



Devil May Cry 3: Dante's Awakening Jumpchain Version 1.0

By Atma-Stand and inspired by the style of TroubleX27/Pgx27

You've heard of it, haven't you? The legend of Sparda? Long ago, in ancient times, a demon awoke to Justice and fought for the sake of humanity. With his sword, he shut the portal to the demonic realm and sealed it away from the Human world. However, because he was a demon himself, his power was sealed with it. While many believe it to be just a myth, it isn't. Wanna know why? You're about to meet the Sons of Sparda, both of them. While the same blood flowed through their veins, they fought each other like bitter enemies, until only one was left standing.

For your soon-to-be troubles over the next Ten Years, I'd like to offer you a budget of **+1,000 Character Points**. I hope you spend it well.

Origins

You may maintain your gender from the previous Jump, or change it for FREE, and roll a 1d20+18 to determine your age. If you choose the Demon Origin, add 2,000 to your age.

- **Devil Slayer (FREE)** – A freelance mercenary whose extensive training has been focused on the hunting of demons. You have no personal stakes at the moment, but that could easily change.
- **Vengeful Hunter (FREE)** – Another demon hunter, but one with a far more personal stake in the fight. Someone deeply wronged you in the past, and you will not rest until you have taken revenge.
- **Demonic Scholar (FREE)** – In the past, you were a human scholar who grew obsessed with demons. In your pursuits of demonic knowledge, you sought to understand and surpass, but beware, as knowledge is a snare all its own.
- **Demon of The Tower (-400 CP)** – You feel yourself awakening after a long slumber alongside your fellow demonic brethren. The resurrection of the Temen-Ni-Gru has brought you back to the human world in all your terrible glory.

Starting Locations

Please roll a 1d4 to select where you will begin this Jump, or pay 100 CP to choose yourself.

- **66 Slum Avenue** – One of the streets that connects to Dante’s office. There’s nothing special here save for the connected bar and strip club, Bullseye and Love Planet.
- **Temen-Ni-Gru Central Chamber** – Past the icy barricade created by Cerberus, lies this central chamber. It’s quiet for now, but progressing forward will require battle.
- **Leviathan’s Gullet** - You find yourself in the main chamber of The Leviathan’s insides, alongside several ruined buildings and vehicles. The only way you’re leaving is by cutting your way out.
- **Demon’s World** – Despite its namesake, this part of the Demon World is a stark, white, surrealist landscape. However, this does not constitute safety, as not only do the strongest demons of the Temen-Ni-Gru roam here, but another presence can be felt watching from the darkness.



General Perks

- **Smokin Sexy Style (FREE)** – You seem to have a style all your own. Whether it is of a more refined taste or a leather coat that has seen better days, you have the ability to express the totality of your personality through your outfits. Not only that, but you're easily an 8 out of 10 in the looks department, making you quite the Handsome Devil as a certain guardian of the Temen-Ni-Gru would say.
- **Switch-Up! (FREE)** – When fighting demons of any kind, being able to adapt to changes is a necessary skill. Should you have two or more weapons equipped on your person, you can instantly switch to them in the blink of an eye and chain their attacks together in fluid motions.
- **Air Hike (-100 CP)** – A technique common among those who fight against demons in this world. While jumping or falling, you have the ability to generate a magical platform underneath you and perform a second jump. In addition, this ability also renders you immune to fall damage.
- **Styles (FREE for First Purchase, -200 CP Per Additional Purchase)** – While not fighting styles per se, many Devil Hunters and Demons utilize unique disciplines to gain the edge in battle. In your past, you either created or learned a style before coming to the base of Temen-Ni-Gru.
 - **Sword Master** – A style of combat that maximizes the user's capabilities with any melee weapons and allows the elemental powers of Devil Arms to reach their full potential.
 - **Gunslinger** – A style of combat that emphasizes the use of firearms with various trick shots and acrobatic feats. This will allow you to target multiple enemies at once and increase the rate of fire on all firearms.
 - **Trickster** – A style of combat that focuses on high-speed dodges and dashes. With a minuscule amount of magic (human or demonic), you could easily dash for short distances at speeds that will swiftly take you out of reach of an attack.
 - **Royal Guard** – A style of combat that focuses on minimizing incoming damage. With a minuscule amount of energy, you can create a shield that absorbs the power of an attack. With enough guards, one could release a powerful hit against one or more foes.
 - **Quicksilver** – A style of combat derived from a demon who controlled time. With some energy, a user can temporarily slow down time relative to their speed, thus resulting in their foes moving at a fraction of their normal speed.

- **Doppelganger** – A style of combat inspired by a demon known as Doppelgänger, the Deathvoid. You may use energy to create a demonic clone yourself that follows your movements and actions with a variable lag time.
 - **Dark Slayer** – A style of combat that can be considered an offensive variant of Trickster. Utilizing high-speed dashes to close the distance instead of creating it, this style would allow you to quickly reposition yourself and continue pressuring your enemies.
 - **Rider** – A combat style focused on motor vehicles, specifically motorcycles. This style allows a user to safely engage in combat from atop their bike and, in addition, even allows them to perform physics-breaking stunts with said vehicle type.
 - **Arsenal** – A combat style focused on overwhelming firepower. It emphasizes quickly, but efficiently, expending as much ammunition towards a target or group of targets to ensure their complete destruction from range, and grappling for when things get too close.
- **Devil's Blood (-400 CP, Cannot Be Taken by Demons of The Tower)** – It seems that the blood of devils runs through your veins. As a half-demon, you will enjoy the benefits of greatly increased physical strength, durability, agility, slow but thorough regeneration, and the ability to wield demonic energy without issue. With this, you are on par with Dante's power at the beginning of his career, although the white hair is optional. You may also use this perk to become another child of Sparda, as either a part of a, now, set of triplets, or as a younger or elder sibling based on your age roll. This acts as a Capstone Booster for most of the origins.
 - **Taste The Blood (FREE/-200 CP to -600 CP)** – It would be unjust of me to send you into this world without the knowledge of how to defend yourself on the martial level.
 - **For FREE**, you have some serious training in a single weapon-based fighting style that would have been known or practiced up to the early 1990's.
 - **For -200 CP**, you have a good grasp of the same self-taught style that Dante used up until this point, allowing you to wield multiple weapons in a natural but unrefined way.
 - **For -200 CP**, you have the same training in mixing gunplay and weapon strikes as Lady does. This will allow you to focus on ranged combat while providing a fallback option should demons get too close.
 - **For -200 CP**, you have the same training as Vergil does with Iaijutsu, as well as his more natural movements that were displayed with his use of longsword, gauntlet, and greave-type weapons.

Devil Slayer Perks

- **Private Entrepreneur (-100 CP, FREE for Devil Slayer)** – Making money in this economy is hard. Thankfully, you have the knowledge of how to start up and run your own successful Private Investigator/Paranormal Mercenary business. It may not make the most money, but you will always have a steady flow of clients.
- **Infuriating Taunt (-200 CP, Discount for Devil Slayer)** – You have an incredible ability to drive demons into a fury with targeted insults and observations. Not only will these insults focus their attention on you, but if you have a form of magic, then each taunt will restore small amounts of it at a time.
- **Devil Arm Creation (-400 CP, Discount for Devil Slayer)** – Upon defeating a demon of considerable power, you have the choice of condensing their power into a weapon that is indicative of both their power and their style of fighting. Doing so will not only grant you a weapon of great power but also the weapon's absolute loyalty. Even if they were to return to their true forms, they would still fight by your command.
- **Trigger (-600 CP, Discount for Devil Slayer)** – You may, on command, tap into your full potential. In this state, you are stronger and faster than you were before, allowing you to fight against demons with a greater degree of success. While this ability cannot be maintained indefinitely, it can easily be recharged through combat.
 - **Capstone Boosted** – This state will now be known as the **Devil Trigger**. In this state, you temporarily embrace your demonic half fully, transforming you into a demon and greatly amplifying your already great physical and magical capabilities, as well as granting a fast degree of regeneration throughout its duration. Unlike the base Trigger, this version can be maintained indefinitely.

Vengeful Hunter Perks

- **Bloody Trail (-100 CP, FREE for Vengeful Hunter)** – When you have been terribly wronged by another, you have an almost supernatural sense of direction for the purposes of tracking them down and taking revenge. These will manifest as sightings, word of mouth, and evidence of them being in specific locations, all showing the general area where they intend to head next.
- **Wild Rider (-200 CP, Discount for Vengeful Hunter)** – Similar to a certain female demon hunter, you are a master of the motorcycle. As such, even with an un-modified example, you can perform some truly crazy stunts, both for movement and offensive actions. The more modified the bike is, the crazier you can get, like riding up a massive tower at a 90-degree angle.
- **Vindicating Tears (-400 CP, Discount for Vengeful Hunter)** – Maybe it is through a single traumatic event or years of experience, but you've learned to harden your heart against emotional manipulations. More importantly, the closer an individual is to you in a familial sense, the harder it would be for them to hold emotional sway over you, and the easier it would be to see through their lies.
- **Sacred Line (-600 CP, Discount for Vengeful Hunter)** – It would appear that Lady is not the only descendant of the priestess Sparda sacrificed to seal away the demon world. As a fellow descendant, your blood holds a special property that allows a minimal spilling to substitute for the sacrifice of a life. While this may be a problem, it can beneficially be used to bypass rituals that require a life to be taken. Heterochromia, similar to the type displayed by Lady and Arkham, is optional.
 - **Capstone Boosted** – It seems that in your family's past, one of your direct ancestors was a demon. This has allowed you to alter the properties of your blood in a unique way. Instead of being able to bypass requirements for blood sacrifices, your blood can now be used to ruin rituals as soon as it is shed in the appropriate area.

Demonic Scholar Perks

- **Demonic Lore (-100 CP, FREE for Demonic Scholar)** – While the reason for your interest is a mystery, the fact of the matter is, you have a comprehensive understanding of demonic history and rituals. You must be stained with evil to have acquired this knowledge, as it, and other similar knowledge, lacks the means of further corrupting you.
- **Laughing Masquerade (-200 CP, Discount for Demonic Scholar)** – Sometimes, plans call upon actions that you'd personally rather not take, like dressing as a complete idiot! At will, you may change your appearance to that of a demonic Jester, bells and all. This form is merely a disguise, mind you, as certain things still shine through, such as your eye color.
- **Devil's Whisper (-400 CP, Discount for Demonic Scholar)** – Not for nothing, but you weren't born with power, and what power you do have, you had to scrape for every step of the way. As a result of this, you have honed your speechcraft to a razor's edge and can easily lead others into pursuing your goals and believing your lies. This is to the point where even the most focused individuals give themselves over to irrational actions based on your words.
- **Sacrificial Transformation (-600 CP, Discount for Demonic Scholar)** – In the past, you had performed the same ritual as Arkham had, sacrificing a loved one for demonic power. While this ritual was a success, your new state is not without faults. Your body has a difficult time accepting sudden rushes of power. However, should you take things slowly, your body will learn to adapt and manage new powers safely.
 - **Capstone Boosted** – As part demon already, your little ritual was a greater success than you imagined. As a full demon, your ability to take in demonic power has increased significantly, allowing you to fully embody the power a demonic weapon or artifact would have without issue.

Demon of the Tower Perks

- **Hellish Sin (FREE and Exclusive for Demon of the Tower)** – You are one of the legions of demonic jailers that lord over the souls of the damned. Not only are you far stronger than humans, but you are also free from the ravages of time and are trained in the use of Scythes and Bladed Polearms. Your appearance is that of an emaciated human with glowing red eyes who bleeds sand. Roll a 1d8 to determine your specific sin and unique ability.
 - **Pride** – Despite your average abilities as a demon, mindless demons tend to follow your command with little issue.
 - **Envy** – A green bile has replaced your blood. This has added to your weight, making it far more difficult to knock you down or launch you into the air.
 - **Wrath** – You can manifest an organic bomb of hellfire that grows larger as you are damaged. Beware, as this bomb has a size limit and will go off when it reaches it.
 - **Sloth** – Your height is increased to where you tower over your fellow sins. Despite your namesake, you may teleport short distances along straight lines to ambush your foes.
 - **Greed** – You can manifest a massive coffin that can call forth lesser demons to aid you. Be warned that this isn't a fast process, but the coffin can be used as a weapon.
 - **Gluttony** – You may breathe out blasts of pressurized sand to either wound or debilitate your foes. The longer you charge this, the stronger the pressure becomes.
 - **Lust** – Your strength and speed are greater than the majority of your fellow sins. Your greatest trick, though, is a forward dash that only the experienced can correctly counter.
 - FREE Choice
- **Shattering Manifestation (FREE and Exclusive for Demon of the Tower)** – All demons of the 7 Hells have the ability to teleport short distances for travel or ambushes. When you use this ability, there is the sound of shattering glass. This sound is disorientating for those not used to fighting demons of your kind, providing you an open window to strike them down.
- **Sensory Compensation (-200 CP, Discount for Demon of the Tower)** – You've been fighting for a long time and may have been permanently scarred as a result. When you lose access to one of your five senses, the other senses rapidly grow stronger to compensate without overwhelming you.

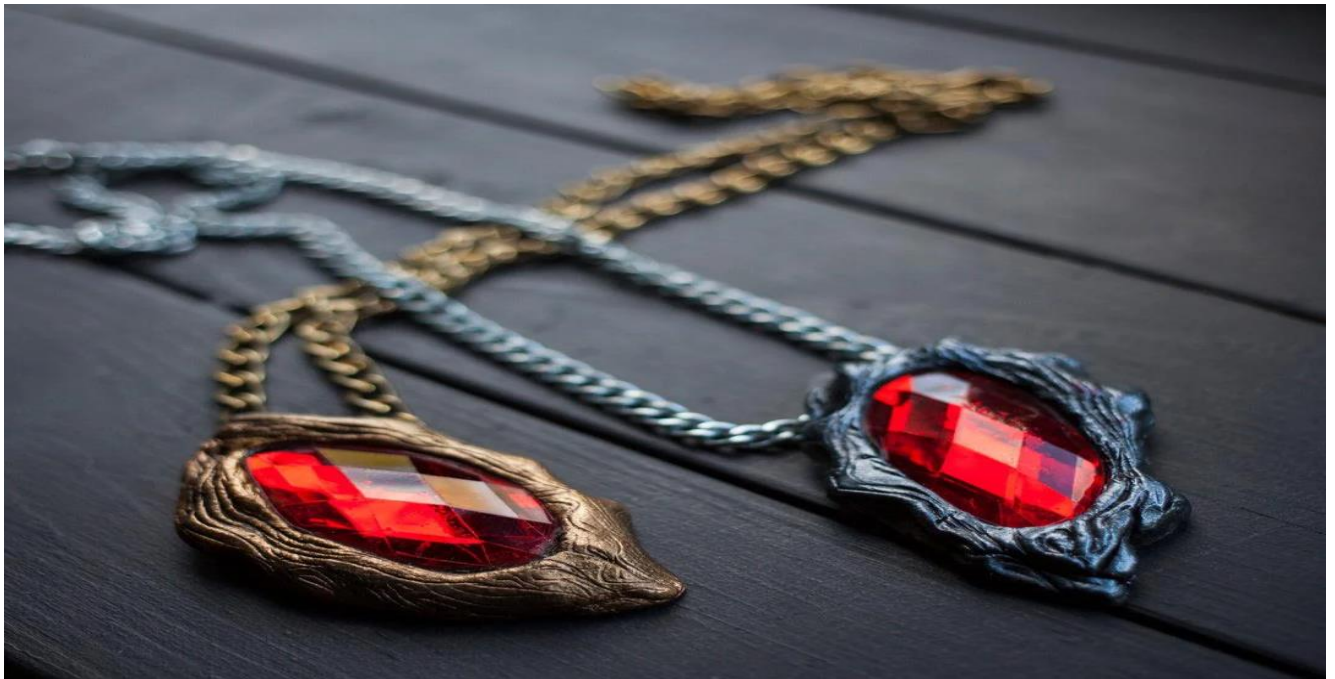
- **Abyssal Sin (-200 CP, Discount for Demon of the Tower)** – Oh, you’re not just any lesser demon. As an Abyss, not only are your physical abilities much greater than any of the 7 Hells demons, but you also have some new abilities. These include dissolving into solid surfaces and appearing in a different spot upon it, and creating hellfire. As far as lesser demons go, few, if any, are greater than you.
- **Elemental Affinity (-400 CP, Discount for Demon of the Tower)** – Many demons utilize the power of the elements to their advantage, and you’re no different. You may choose one element out of seven (Fire, Ice, Wind, Earth, Lightning, Light, and Darkness) to empower you and augment your attacks. In addition to this, you will find that you take significantly less damage from that element going forward, and weapons with that same affinity are significantly stronger in your hands.
- **Within The Shadow (-400 CP, Discount for Demon of the Tower)** – Most demons invoke dread with their appearance, but you do not. Your appearance is now intensely human and, more importantly, beautiful. But this beauty is just as much a weapon as anything else. You can easily draw the unaware or weak-willed into your embrace before draining their souls and lifeforce with a kiss, as well as controlling shadowy bats to not only defend yourself but also to shape into basic geometric shapes and attack with vicious intensity.
- **Twin Bodies (-600 CP, Discount for Demon of the Tower)** – Similar to the demons, Agni, and Rudra, you can split yourself into two bodies. While this divides your physical capabilities in half, you can now seamlessly attack from two separate angles. Furthermore, should you have purchased the “Elemental Affinity” perk, then you acquire a second, complementary elemental affinity which can then manifest in that second body.
- **Beast of Light (-600 CP, Discount for Demon of the Tower)** – Most, if not all, demons are tied to darkness. You are far closer to the Lightbeast Beowulf than your other kin. Not only is your physical strength a match for his, but you have access to the same sacred light as he does; you are able to wound fellow demons to a far greater extent than others. While it’s unclear why Beowulf had this power, considering his denunciations of Sparda, it would not be unreasonable to assume it was meant to punish traitors.

General Items

- **Devil May Cry 3: Special Edition (FREE)** – In your warehouse, you will find something new: a television set with a PS2, controller, memory card, and a copy of Devil May Cry 3: Special Edition. Perfect for any downtime between jobs and a great way to experiment with styles and content.
- **Pizza Box (-100 CP)** – At will, you may summon a non-descript box of perfectly hot pizza (or cold-cheese pizza if that's your thing). Before each summoning, you may choose which toppings come with it. However, no matter how many times you summon this box, olives will never appear.
- **Custom Art Warks (-100 CP)** – Anyone who deals with demons knows that a gun or two can keep up the pressure on them. With this option, you may own one of three ranged options to defend yourself with. These weapons do not need to be maintained, nor do they require ammunition or energy to use.
 - A pair of pistols customized to your tastes. These pistols must have been available by the early 1990s.
 - A semi-automatic handgun and machine pistol combo customized to your tastes. These weapons must have been available by the early 1990s.
 - A series of magic swords that can be summoned at will to either shoot directly towards an enemy, surround them, or function as a shield for you.
- **Idol of Space and Time (-400 CP)** – Appearing as a lion-headed woman holding up a large hourglass, this idol can and will accept the blood of demons in exchange for material goods, such as vitality stars, improvements for your various weapons, and lessons on the Ancient Arts of War. Upon purchase, a copy will appear in your warehouse, and several others will appear throughout the world, usually before a great battle.
- **Temen-Ni-Gru (-600 CP)** – Originally sealed by Sparda 2,000 years ago, this unholy tower acts as a natural gateway between human and demon worlds. As its new master/mistress, you have control over the tower and its process, up to and including the assigning of its seven gatekeepers. More importantly, though, through a recreation of Sparda's ancient ritual, you may either fully connect the human world with the demon world or seal off the two worlds. Unlike the original tower, your powers won't be sealed away upon using it as Sparda intended.

Devil Slayer Items

- **Signature Coat (-100 CP, FREE for Devil Slayer)** – It costs a pretty penny, but this long coat, in a primary color of your choice, is the perfect means by which you can carry your main weapon and any firearms you own. It also cleans and maintains itself every night.
- **Vajura (-200 CP, Discount for Devil Slayer)** – An ornamental device shaped like a trident. While bearing little use as a weapon, it can easily control lightning, whether it be natural or supernatural. Experiment with it and see what else you can do.
- **Newly Purchased Office (-400 CP, Discount for Devil Slayer)** – A home and a workplace. This office/home is a bit run-down and under-furnished, but it's entirely in your name and paid for outside of basic utilities like power and water. A perfect place to start your business. Should it be damaged by, say, demons or annoying Jesters, the damage will repair itself over the span of a week.
- **Perfect Amulet (-600 CP, Discount for Devil Slayer)** – A breathtakingly beautiful, if heavy, double-sided amulet you received from one of your parents. Comprised of two halves, one silver and one gold, with two large rubies laid in each side, it is the key to a great ritual and an even greater power. Keep it safe, Jumper, for many desire it for their own gain.



Vengeful Hunter Items

- **Serrated Hatred (-100 CP, FREE for Vengeful Hunter)** – Capable of being attached to handguns or machine pistols, this is a pair of serrated bayonets, styled after Bowie knives. When used against demons, the wounds these bayonets leave take double the amount of time to heal; if they live long enough to escape you, that is.
- **Cross Shot (-200 CP, Discount for Vengeful Hunter)** – Appearing as a lever-action crossbow, you might think that this is an offensive weapon. In reality, this device is used as a grappling hook for traversing incredibly long distances. It also comes with a harness and reel system to facilitate easier climbs.
- **Esmerelda (-400 CP, Discount for Vengeful Hunter)** – Even a hunter like you needs to splurge once in a while. This motorcycle has been heavily modified with new engines, custom wheels, and armored plating. That being said, even with all the additional weight, this bike is incredibly light and maneuverable, and should you be skilled enough, you may even use it as a weapon.
- **Bitter Memento (-600 CP, Discount for Vengeful Hunter)** – You became a hunter due to a deep personal loss. Filled with hatred against all things demonic, you commissioned this specialized rocket launcher. Complete with a primary 3.5in/89mm rocket system, serrated bayonet, grappling hook, and micro missile pod system, this weapon not only does aggravated damage against all things demonic, but it will never run out of ammunition, nor can it be broken.



Demonic Scholar Items

- **Book of Lore (-100 CP, FREE for Demonic Scholar)** – In your possession is an average-sized book containing a comprehensive history of demonic lore, rituals, and figures. Containing infinite pages, this book will update itself with every piece of information you acquire that is related to demons.
- **Cackling Scepter (-200 CP, Discount for Demonic Scholar)** – What a garish thing. This scepter would be better suited for a court jester, and yet, it is an incredible focus for demonic energy. Weirdly, people tend to look where you are pointing when you are holding onto this scepter.
- **Unstable Generator (-400 CP, Discount for Demonic Scholar)** – Appearing as a purple and pink orb and emanating electricity, it is a tempting prize for those seeking demonic power. But you know better. You may place this item along the path of your enemies. When they claim it, they will receive a boost in power, but they will rapidly be drained of life, allowing you to safely reclaim it and place it somewhere else for the next fool.
- **Laughing Moon (-600 CP, Discount for Demonic Scholar)** – Appearing as a flat disk with a demonic laughing moon on the face, this item can be placed on the ground. Doing so will create a small pocket dimension where those interacting with it will face a phantom version of you. The only way they can leave is by killing that phantom, should they be able to.



Demon of the Tower Items

- **Tattered Robes and Scythe (-100 CP, Discount for Demon of the Tower)** – A set of tattered robes and scythe or polearm indicative of the sin your demonic form represents. While the robes have certainly seen better days, the weapon will not lose its edge or break. If you take the perk “Abyssal Sin,” you may be able to launch a burning of the scythe blade or polearm head at your enemies. Over a brief period of time, it will restore itself.
- **Personal Chamber (-200 CP, Discount for Demon of the Tower)** – As a resident of the Temen-Ni-Gru, you have a location that most certainly ‘you.’ Regardless of how it appears, it will notify you of intruders before sealing them inside. This will, naturally, allow you to confront them on your playing field and dispose of them as you wish.
- **Ambrosia (-400 CP, Discount for Demon of the Tower)** – A demonic fruit that mankind was forbidden to even touch during the time of Sparda. When consumed, you will find that it is filled to the brim with either human or demon blood and is more than enough to sustain you for days at a time. Upon use, a fresh Ambrosia will appear in your warehouse the following day.
- **Demon Doll (-600 CP, Discount for Demon of the Tower)** – A doll that has been designed as a cartoonish version of your demonic form. While seemingly useless on its own, should you receive a fatal injury, this doll will substitute itself with you, allowing you to live and fight another day. A new doll can be found in your warehouse every new Jump or every ten years.



Devil Arms

Devil Arms are demonic weapons with a variable degree of sentience that are created from the defeated and subdued soul of a demon, or remnants of their power. The following section offers a collection of Devil Arms that manifest the weapon's power but lack the original mind and soul of the demon from which they were created. Should a corresponding demon wield one of these weapons, save for those wielded by the blood of Sparda, they will synergize extremely well with them, effectively doubling their power. You may take a discount on one weapon of each price point.

- **Nameless Devil Arm (FREE)** – A close-quarters weapon of your choice and design that was made for you by an unnamed demonic smith. Despite the nature of its creation, it bears no true special or elemental abilities aside from its supernatural durability, sharpness, and the ability to be summoned and dismissed at will. If you have a weapon you are attached to, you may import it freely into this option.
- **Cerberus (-200 CP)** – Bearing the power of ice, this triple Nunchaku was created from the soul of the first Guardian of Temen-Ni-Gru, Cerberus. Despite its smaller appearance, the chains that connect each piece can extend to great lengths, allowing the user to catch objects or secure themselves in long falls.
- **Artemis (-200 CP)** – A demonic crossbow crafted by the demonic smith, Machiavelli. It uses demonic energy to fire shots of magenta colored plasma. By feeding the weapon your own magical or demonic energy, you may charge additional multi-shots that can be used to fire as a traditional weapon or as homing shots to overwhelm enemy defenses.
- **Black Angel (-200 CP)** – A copy of the demonic great sword crafted by Machiavelli on the order of the Demon King, Mundus. One can channel their power into the weapon to bathe it in blue demonic flame and unleash arcs of this flame towards their opponents.
- **Agni and Rudra (-400 CP)** – Known collectively as the Firestorm, this paired weapon was created from the twin demons, Agni and Rudra. Not only can these weapons channel the power of Fire and Wind, but they can also be connected at the pommel to create a powerful double-bladed weapon.
- **Nevan (-400 CP)** – Originating from the Lightning Witch, Nevan, this Devil Arm takes the form of an electric guitar mixed with a sickle. Despite its appearance, it can control heaven-changed electricity and bloodthirsty bats crafted from shadows. It can also be used as a guitar without the need for an amp.

- **Beowulf (-400 CP)** – A set of black gauntlets and greaves created from the soul of the vengeful demon, Beowulf. Using the power of sacred light, this Devil Arm boosts the user's power and speed, allowing them to perform physical attacks that are not strictly possible, as well as allowing the user to charge and throw destructive balls of light.
- **Rebellion (-600 CP)** – A dark-forged great sword, created alongside the Devil Arms, Yamato, and Sparda. It is an exceptionally sharp and durable weapon, able to not only cut through many demons but also withstand attacks from Yamato. However, its true ability is to combine what is human and demon as one through the act of impalement. This can allow you to further refine any demonic abilities by combining them with your human side or create half-demons by fusing other humans with Devil Arms or other demonic weapons. This does not change the core of who these individuals are. Rather, it lets them stand on unequivocal equal ground with demons.
- **Yamato (-600 CP)** – A dark-forged katana, created alongside the Devil Arms, Rebellion, and Sparda. Its cutting power is tremendous and scales directly alongside the user's own demonic might, and can create distortions of space that slice apart anything within them. For now, though, it can easily cut through the demons of the Temen-Ni-Gru, but it can also be used to separate human from demon on both a physical and metaphysical level.
- **Force Edge (-600 CP)** – A beloved dark-forged longsword, created alongside the Devil Arms, Rebellion, and Yamato. Once wielded by the legendary Dark Knight, Sparda, the sword's power seems muted, sealed even. While there is a way to awaken its full power, in the current state that it is in, the blade is effectively unbreakable and can channel the small amount of power it has to change the wielder into the likeness of Sparda. In this state, even the small taste of power offered is more than enough to give the demons found here serious pause.



Companions

All Companions will receive **+600 Character Points** to make their own purchases with. Unless stated otherwise, their gender can be chosen freely.

- **Fellow Hunters (-50 CP to -400 CP)** – Do you wish to go through this Jump with the comrades you’ve made throughout your journeys? No worries, as with this option, you may be able to import anywhere from One to Eight companions to join you during your ten years here.

- **Amateur Hunter (-100 CP, FREE for Devil Slayer)** – A newbie hunter of demons who happened to be in town when the Temen-Ni-Gru was resurrected. While somewhat talented, they lack a fair degree of experience and are prone to making mistakes. Maybe you can shape them into being a better hunter. They come with the following Perks and Items
 - Perks
 - Smokin Sexy Style
 - Styles 1x (Random Choice)
 - Private Entrepreneur
 - Taste the Blood – FREE Variant.
 - Items
 - Custom Art Warks - Semi-Auto Handgun and Machine Pistol
 - Signature Coat

- **Just Investigator (-100 CP, FREE for Vengeful Hunter)** - In your pursuit of vengeance, you allowed yourself to open up to an investigator who had once encountered demons on their own. While they are not the best in combat, they are excellent when it comes to investigating leads in a case. They come with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Taste The Blood – FREE Variant
 - Private Entrepreneur
 - Bloody Trail
 - Items
 - Pizza Box

- **Arachne (-100 CP, Discount for Demonic Scholar)** – A demon of the Temen-Ni-Gru who was once a human woman. Surprisingly still clinging onto the remnants of her humanity, she has begun to follow you in your travels. Maybe she can gain more power to reclaim some semblance of her human form... She comes with the following Perks;
 - Perks
 - Shattering Manifestation
 - Sensory Compensation

- **Sin Demon (-100 CP, FREE for Demon of the Tower)** – Roll a 1d8 in correspondence with the options available in the “Hellish Sin” perk. Whichever number the dice falls on, it will manifest a corresponding sin demon. Absolutely loyal to you and your cause, this demon will follow you in your travels. It may, on occasion, yell “DAYUMN!” when it sees something particularly violent or epic. It comes with the following Perks and Items;
 - Perks
 - Hellish Sin (Random Roll)
 - Shattering Manifestation
 - Items
 - Tattered Robes and Scythe

- **Old Hand (-200 CP, Discount for Devil Slayer)** – Back in their day, they were a pretty successful demon hunter, but age has begun to slow them down. That won’t stop them from making sure you can take care of yourself by providing you with jobs and leads. They come with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Switch Up!
 - Taste The Blood – Dante Variant
 - Styles 2x (Random Choice)
 - Private Entrepreneur
 - Infuriating Taunt
 - Items
 - Custom Art Warks - Summoned Swords
 - Vajura
 - Newly Opened Office

- **Concerned Party (-200 CP, Discount for Vengeful Hunter)** – During your pursuit of vengeance, you drew the attention of someone who had been down this road before. They've taken up the responsibility of being your mentor and to be there as support when you finish what was started. They come with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Switch Up!
 - Taste The Blood – Lady Variant
 - Styles 2x (Random Choice)
 - Bloody Trail
 - Wild Rider
 - Items
 - Custom Art Warks - Twin Handguns
 - Esmerelda

- **Disguised Demon (-200 CP, Discount for Demonic Scholar)** - Many lesser demons have snuck into the human world. This one happened to take on the appearance of a humble librarian. Due to their demonic nature, they have a wealth of knowledge of the demon world. They come with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Taste the Blood – Vergil Variant
 - Shattering Manifestation
 - Devil's Whisper
 - Items
 - Book of Lore
 - Laughing Moon

- **Vanguard (-200 CP, Discount for Demon of the Tower)** – A demon responsible for managing the souls of the dead, this particular Vanguard has sworn its loyalty towards you. It is considerably stronger than its other Seven Hells demons and uses its greater size and teleportation to overwhelm its opponents. It comes with the following Perks and Items;
 - Perks
 - Hellish Sin (Random Roll)
 - Shattering Manifestation
 - Items
 - Tattered Robes and Scythe

- **Cerberus (-400 CP)** – Known as the Ice Guardian, this canine demon was positioned to guard the gates of the Temen-Ni-Gru. Something about you has impressed him greatly, and he has sworn himself to your service. Like some demons, he can manipulate his size, allowing him to either be at his full height or shrink down to that of a large dog breed. He comes with the following Perks and Items;
 - Perks
 - Elemental Affinity – Ice
 - Items
 - Personal Chamber
 - Ambrosia

- **Agni and Rudra (-400 CP)** – A pair of demons known as the Firestorm brothers. Unlike many demons, Agni and Rudra are incredibly gracious and friendly hosts, provided one doesn't try to access a place that they are guarding. Even so, they cannot help but talk as much as possible. They come with the following Perks and Items.
 - Perks
 - Smokin Sexy Style
 - Elemental Affinity – Fire and Wind
 - Twin Bodies
 - Items
 - Personal Chamber
 - Ambrosia

- **Nevan (-400 CP)** – Known as the Lightning Witch, this demoness is a Leanan Sidhe who has seduced humans down the path to hell. Your presence, or maybe your body, has interested her greatly. As such, she has sworn herself to your service. She comes with the following Perks and Items.
 - Perks
 - Smokin Sexy Style
 - Elemental Affinity – Lightning
 - Within The Shadows
 - Items
 - Personal Chamber
 - Ambrosia

- **Beowulf (-400 CP)** – 2,000 years ago, this chimeric Lightbeast was partially blinded by Sparda and has never been able to let go of that grudge. Regardless of whichever side you choose to follow in the conflict to come, the idea of slaying a son of Sparda interests him greatly. In return for this chance, he has sworn himself to your service. He has the following Perks and Items;
 - Perks
 - Sensory Compensation
 - Elemental Affinity – Light
 - Beast of Light
 - Items
 - Personal Chamber
 - Ambrosia

- **Jester (-600 CP, Discount for Demonic Scholar)** – This cackling demon seems almost out of place within the Temen-Ni-Gru. Between his various mean-spirited jokes, he can often disappear for times at an end. Still, despite his dubious nature, he does show the way for you. He comes with the following Perks and Items
 - Perks
 - Smokin Sexy Style
 - Demonic Lore
 - Laughing Masquerade
 - Serpent’s Whisper
 - Sacrificial Transformation
 - Items
 - Book of Lore
 - Cackling Scepter
 - Laughing Moon



- **Dante (-600 CP, Discount for Devil Slayer)** – After just opening up his unnamed business, this demon-hunting mercenary was prepared for a day of eating pizza and accepting jobs. That was until a certain man with heterochromia waltzed in and summoned a horde of Hell Prides. As the younger son of Sparda, he figures joining you and your travels would be a job that just keeps paying. He comes with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Air Hike
 - Switch Up!
 - Taste The Blood – Dante Variant
 - Styles – Sword Master, Gunslinger, Trickster, Royal Guard (He will start with these at the beginning of his journey), Quicksilver, and Doppelgänger (He will acquire these styles as he progresses through his journey)
 - Devil’s Blood
 - Private Entrepreneur
 - Infuriating Taunt
 - Devil Arm Creation
 - Trigger – Boosted to Devil Trigger
 - Items
 - Pizza Box
 - Custom Art Warks – Semi-Automatic Pistols (Ebony and Ivory)
 - Signature Coat
 - Newly Purchased Office
 - Perfect Amulet
 - Rebellion
 - Canonical Devil Arms – These will be acquired over time.



- **Lady (-600 CP, Discount for Vengeful Hunter)** – Arriving in town shortly after the Temen-Ni-Gru arose, this young woman is in no mood for anyone’s or any demon’s games. A particularly bitter hatred burns behind her eyes as she makes her way towards the tower. Maybe she’d be willing to accept help from you this day. She comes with the following Perks and Items
 - Perks
 - Smokin Sexy Style
 - Switch Up!
 - Taste The Blood – Lady Variant
 - Styles – Arsenal and Rider
 - Bloody Trail
 - Wild Ride
 - Vindicating Tears
 - Sacred Line
 - Items
 - Custom Art Warks – A Bren Ten and VZ.61 Modified to fire 5.56x45mm.
 - Serrated Hatred
 - Cross Shot
 - Esmerelda
 - Bitter Memento – Kalina Ann



- **Vergil (-600 CP, Discount for Devil Slayer)** – Atop the Temen-Ni-Gru stands the elder son of Sparda. With an almost complete reversal of his younger brother’s personality, he has agreed to join you to pursue even greater heights of power. He comes with the following Perks and Items;
 - Perks
 - Smokin Sexy Style
 - Air Hike
 - Switch Up!
 - Taste The Blood – Vergil Variant
 - Styles – Dark Slayer
 - Devil’s Blood
 - Infuriating Taunt
 - Devil Arm Creation
 - Trigger – Boosted to Devil Trigger
 - Items
 - Custom Art Warks – Summoned Swords
 - Signature Coat
 - Perfect Amulet
 - Yamato
 - Beowulf
 - Force Edge



Drawbacks

- **Supplementary Hunt (+0 CP)** – This drawback allows you to supplement or cross this document onto another existing Jump. Be aware that even though your budget pools will remain separate, you cannot use this option to escape the Drawbacks you took in this Jump. On the other hand, you may use this option to use another Jump to supplement this one.
- **Alternate Universe (+0 CP, Not Compatible with “Turkey Dinner!”)** – Maybe the idea of going through the beginnings of the Sons of Sparda saga isn’t appealing to you. You may use this drawback to have this Jump take place during a fanfic of your choice that occurs before or during the events of DMC 3. Perhaps you wish to see what it would look like if Dante and Vergil *DID* switch places.
- **Turkey Dinner! (+0 CP, Not Compatible with “Alternate Universe”)** – What’s this about Turkey Dinners and Bibbity Boppity Boos? Ah, it seems that there’s been a slight change to this universe. Instead of Classic DMC 3, your Jump will instead be in the world of DMC 3 SP00D, complete with strange humor, turkey dinners, and... Manly Idols? Huh!?
- **Replacement (+0 CP)** – Unsatisfied with how a certain character handled themselves during this setting? You may use this drawback to take their place, provided that your origin matches their character. Any powers they might have, unless purchased as perks in this document, will fade away after this Jump.
- **Bad Impressions (+100 CP)** – Whether it is something you say or how you carry yourself, people tend to have a negative impression of you. This will naturally make attempts at cooperation more difficult than they need to be. It will take a lot of work, if you want, for others to see you as you are.
- **Money For Nothing (+100 CP)** – And drinks aren’t free. Your money situation is on par with Dante’s, meaning you are usually flat broke. More importantly, even if you do get money, you will just barely be scraping by due to needing to pay bills for a variety of property damages and other forms of destruction that occurred while you were on the job.
- **Memory Fades into Myth (+200 CP)** – In the moments where the Temen-Ni-Gru rose from the ground, the level of city-wide destruction was great. Unfortunately for you, during that time, a piece of rubble struck your head. When you came to, your memories of this place and even your status as a Jumper were gone. Now, they will return overtime, but that is not a luxury you have at the moment.

- **Baleful Eye (+200 CP)** – Before the events of this Jump began, you received a grievous injury to one of your eyes. Not only are you blind in the affected eye, but your remaining eye is much more sensitive to things that may come into contact with it. Should you be hit in that eye, the pain alone would make you violently recoil in pain.
- **The Seal of Sparda (+400 CP)** – When Sparda sealed the Temen-Ni-Gru, it separated the human and demon world. It also affected you on a metaphysical level. You have not only been separated from your warehouse, but your Out-Of-Universe Perks, Powers, and Items have been sealed away and will not return until your time here is done.
- **Jumper's Awakening (+400 CP)** – So, you think that buying all of those perks and items will let you roll this setting like a road roller on a bridge. That is not going to happen. See, surrounding and within the Temen-Ni-Gru are a series of demonic statues that grant power, provided one can prove their worth. These statues have acted on their own, sealing the perks you purchased here into themselves and scattering any items you purchased throughout the Temen-Ni-Gru. You must break these statues to take back what's yours and find your items in the Secret Rooms in and around the Temen-Ni-Gru.
- **Jumper Must Die (+600 CP)** – It seems that the revival of the Temen-Ni-Gru has affected demons in a unique and worrisome way. Not only are they much stronger and more aggressive than normal, but they also have access to the Devil Trigger. Signified by a purple aura emanating around them, demons in this state are even stronger and faster than they were before. This has also affected named encounters as well as human encounters. Humans you face will also have the ability to enter into their Trigger state, signified by a dark gold aura emanating around them. Be on your guard, Jumper, as even the lowliest opponent here can easily kill you now.
- **The Red Cloud Gathers (+600 CP)** – When the last battle between Dante and Vergil ended, Vergil remained in the demon world, where he encountered and was defeated by the Prince of Darkness, Mundus. While his presence was originally just a token appearance, now that is not the case. It would appear that Mundus is using Vergil's incessant need for power as an opportunity to launch an invasion into the human world, sending forth lieutenants like Phantom, Griffon, and Nightmare as a vanguard force. You must understand something, Jumper. As a foe, Mundus is the king of demons for a reason, and it took a far stronger Dante to seal him away at Mallet Island. Do you have what it takes to break the oncoming storm?

Afterwards

- **Stay** – Guess this party is not crazy enough for you, Jumper. Sad to see you end your journeys, but it will be one hell of a show.
- **Leave** – Looking for another party? Time to fill out your next document, Jumper.
- **Return Home** – I guess the party was too crazy. Time to go home, Jumper.

Notes

General

- I did read the two volumes of the DMC 3 manga that had been released, but I have only taken a few things from it due to the manga being sadly incomplete. Without knowing how the events of the previous year played out, I am not confident in making things up with the Seven Deadly Sin demons (Different from the hell demons encountered in-game), nor how to appropriately handle the demons White Rabbit, Mad Hatter, and the girl/woman with them, Alice.
- This was originally going to be in the style of TroubleX27, but I just kept adding things and expanding descriptions, so I reverted to a standard Jump format.
- The best date I can find as to when DMC 3 takes place is 1991/1992, with DMC 1 possibly taking place in 2001 if the opening narration of Sparda's actions 2,000 years prior is accurate.

General Perks

- **Styles** – Arsenal and Rider are two unique styles I added in reference to how Lady fights in DMC 3 and 4. While Arsenal is meant to emphasize overwhelming and sustained fire, Rider is meant to synergize with any form of motorcycles. So, if you were to head to a Kamen Rider verse, you could have a lot of fun with this.
- **Taste The Blood** – This was inspired by the “A Natural” perks from Troublemx27's DMC 5 Jump. I scaled this potential power of this version way back in terms of potential power, while providing a source of fighting style knowledge that does not clash with “Styles” perk.

Devil Slayer Perks

- **Trigger** – I figured there might be some Jumpers who are not interested in Demonic abilities, whether it be through character choices or specific decisions. In DMC4, Lady has access to her own unique DT gauge, which is where this Perk comes in. Think of it like the Kaioken to Dante's/Vergil's Super Saiyan.

Vengeful Hunter Perks

- **Sacred Line** – This perk is clearly based on how Lady is a direct descendant of the priestess that Sparda sacrificed. The capstone variant almost did not exist if it were not for a piece of lore I found. According to the Wiki, Lady is the Priestess' descendant not through her mother, but through Arkham, meaning if he were human, he could have undone the seal himself, but had jumped the gun for demonic power.

Demon of the Tower Perks

- Because of the amount of demons present in DMC 3 and that Devil's Blood makes the individual a half-demon, I decided to restrict that perk from this origin. In its place are four additional perks to supplement the capstone booster and to allow a Jumper to become a Chimeric demon, taking bits and pieces from the various Guardians and demons of the Temen-Ni-Gru.

Devil Arms

- The Nameless Devil Arm is really a means by which a Jumper can have a consistent melee weapon during this Jump.
- Considering how much importance the games put on Yamato, I wanted to put some extra care into Rebellion, hence the demon fusion ability being available from the start. I remember reading a theory which stated that people of Vie De Marli who had the blood of devils were descended from knights/warriors in service of Sparda that were granted partial-demon hood as a reward for their acts of valor against the forces of Mundus.
- Elemental Affinities for each weapon are as follows.
 - Black Angel – Fire
 - Cerberus – Ice
 - Artemis – N/A
 - Agni and Rudra – Fire and Wind
 - Nevan – Lightning
 - Beowulf – Light
 - Rebellion – Neutral
 - Yamato – Darkness
 - Force Edge – Neutral

Companions

- The Sin Demon yelling "DAYUM!" is a reference to DMC The Stupid Files and the DarkAbridgerEX DMC series.
- The Amateur Hunter, Just Investigator, Old Hand, Concerned Party, and Disguised Demon are blank slate companions for Jumpers to mostly play around with. Their other purpose is to act as a support network, not just in providing jobs but to also be a means for a Jumper to talk candidly and to call a Jumper out if they are going too far or if they need help.

- The Disguised Demon is a reference to the librarian demon Vergil kills in the DMC 3 Manga. This is a very brief character that is open to interpretation and was admittedly a placeholder for the 200 Character Point price option.
- Should you purchase a companion that has a Devil Arm associated with it and buy that Devil Arm, they can freely use it to boost their power and the variety of their techniques. Examples could include;
 - Cerberus swings the Nunchaku between each of his heads to attack in some manner.
 - Agni and Rudra have their counterparts' blades from the start, along with their own.
 - Nevan shredding with a guitar to speed up her lightning and bat attacks and becoming a Heavy Metal Queen while doing so.
 - Beowulf wearing the gauntlets and greaves, and increasing his already monumental speed and power.
- Should you purchase one of the Temen-Ni-Gru Guardians, you could fanwank to say that they left the tower to be in your service, or that this is the real version of them and that the Tower recreated them, like how you fight against the bosses again in Mission 18.

Drawbacks

- For the “**Alternate Universe**” drawback, one such example of Dante and Vergil switching places can be seen in this video - [Vergil May Cry | Vergil's Awakening \(Ft. Emirichu\)](#).
- “**Turkey Dinner!**” is a reference to the [DMC SP00D by DarkAbridgerEX](#)
- Regarding the drawback “**Jumper’s Awakening**”, there are a lot more Combat Adjudicator statues present with this drawback active than the 10 that were in the game originally. As for secret rooms, the same thing applies. The higher value the perk or items are, the more damage the statues must take/the more dangerous the secret rooms are.
- “**The Red Cloud Gathers**” is something that was a bit of a last-minute choice between two other options. One being a persistent Doppelganger that wants to take your place, and the Seven Deadly Sin demons that Vergil released in the Manga, trying to hunt you down throughout your years here. I found the idea of “The Red Clouds Gather” more appealing because of how Arkham uses the term “Our Little Plan” to describe what a ride it was to get everyone where he needed them. Now, I personally do not believe Mundus had direct involvement here, but considering he stands to benefit from the Temen-Ni-Gru being unleashed and can go after Dante and Vergil through either proxies or his own hands, as seen with Vergil, it was something I could not rule out.

Changelog

- **4/29/26** – Version 0.9 Released.
- **May 3rd, 2026** – Version 1.0 Released
 - Special thanks to GetRektNuub, the_tree_boi, Blackscorp98, Aleph_Aeon, Zerum 0, DisgruntledSlav, and all the others who commented on this document and
 - Origins
 - Demonic Scholar description has been changed to make it more ambiguous as to which side of the moral scale it falls.
 - General Perks
 - Devil's Blood has been altered to allow a Jumper to be part of the Sparda bloodline.
 - Devil Hunter Items
 - Heirloom Amulet name and description have been altered to become the Perfect Amulet.