it's cool to gather up a bunch of demons and Devil Arms and perform experiments on humans in order to mix their DNA and make "Angels," or some wacky villainous stuff like that. Hell, they're so into my dad that they actually built a big-ass statue in his honor. Which is full of demon guts. And is also a mecha that shoots lasers. These nutbars have beef with you now for some reason.

Class is in Session (900 Red Orbs): I won't lie—the world's a pretty crazy place, what with all these demonic invasions and evil mustache-twirling villains running around. Things have a tendency to escalate to pretty insane degrees, often ending in entire cities being flattened.

Someone’s gotta be there to clean up these kinds of messes.

That someone probably isn’t you.

You see, you’re just a soldier. A normal, ordinary, boots-on-the-ground soldier with nothing extraordinary going on. No gravity-defying stunts, no thousand-meter trick shots, and most people probably just call you by your surname.

Unfortunately, the guys in charge don’t see it that way; they’ve decided that you and your army buddies are the go-to response every time any sort of supernatural threat turns up. So your ten years around here are gonna be a constant uphill battle against otherworldly monsters who’ll chew you up and crap you out faster than you can blink.

My advice? Hunker down whenever you can, and pray to your lucky star that someone more qualified for the job will turn up.

La Vita Nuova:

After the end of ten years you get three choices. You can go back home, stick around in Devil May Cry, or continue in your multidimensional journey. If you were a Demon or Devil Child, your innate weakness to holy weapons is gone for your normal form, but it will still come into effect when you go into Devil Trigger.

Watch the Footsteps, But Never Follow- Had your fill of adventure? Well, I won't stop you, but I gotta say, I don't really see myself doing anything like that any time soon. You'll wake up in your bed back home, at the same age you left, but with all your powers, skills, items, and companions that you gathered throughout your multidimensional trip. From here on out, you're

the one calling the shots in your own life and all, but... Look, just do me a favor, and try not to live out a life of monotony, alright? You've got a lot of potential behind you, buddy, and I'd hate to see you waste away in the daily grind.

Let's Go All the Way to Hell!- You wanna spend the rest of your days here hanging with your old pal Dante, huh? That's awesome, dude! You get to keep all your powers, and, blah, blah, blah, you know the rest. However, time will unpause in your home world, and you'll be considered missing, though Jump-Chan will set all your affairs in order, and your days of travelling through the multiverse will come to an end. But hey, it's kick-ass to have you here anyways. This party's gonna be an amazing one, just you wait!

Will We Meet Again?- So this is goodbye, then. You'll move on from the world of Devil May Cry and continue on your universe-hopping adventure. Just like usual, you keep all skills, and items, and... ugh, you know how it goes. Here, before you go, you can have one of my old coats, as a keepsake. Sorry if it doesn't fit you, but you can always just have it re-fitted at a tailor, or something.

It's been crazy. Adios, kid.

Secret Missions

Secret Mission 1: The Bloody Palace

Bad news, Jumper—Someone signed you up to the Bloody Palace. Don't know what it is? The Bloody Palace is a single-elimination gauntlet tournament that pits you against every single denizen of hell. Every. Single. One. In order to beat it, you have to go through all ten thousand of its floors, defeating not only Hell's jobbers, but also the real tough badasses you've fought in

the past, like Berial or Phantom. And when I say "in the past," I mean that you're also gonna go head-to-head with dudes you've fought against in your previous Jumps.

So if you're relatively new at this, the Bloody Palace shouldn't be too hard. Relatively speaking. And if you've been hopping worlds for a while, you'd best bring your A-game, 'cause I can guarantee you everyone else will bring theirs.

As a reward for completing this. You'll receive an arena where you can challenge anyone or anything you've fought in your past, without the risk of you actually dying.

In other words, you get to run through the Bloody Palace all over again.

Secret Mission 2: The Legendary Dark Jumper

Okay, I figure by the point you're probably exceedingly familiar with a certain legend about a certain dark knight. Guy wants to do good, rebels, blah, blah, blah, saves the world.

Well, Jumper, time has a pretty nasty habit of not always working the way it's supposed to. Events that once happened don't happen, while some that didn't even exist do end up occurring, and don't even get me started on the paradoxes. In short, it can get to be seriously convoluted. And you just happen to have the misfortune of being right in the middle of this particular shitstorm of convolutedness.

So, picture this; it's two thousand years in the past. A certain heroic figure is no longer in the picture. A certain demonic emperor is about to invade the human world. It's dark. You're wearing sunglasses.

It's up to you now to fight against the forces of the Underworld and stop them from ending the human race. Of course, there's no need to take 'em on alone; Sparda wasn't the only demon to ever awaken to justice, and humans sure as hell aren't gonna take an invasion lying down.

So what's it gonna be, Jumper? Are you a bad enough dude to save the world?

As a reward for this Scenario, the legend of your heroism will spread and grow throughout the ages. You'll get to decide what people will know you as, whether it's "Legendary Dark Knight" or something a bit more original. Most importantly, you'll acquire the ability to create powerful barriers capable of sealing off worlds completely. After all defeating the forces of evil isn't quite as simple as just "beat down the bossman." You gotta make sure that when they're gone, they'll stay gone.

Secret Mission 3: A Heartwarming Family Reunion

Exclusive for descendants of Sparda. This scenario requires the Jumper to end the sibling rivalry between Dante and Vergil. If either dies at the other's hand, the scenario will result in failure. Success will allow Dante and Vergil to be recruited as companions.

Secret Mission 4: The Whole Shebang

This scenario places the Jumper at the very beginning of the timeline, just after Eva's death, all the way through the end of Devil May Cry 5's story. Regardless of whether or not Dante and Vergil's feud continues, the Qliphoth tree *will* eventually bloom in Red Grave City. Rewards to be determined.

Note: The item "Mad Scientist's Records" is meant to enable one to produce Devil Breakers, based on the abilities of demons they've observed. Due to their nature, Devil Breakers' abilities will not be quite as strong as those of the demons their based off. Further, just like the purchasable Devil Breakers above, they do not need to be prostheses. Finally, Devil Breakers manufactured with the knowledge of this item are not infinite, and will need to be reproduced if destroyed.

Made by UncleDante, with the help of Red, Rising, GolDRoger, and the rest of the IRC gang.
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