

# Devil May Cry

デビルメイクライ

## Introduction

This game is for 2-6 people, each with one six-sided die. Each player takes on the role of a devil hunter. Each game lasts about 2 hours, and represents one mission. Each mission is split into a number of scenes. Each scene, a player (a different player each scene) is the scene controller and describes how things are, what it looks like, what is there and so on. Other players may feel free to embellish. The form of the mission as a whole is up to group consensus.

## Fighting

If, by chance, a fight should break out then the scene controller places counters representing the devils on the position strip. Each player then places a counter representing their devil hunter.

Play is then broken into turns, and each turn is divided into rounds. Each round, **one** devil and then each devil hunter may take an action. The scene controller decides which devil acts each round, and what it does, but is expected to be impartial.

If a character fails an die roll, then they may not participate in any further rounds this turn, and will have to wait till next turn. A turn continues with infinite rounds until every character has failed a roll. A fight continues for infinite turns until all the devils or all the devil hunters are dead. The counter for characters that are no longer acting in a turn should be flipped up-side-down to indicate this.

## Actions

Each time your character can act, they may do one of the following, by describing it and rolling a die.

- Move one space. Roll three or more to continue acting next turn. Describe your character doing acrobatics, flourishes, posing, and the terrain moved through.
- Attack a character at your weapon's range and give them a damage chip. Roll three or more to continue acting next turn. Describe the attack, include things like how the target is hit by it and their reaction.
- Move another character one space. Roll four or more to continue acting next turn. Describe smacking the foe around, or drag your allies out of the way. Look intimidating or warn characters to stay back.
- Attack a character adjacent to your weapon's range and give them a damage chip. Roll a four or more to continue acting next turn. Describe a creative or extreme or indirect attack with the weapon. Use the terrain, or other characters, or just throw the thing.
- Attack multiple characters at your weapon's range and give each of them a damage chip. Roll equal or more than the number of targets plus two to continue acting next turn. Describe a devastating attack that rips up everything in the area, or a combo that moves from target to target. Don't forget catchphrases.

## Trigger

Each devil hunter, and boss style devils, have three trigger points to use each turn. Additionally, if one character acts in more rounds than any other then they gains an extra point to use next turn. A point can be used to ignore a failed die roll and allow the character to act in further rounds. Or, three points can be used to recover a damage chip. When a point is used, describe how grit or luck or skill or devil blood enabled you to stay in the fight.

## Attacks

Characters only have weapons which affect certain ranges. At most, a character can have two weapons equipped at once, but these may be changed between fights. Weapons can only attack characters within certain ranges on the position strip.

- **Close** *nunchaku, gauntlets, knives*. Same space.
- **Melee** *sword, etc*. Adjacent space.
- **Short** *shotgun*. Two spaces away.
- **Medium** *pistols*. Three spaces away.
- **Long** *rifle, rocket launcher*. Four spaces away or more.

## Damage

Each attack against a character gives them a damage chip. If a devil hunter gains more than **eight** damage chips, then at the end of the turn they are removed from the fight. How many damage chips a devil has (between five and fifty), and whether damage is recovered between scenes is up to the scene controller.

## Narration

Enrich your description (or another player's) with side details, such as their foe's reactions, the terrain, what the character says or looks like, the exact techniques used, how the foe is hurt and so on. Feel free to describe the characters not always succeeding easily, they might struggle, or bleed badly, or fall, or their attacks might miss. It all adds up to a more vivid and interesting games.

Between fights, description is just as important. Conversation might be brief, but it should be punchy and present the character's personality. Scene controllers should try to present dynamic scenes, but also all the players should move through the scene dynamically.

## Advanced

Devils can fight devils and devil hunters can fight devil hunters. The rules are the same, but its presumed they must have a reason to do so.

Each devil shown on the Position Strip might represent multiple devils, or an abstract threat even. For instance, a fight while falling down a cliff might present the actual fall as a devil with a Close weapon. Its attacks are described as jutting rocks and so on. Keeping away from the devil represents avoiding danger. When the devil is killed, everyone has hit the bottom and so falling is no longer a danger.



### **Devil Hunter**

Name \_\_\_\_\_

Description \_\_\_\_\_

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Weapons

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Notes

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### **Devil Hunter**

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Description \_\_\_\_\_

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Weapons

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### **Devil Hunter**

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Weapons

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### **Devils**

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Weapons \_\_\_\_\_ Damage \_\_\_\_\_  
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Name & Description \_\_\_\_\_

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