

Out of Context: Demon Slayer (Kimetsu no Yaiba) Supplement V1.0

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In Japan during the Heian period, a distant relative of the Ubuyashiki Family, named Muzan Kibutsuji, inadvertently evolved into a new type of monster after receiving an experimental treatment for a terminal illness. However, as that man became unable to walk in the sun, he began to use his blood to convert other humans into being similar to himself, marking the beginning of the threat of demons, a species of vampire-like monsters whose primary diet is humans.

However, this isn't about the Demons, but about the other side of this story, those who opposed them. As punishment from the heavens for a Demon King having been born in its bloodline, the Ubuyashiki Family was cursed, causing every male child born in the family to develop a disease that caused them to grow horribly weak and die early. According to a priest, this curse would endure until they eliminate the evil and cleanse the stain in their lineage.

Therefore, they took on the responsibility of leading the battle against Muzan and his demons, so the Ubuyashiki clan founded the Demon Slayer Corps, an organization devoted to defending humanity by hunting and killing demons. In the centuries that followed the establishment of the Corps, they achieved moderate success in eliminating some of the weak demons, but no one was able to reach the Demon King himself as they were just regular humans.

But the tides changed when an anomaly was born and joined the Corps after his wife's death.

This anomaly was the insanely talented swordsman named Yoriichi Tsugikuni, the strongest Demon Slayer in all of history. Yoriichi developed an unique, esoteric breathing technique known as Total Concentration Breathing, which allows even regular humans to strengthen themselves and become capable of fighting stronger demons while still remaining completely human. His apprentices were the first generation of what is known as the main type of Demon Slayers, which almost managed to eliminate all Demons during that Golden Age.

However, the fight with Muzan and his demons would continue for a few more centuries after Yoriichi passed of old age. But you're not in the same world where their battles happened.

This document can be used as a supplement in any Jump that wouldn't otherwise have Demon Slayers from the Kimetsu no Yaiba/Demon Slayer series within its continuity.

By taking this Supplement you have chosen to be a Demon Slayer and you'll enter into that continuity as a Drop-In, awakening in an empty cabin located somewhere isolated in the middle of the wilderness, like a mountain or deep in a forest.

+1000 CP (Choice Points)

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice, even if it doesn't have a Jump Document, and use this document as a ten year long Jump.



Origin:

Not all Demon Slayers are equal in power and skills due to multiple different factors.
What kind of Demon Slayer are you?



Traditional Slayer (Free):

When you were younger, you met a Demon Slayer who saw potential in you and introduced you to a specific cultivator, that is, a retired slayer who instructed and mentored you in the art of swordsmanship. As their apprentice, you followed their own unique training methods, mastering the basics of the Total Concentration Breathing and specializing in a specific Breathing Style.

Once you were ready, you participated and survived the Final Selection, earning a place in the Corps and officially becoming a proper Demon Slayer. In a few words, you followed the most traditional path that almost every one of your peers followed, essentially being the archetypical version of a Demon Slayer.



Wild Slayer (Free):

You didn't have the luck to meet a benefactor, so you never had the chance of receiving formal training. Despite this, you still managed to learn how to fight, survive in the wilderness, and to use the Total Concentration Breathing on your own by observing others. There is an actual chance of growing up in the wilderness or at least has a very strong connection to it. One day, you learned more about the demons and decided to join the Corps for some reason, so you simply appeared in the Final Selection and passed it without anyone there knowing you. You lack many of the basic skills of the other slayers, but you probably make it up with your varied skills that you developed thanks to your background and your sheer talent.



Poisoner Slayer (Free):

Some candidates for becoming Demon Slayers might have talent and potential, but their physiology somehow prevents them from becoming proper slayers.
For example, the Insect Hashira, Shinobu, lacks the needed physical strength to cut off a demon's head due to her small size, even when using the Total Concentration Breathing. However, she developed a unique fighting style to make up for her lack of strength, which consists in utilizing wisteria-based poison to kill demons instead of decapitating her. Even if you aren't unable to decapitate demons, you decided to follow Shinobu's path and become a master poisoner like her.



Unorthodox Slayer (Free):

Some candidates for becoming Demon Slayers might have talent and potential, but their physiology somehow prevents them from becoming proper slayers.

For example, Genya's unique physiology makes it impossible for him to utilize the most important technique of the Demon Slayers, the Total Concentration Technique.

Due to this, he had to focus on utilizing unorthodox strategies to fight, like using different weapons, fighting styles, and even the esoteric abilities granted by his unique physiology. Even if you aren't unable to utilize the Total Concentration Breathing, you decided to follow Genya's path and become one of the most unique slayers in the Corps.



Abnormal Demon (-300 CP):

In truth, you aren't an actual Demon Slayer and not even a human anymore. You were a random citizen who was extremely unlucky and was attacked by the Demon King, Muzan, himself. He forcefully injected his blood in you, transforming you into one of his demons.

Fortunately, instead of being reduced to a flesh-eating monster, you had a reason to keep your humanity. Maybe your emotions were stronger than most other people's, one of your loved ones managed to reach your heart before you fully lost yourself, you had a duty to fulfill, or maybe you're just a random mutant.

Regardless of the exact reason, you're an anomaly who managed to keep your human emotions and memories intact, being one of the extremely rare cases of a demon who managed to retain their humanity despite all odds. At first, the Demon Slayer Corps treated you like any other monster, but you managed to earn their trust and join them as an unofficial slayer in the same way as Nezuko did.

Perks:

Each perk is discounted by 50% to their respective Origin (e.g. 200 CP perks cost 100 CP, 400 CP perks cost 200 CP, and so on). Discounted 100 CP perks are free.

Perk Booster Demonstration:

To get a **Booster:** Perk you will need to purchase the stated Perks. As a **demonstration**:

Something Rare (-400 CP)

This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique (-600 CP)

This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique

This Perk is an example of something unique that the subject of this OOCS can do.

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:





Formal Training (Free for Everyone, -100 CP for Wild Slayers)
In order to survive the Final Selection and finally join the Corps, you underwent rigorous, extensive training under the guidance of a cultivator or another similarly experienced teacher. One of the most fundamental aspects of your training involved learning how to properly utilize the Total Concentration Breathing and your master's Breathing Style (which will be better explained below), but, in addition to it, your formal training also had other benefits.

While the specifics of the teachings vary significantly among instructors, you received a more generalist training, which ensured you would develop a strong enough foundation regardless of your specific fighting style by improving your body coordination, resilience, physical fitness, swordsmanship skills, stamina, flexibility, and muscular build. Basically, thanks to your training, you've attained an excellent physical condition for your current physical build and, as an added, your physical condition won't degrade due to the lack of training.

Of course, this training was far from the level of the special training the Hashira have given to all corps members, so your current combat prowess is on par with a beginner slayer at the Mizunoto rank, the lowest rank within the organization, but this will change depending on your next choices below.

Additionally, your instructor also taught you the basics of surviving and moving in the wilderness, after all, you had to survive for seven days on the mountain top of Mount Fujikasane, a perilous domain infested with demons, to pass the Final Selection.

Total Concentration Breathing (Free for Everyone, -100 CP for Unorthodox Slayers, and -300 CP for Abnormal Demons)
Regular humans who trained their bodies in the classical sense could defeat some of the weakest demons with some luck, but classical training becomes useless after a certain point. Despite this, thanks to the legendary swordsman Yoriichi, the Demon Slayers became able to fight stronger demons while still remaining human by wielding an unique, esoteric breathing technique known as Total Concentration Breathing.

This technique consists of expanding one's lungs to intake as much air as possible, accelerating one's blood flow and heartbeat while increasing their inner body temperature, resulting in their bones and muscles becoming more excited. This greatly enhances the user's physical traits and capabilities (such as strength, speed, stamina, and endurance) to a superhuman degree, allowing even a regular human to slice through boulders and trees, effortlessly breaking another person's arm, moving massive boulders with their bare hands, evade extremely fast attacks such as sound, and remain active for prolonged periods of time such as whole days without tiring out. At an advanced level, this also allows the users to slow down the circulation of poisons in their bloodstream, clot severe injuries or even control their own muscles to an extent.

Furthermore, the Demon Slayers further apply this technique in the so-called Breathing Styles, swordsmanship styles that usually mimic a certain element of nature and replicate it with the user's movements, techniques and abilities. Each style also tends to have a different focus, like how the Flame Breathing is a style centered on powerful singular strikes that "burn".

As a Demon Slayer yourself, you're already proficient in utilizing the Total Concentration Breathing. You’re also a practitioner of one of the established Breathing Styles (Water, Flame, Thunder, Stone, Wind, Flower, or Mist) or of a more unconventional one (Insect, Serpent, Love, Sound or Beast) of your choice, being capable of utilizing all of your style’s regular forms.

Power Type Origin (Free, Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry (Free, Requires 3 "Out of Context Origin Perks" from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Power of Never-Ending Youth (-100 CP)
Humans are fragile beings, for even the strongest of them all, an anomaly so monstrously powerful that not even demons could match it, was unable to withstand the passage of time. They age and grow weaker with each passing year after their peak.
Many cultivators were once skilled Demon Slayers, some even were former Hashira, that were forced to retire and now they're dedicated to training worthy successors that one day will be forced to retire too.
Fortunately, this won't be your case. While you'll still age normally as any regular human, you'll have the physical attributes and mental faculties of an adult member of your current race regardless of your current biological or apparent age. This also prevents your abilities or faculties from eroding due to your aging, allowing you to remain in your prime health and condition even in old age. Similarly to Yoriichi, you would be able to fight at full capacity even if you were seconds away from literally dying of old age.
If you're already a Demon for some reason, thus already immune to aging, this wouldn't benefit you as much, but keep in mind that artificially accelerated aging will still take a heavy toll on your body, so this perk will protect you from being weakened by it.

Rarest Marechi Blood (-100 CP)
Different human blood types have different levels of nutrition for demons and other similar beings that consume it as sustenance, with the rarer the blood type, the greater the nutrition (and power boost) granted by it. But among all blood types, the rarest one is known as Marechi. The superior nutritional value of this blood type is so high that eating a single human with the Marechi Blood is roughly equivalent to eating one hundred ordinary humans.
You're one of these few humans cursed with this blood type. While this would normally be a severe disadvantage as demons would consider you as a priority target, your blood's intense potency makes it incredibly intoxicating and mouth watering to demons, to the point that the smallest whiff of your blood immediately causes demons to salivate and lose focus.
Thanks to it, you can use your blood to trigger the demons' murderous instincts and therefore cloud their combat stratagem and brain function, causing most demons to go into a rampage towards you and thus lose all self-preservation behavior and strategic thinking. Of course, demons that are more powerful or have more self control might still stumble momentarily but they'll get accustomed to your blood's scent and will recover. Additionally, if you have demon allies for some reason, you can use your blood to strengthen them, that is, if they don't lose control and attack you during it.
Lastly, you can turn your blood's supernatural intensity on or off once per day.

Unlimited Rehabilitation Works (-100 CP)
Thanks to the Total Concentration Breathing, the Demon Slayers can fight on par with the demons while remaining humans, but this doesn't prevent them from suffering severe wounds that they need to deal with and recover from after a battle. Just remember how many times Tanjiro and his crew ended up completely injured after defeating some powerful demon.
You're not exempt from that. Fortunately, rehabilitation can do wonders on you.
As long as you manage to survive, you're capable of eventually recovering perfectly back to your prime condition from almost any damage to your body as long as the damaged body part is more or less intact. For example, eventually healing an arm that had all of its bones broken and was almost mummified due to cellular destruction is still possible, but it's impossible to recover if it was basically completely destroyed or if it was literally amputated and not reattached shortly after. The same goes for your internal organs, as you can even recover from brain damage with enough months of rehabilitation.

Abnormally Hard Skull (-200 CP)
Is your skull really that dense? Not in the sense of not picking up social clues, but your skull is actually so abnormally hard that one could compare it to a literal rock, at the same time as your brain is protected from being damaged by your own skull's durability. In addition to making you considerably more resistant against hits on your head, you can literally headbutt an opponent hard enough to stun them or knock them out completely, potentially giving them concussions while you suffer no backslash from it at all. In some situations, you could probably stun even some of the Hashira and Upper Ranks this way.



Hyperflexibility (-200 CP)
Either you were born with a special condition or you've trained since childhood, you're extremely flexible, to the point where you can easily bend your body backwards so far that your head reaches between your feet, dislocate your arm to extend its reach, and dislocate any of the other joints in your body at will. Your flexibility also extends to your internal organs, as you can slightly move their position within you. While you're far from the level of flesh manipulation of even the weakest demons, you can still shift your heart and lungs to avoid them being pierced by an attack for example.

Abnormal Muscular Constitution (-300 CP)



Like the Mitsuri, the Love Hashira herself, you've been blessed with a special muscular composition, causing your muscles to be eight times denser than that of a regular human. Even if your limbs are thin like hers, they would still possess unbelievable strength and endurance, but, if you managed to get as muscular as the likes of Gyomei, you would be a physical powerhouse capable of easily overpowering the average demon even without using Total Concentration Breathing or anything else to enhance your physical condition. As you're paying a special price for this, you won't need to eat as much as three sumo wrestlers to maintain the composition of your body like how Mitsuri needs.

Durable Like a Cockroach (-300 CP, Requires Total Concentration Breathing)
The Demon Slayers are just regular humans fighting demons, so it's normal for them to sustain severe injuries and wounds in battle that they can't recover on the fly, but, even so, many of them are incredibly difficult to kill. You're one of them. Regardless if it's a result of your physical condition or indomitable will, you have a durability worth of legends.
Even without using Total Concentration Breathing, you're capable of resisting most mundane poisons and toxins, surviving being shot a few times in the torso when a normal human could die with just a single shot, and even continuing to fight despite sustaining life-threatening injuries. This kind of durability is what is needed for someone to continue walking for a bit even if their head was cut off. Your durability is enhanced even further when you strengthen your body and you'll continue being just as durable even in other Alt-Forms.
As an added bonus, you're capable of utilizing a more specialized version of the regular breathing technique, called **Recovery Breathing**, which, by taking a brief moment to focus and steady your breath, allows you to recover from fatigue and stiff muscles that could prevent your body from moving or even cause you to eventually black out due to exhaustion. Of course, while this is incredibly useful, it still takes a few seconds to utilize the Recovery Breathing, so you might not have the chance to use it during a continuous assault from an enemy.
Lastly, overusing the Recovery Breathing during a battle will lead to diminishing returns until it becomes completely useless, so use it with caution.

The Tenth Pillar (-400 CP, Requires Total Concentration Breathing)
The most powerful combatants in the Demon Slayer Corps form an elite group known as the Hashira (or the Pillars). They're those responsible for protecting humanity against more dangerous threats that cannot be handled by other Demon Slayers, with each one of them being a master of their Breathing Style as well as representing it, like how the Water Hashira mastered and represents the Water Breathing itself.

It turns out you aren't a novice ranked as a Mizunoto, but, instead, you've already risen to the highest regular rank, known as Kinoe, and fulfilled the requirements to join the Hashira. As a Hashira, you have complete mastery over your chosen Breathing Style and all of its forms. This mastery gives you the opportunity to create a personalized form of your style that will be similarly powerful as Tomioka's Dead Calm. Alternatively, you can instead be the creator of your own personalized Breathing Style that is derived from your previous Breathing Style and that can be based on some other element, animal, plant, or even emotion.

To make things better, you've also already mastered the usage of the Total Concentration Breathing, being capable of constantly maintaining it during the morning, noon, and night, and even while asleep or unconscious. This is known as the Constant state, which has drastically improved your physical fitness and lung capacity even further, meaning that you have achieved truly peak human physical condition for your current build.

Lastly, your power and skill level as a Hashira will further empower some other perks.



Demon Slayer Mark (-600 CP)
Since he was born, Yoriichi always had a mysterious red flame-like pattern on his forehead that resembled a birthmark and, when he trained and fought alongside the Hashira of his age, they all ended up developing similar patterns that further empowered them. In reality, this pattern is the so-called **Demon Slayer Mark**, a special marking that grants special abilities while also enhancing pre-existing traits of the bearer, greatly enhancing their physical attributes, especially their speed and strength.

While it was common during the Golden Age, a Demon Slayer Mark can only be awakened by a slayer who survived extreme life-threatening conditions, specifically a heart rate of over 200 beats per minute and a body temperature of over 39° Celsius, and had contact with another person who already awakened their own mark before.

Apparently, you've already met these specific conditions in the past and, as a result, you managed to awaken your own Demon Slayer Mark, which appeared somewhere on your body of your choosing (by default, on your face) and with a design based on your Breathing Style. Usually, a regular human needs to meet the same awakening conditions to reactivate the mark or train to maintain the "Marked State" for longer periods of time, but you've already undergone specialized training to become capable of activating it at will and keeping your Marked State indefinitely.

Furthermore, in addition to the physical enhancement, the Demon Slayer Mark grants you two extra abilities.

Firstly, you gained the ability to turn a Nichirin Sword's blade bright red by gripping the handler with tremendous force. Bright Red Nichirin Swords generate extreme heat, which can cause immense pain to demons and also hamper the regeneration (or even completely nullify if the swordsman is way stronger than the demon in question). The potency of this effect increases according to the user's own strength, as Yoriichi's bright red Nichirin sword was so potent that it burned Muzan on a cellular level and left scars that not even the Demon King was able to heal even after centuries. Theoretically, this ability can be used with any melee weapon you have, but anything with less quality and durability than a Nichirin Weapon will probably be destroyed by the intense heat.

The second ability you gained is the access to the Transparent World, allowing you perceive other living beings as if their skin was transparent. This enables you to see the inner workings of their bodies, with this being most notably used to predict their attacks and to find openings. Additionally, while this special vision is activated, perception is heightened, making you perceive the world in slow-motion, further increasing your reaction and movement speed. To activate it, you need to focus only on looking at your target, but, unfortunately, you can't keep this activated for longer than a few seconds at once.

Lastly, it's said that awakening the mark comes at a steep price, as no Demon Slayer who have awakened it lived past 25 years under normal conditions (as the only two that lived longer than this were Yoriichi, who was born with it and is an anomaly, and Kokushibo, who became a demon). Essentially, the mark probably consumes its bearer's lifespan in exchange for the greater power it grants. As you're paying a special price for this power, you don't need to worry about your lifespan being reduced due to the Demon Slayer Mark.

The Tenth Pillar Booster: Domain of Supremacy

By incorporating your mastery over the sword and your Breathing Style with the power of your Demon Slayer Mark, you acquired an acute awareness of your entire being and achieved the zenith of physical combat. This zenith is known by many names, like Domain of Supremacy or Realm of the Highest, but the name that best describes it is **Selfless State**.

Although it doesn't enhance one's own combat prowess directly, the Selfless State essentially erases the user's Fighting Spirit, will to fight, bloodlust, anger, hatred, malevolence, killing intent, drive, and animosity. This causes your presence to be similar to that of a plant or object, while your behavior and heart become incredibly tranquil and focused. This state is incredibly useful against opponents with extrasensory perception to detect aura or intentions, as they'll become completely unable to perceive you once you're in this state. As you're a Jumper, this state also hides any esoteric aura or energy signature you might passively emit.

Additionally, as you'll have a complete awareness of your current physical condition in this state, this perception also allows you to unleash the maximum strength of your body with minimal required effort.

Unfortunately, maintaining the Selfless State active is a challenging task, as even staying in this state for a few seconds is already extremely impressive. Unfortunately, as you're still a regular human, you're currently able to stay in this state for up to a minute at best. At least, you can gradually increase this duration through unwavering dedication, diligent training, and continuous refinement. Maybe one day you could achieve Kanjuro's feat of sustaining this state indefinitely, but it'll take a long, long, long time until that day.

Finally, as you've achieved this zenith, you've also gained complete access to the Transparent World, allowing you to effortlessly activate this special vision. The combination of Transparent World and the Selfless State is insanely deadly against the right opponents.





The Strongest Demon Slayer of Today **(Free, Requires the following perks: The Tenth Pillar, Demon Slayer Mark, Cultivator, Copycat Genius, Poisonous Body, False Demon, and Upper Rank of the Twelve Kizuki)**

The creator of the Total Concentration Breathing and the most powerful Demon Slayer of history, Yoriichi Tsugikuni, was a genius without equal, a true anomaly with a logic-defying talent so monstrous that put him above everyone else, including the two Demon Kings. Or, to put it better, there was no equal for him until now. Thanks to your incredible talents, mastery over the sword, special physiology, body modifications and even the power of the demons, you became an anomaly comparable to the legendary Yoriichi himself.

First of all, your physical attributes are now on par with Yoriichi's, being immeasurable for the standards of demons and Demon Slayers. Your speed and reflexes eclipsing even those of the Demon King, your stamina and endurance allows you to survive without food or water for over ten days, and your physical strength is so tremendous that you can effortlessly slice off the neck of Muzan Kibutsuji, the most fortified body part of the strongest demon in existence.

However, simply being a physical powerhouse is far from what truly makes you an anomaly comparable to that swordsman, as it's your absurd talent and exceptional growth rate that truly set you apart.

At the most basic, your absurd aptitude for combat allows you to quickly master anything related to combat-skills after learning them, keeping in mind that you could already learn such skills by simply observing them being used once or twice. You're the kind of prodigy that could wield a sword for the first time in your life one day and, three months later, become one of the greatest swordsmen in the world without much effort.

You can also learn/acquire any type of combat-related skill, knowledge, or ability normally restricted to those who were born with some special talent, not because you're a master of hard work, but because you count as having the related talent for essentially any combat skill you encounter, even if only a single individual in the whole world would be the chosen one to be born with said talent.

Furthermore, even if you can quickly learn and master any skill or technique, you'll find out that this isn't the limit to you, with this being where your talent becomes truly logic-breaking. Through training and experience, any technique and ability you master can be continuously refined even further to become each time more perfect, to the point you might even evolve them to whole new levels, like how Yoriichi further perfected his already perfect Sun Breathing by creating its 13th form. As you keep refining your abilities, you'll be capable of achieving unprecedented and seemingly impossible feats within their respective power systems, like utilizing your Cursed Technique while using Domain Amplification or permanently opening the Eight Gates of the Chakra Pathway System without dying in the process. There are many, many possibilities for this, so it'll be up to you to discover them through training, refinement and experience.

Finally, there's an aspect of Yoriichi's immense talent that was underused, due to him never having worthy adversaries. During his whole life, he was never hurt, not even by Muzan himself, meaning Yoriichi achieved his legendary strength and unparalleled swordsmanship without ever being forced to evolve when faced with real danger. The closest he reached to real danger was his fight with Muzan, which was the battle where he perfected his Sun Breathing.
If he were to find a worthy opponent, he would likely grow to achieve unprecedented heights of power in whatever power system he had access to. If Muzan had been able to injure Yoriichi in that fight, perhaps he would have developed a superior version of the regular Recovery Breath to heal himself from Muzan's poisonous blood, or perhaps he would have evolved his Bright Red Nichirin Sword to further increase the blade's temperature and engulf it in lethal flames. The same is true to you, as you'll experience similar explosive growth when facing actual life-threatening situations.

Traditional Slayer Perk Tree:

Sakonji's Apprentice (-100 CP)
There are no set rules for what the training regimen offered by the cultivators should be, so it can be anything as long as they're actually teaching the right skills to their apprentices. But it looks like whoever was your cultivator was actively trying to kill you if you ever failed their lessons, as they forced you to routinely evade dozens of different traps with varied danger levels, like tripwire-triggering rock throwers, ramming wood trunks, traps armed with knives, spikes, and covered pits. While those days of training were suffering, it's undeniable they were effective and learned some very valuable skills.
You've become incredibly skilled when it comes to evading traps, to the point you have almost a sixth sense to sense nearby traps. If you actually have some **Supernatural Sense**, then you're capable of using it to detect basically any mundane trap, no matter how hidden it is.

Supernatural Sense (-200 CP)
A curious thing about the Demon Slayer Corps is that many of its members have unusually powerful and extremely keen senses, sometimes even bordering on extrasensory perception. You're also among these special cases, having a greatly innately enhanced sense of your choice (sight, hearing, smell, touch, or taste).

An enhanced sense of hearing could allow you to identify even the faintest of sounds from layers of loud sounds within a building, an enhanced sense of smell would give you the capacity to to pick up even the most subtle of scents and track their location with terrifying accuracy over long distances, an enhanced sense of touch would make you feel the smallest vibrations in the air, and an enhanced sense of vision would allow you to accurately predict your opponent's next attack and movements by simply observing the subtle shifts of their body, and an enhanced sense of taste could give you the ability to read an opponent's intentions, emotions and capabilities by merely licking their blood or skin.

Furthermore, in addition to the more logical enhancement, your strengthened sense will also have an extrasensory aspect that allows you to detect things outside the normal range of perception. It's up to you to decide what exactly you can sense with this, as long as it's on the same level of the canon examples, such as an enhanced hearing could allow you to "hear" thoughts and an enhanced smell could allow you to detect intents and emotions.

Dance of the Fire God (-400 CP, Requires Total Concentration Breathing)
Yoriichi Tsugikuni wasn't just the creator of the Total Concentration Breathing but he was also the progenitor of all Breathing Styles, as he developed the very first style, the **Sun Breathing**, as well as the other five main styles that, in truth, are nothing more than diluted versions of the first one.

However, this legendary Breathing Style was almost completely lost, as none of his age's Hashira were able to utilize it, but, fortunately, a humble coal burner was capable of learning from Yoriichi and his descendants kept the knowledge of this style as a legacy of their family,

albeit with a different name and a different purpose. This version of the Sun Breathing became known as the **Hinokami Kagura** (also known as Dance of the Fire God) and it was mostly utilized as just a traditional dance practiced in a yearly ritual ceremony until Tanjiro started to use it for combat again.

Regardless if you're part of the Kamado lineage or not, you're one of last remaining users of the Hinokami Kagura, being already proficient enough to use all of its regular movements and twelve basic forms that mimic the sun and the power of its solar flames. In addition to seemingly possessing the strengths of all six first Breathing Styles, the Hinokami Kagura is effectively superior to all other styles, as merely using it tends to increase the user's overall power and speed compared to when they're utilizing any other style.

However, the usage of the Hinokami Kagura puts a severe physical strain on you, to the point that using it twice in a row might temporarily immobilize you due to the fatigue and stiff muscles. With a lot of training and experience, this strain may be reduced, but it'll never completely vanish.

The Tenth Pillar Booster: Sun Breathing

Since the Hinokami Kagura has been passed down from generation to generation over hundreds of years, it's natural that some imperfections became part of it, even if each user seems to have managed to replicate it with surprising degrees of accuracy.

When compared to the legendary Sun Breathing performed by Yoriichi, Hinokami Kagura had unnecessary movements that stained it and reduced its maximum effectiveness, like different wrist angles, footwork and breathing rhythm. In order to eliminate all of these imperfections, Tanjiro had to see Yoriichi himself perform the twelve forms through the memories of his ancestor, meanwhile, you managed to do the same by yourself, thanks to your own mastery over the sword as a Hashira.

You're capable of utilizing the legendary Sun Breathing in its purest form, having complete mastery over all of its forms, including the 13th form that was created solely for the purpose of killing Muzan Kibutsuji himself. Similarly to what you did with your main Breathing style, you'll also have the chance to create your own personalized form of the Sun Breathing that is as powerful as the unnamed 14th form developed by Tanjiro.

Lastly, as you managed to remove all unnecessary aspects of the Sun Breathing, the physical strain caused by it was considerably reduced when compared to its imperfect version, to the point that eventually you'll be capable of utilizing it without any strain at all.



Cultivator (-600 CP)
One of the core aspects of being a Demon Slayer is that they kept their humanity intact even when fighting superhuman beings like demons. However, this humanity makes them vulnerable to the time, so it's only natural that at some point a slayer needs to retire due to old age and find a worthy successor to continue the mission.

This is where the cultivators come from, such as the one who trained you. Even if you're still young and it'll take several decades until you retire, you're already an extremely good teacher, being a specialist when it comes to supporting your students' personal growth as individuals and teaching esoteric and supernatural abilities they have at least the minimum needed potential to learn, especially Breathing Styles but not limited to them.

Furthermore, like Sakonji likes to do, every time you intentionally expose your students and pupils to some risk, the quality and effectiveness of the training as well as their experience gain will be enhanced proportionally to how serious said risk is. For example, if you decide to be really drastic and plan to actually kill your students if they fail, be it personally or using some deadly trap, a single training session could be equal to entire months (or maybe an entire year) of dedicated training.

Of course, there's the risk of your students ending up actually dying, but this is a cruel world, so, if they weren't able to survive your lessons, they wouldn't have survived facing demons either.

Demon Slayer Mark Booster: Progenitor of Breathing Styles
Nearly 500 years ago, Yuriichi attempted to teach Sun Breathing to numerous Demon Slayers, but none of them could master it. Due to this, he opted to modify his Breathing Style and teach several "inferior" versions to his students, each of which was built upon pre-existing sword styles and focused on a student's individual strengths and weaknesses. Thus, Sun Breathing spawned its first offspring; an incredibly versatile and flexible style evolved into Water Breathing; a style centered on powerful singular strikes that 'burn' evolved into Flame Breathing; a style which channeled strength into the legs to reach blinding speeds evolved into Thunder Breathing; a purely offensive style featuring swift rotational movements evolved into Wind Breathing; a style utilizing the ground to perform forceful offenses and sturdy defenses evolved into Stone Breathing.

Like what happened with him, it's possible you might have apprentices that are unable to learn some of your skills/techniques/abilities due to multiple possible reasons, such as having an incompatible physiology/physical build, lacking the needed talent/potential/skills, or simply not having the capacity of utilizing said ability (like trying to teach Cursed Energy Manipulation to a Non-Sorcerer in the Jujutsu Kaisen universe for example).

Fortunately, in such cases, you're capable of easily developing lesser versions of your abilities, skills, and techniques that are weaker and/or less versatile but also easier for others to learn, with these inferior versions being custom-tailored for your students to utilize. Of course, the more difficulty your students have to learn it, the more you'll have to weaken the regular skill or focus on a particular aspect of it until they become capable of learning it.

Alternatively, you can also develop alternative versions of your abilities that utilize different power systems in order to teach them to someone that lacked access to the original power systems, like developing a Learnable Cursed Technique that is the adaptation of a Magical Power from the Nanatsu no Taizai universe. Unlike the lesser versions, an alternative version requires considerable more time to develop and you must have a certain degree of mastery over both the original skill's and the adapted skill's power systems.

Supernatural Sense Booster: Talent Seeker
As a combination of your talent at teaching and your supernatural senses, you've developed a sort of sixth sense when it comes to identifying people's potential and talent to learn and wield the skills and abilities you want to teach them, allowing you to pinpoint who are worthy students. This also allows you to also easily read people's unique strengths based on their body sizes, possible special physiologies, and physical builds after a few minutes of interacting with them. This is important if you want to know which training regimens fit them best and which skills/abilities are the best for them.

Wild Slayer Perk Tree:

Living in the Wilderness (-100 CP)
When living in the wild, there are certain skills that are mandatory for someone to have if they want to survive. One of them is being able to find food around you in the wilderness, regardless of such sustenance being plants or animals, and thus allowing them to survive off the land as long as there is enough food there in the first place.
Even if you haven't literally grown up alone in the wild, you're already experienced with this as well as already having experience with dealing with and hunting wild creatures. Lastly, you also have some other general survival skills such as knowing how to build a basic shelter, how to purify water, and how to locate the cardinal directions for example.

Like a Wild Animal (-200 CP)
You likely grew up in the wilderness, so it's only natural that you lived alongside wild animals for a long time. By observing such animals, you learned how to incorporate their combat habits into your own fighting style. As a result, when you want to, your fighting style, be it unarmed or wielding some weapon, will be seen as very animalistic by your opponents, bearing little resemblance to traditional martial arts in their eyes, to the point you'll be essentially mimicking the aura of a "four-legged beast". This will make you considerably more unpredictable and vicious than usual if your opponents aren't used to fighting wild beasts.
Furthermore, if you already have some special connection to an animal/beast, you can choose for your fighting style and aura to feel similar to said beast instead of a generic one.

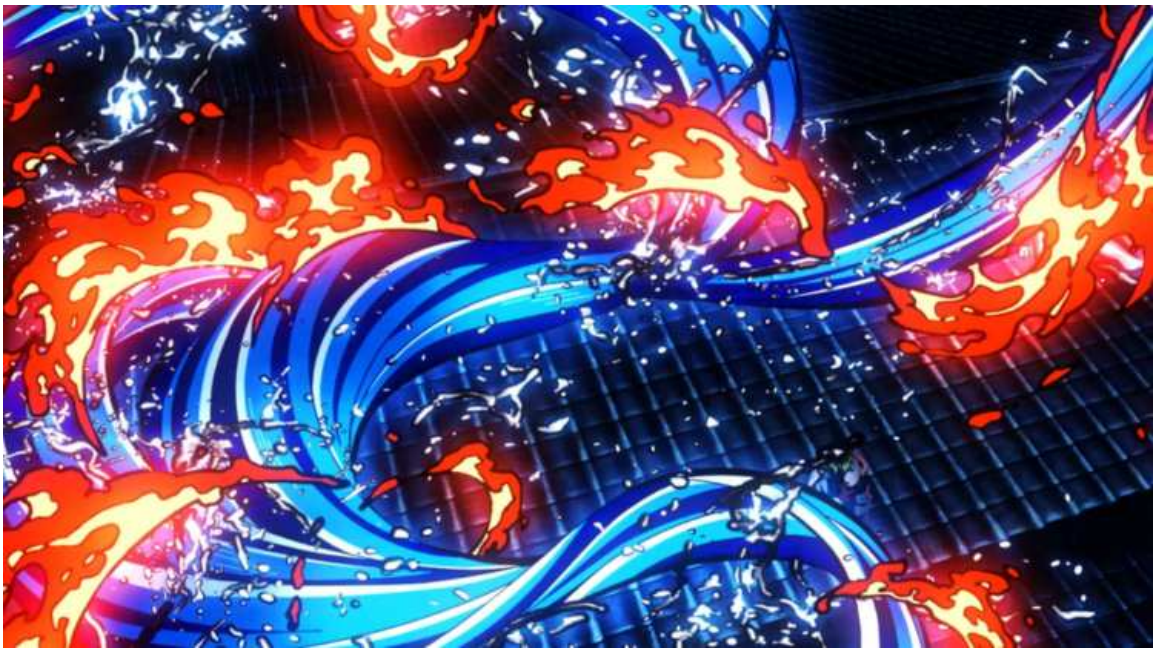
Combined Style (-400 CP)
While it's usual for a slayer to learn a single Breathing Style and spend their life refining their skill with said style (or developing a branch style derived from their original one), there are a few swordsmen who know how to use multiple Breathing Styles, each one of them with their own pros and cons. Using Tanjiro's case as an example, his Water Breathing was more flexible but weaker while the Hinokami Kagura was considerably more powerful but caused significant physical strain.
However, he found a way to workaround. He utilized both the Water Breathing and the Hinokami Kagura at the same, allowing him to have stronger strikes than when he used Water Breathing alone and move for longer periods due to suffering less strain over his body than if he used Hinokami Kagura alone. Of course, the unique advantages of each style were diluted (as this combined style was weaker than the Hinokami Kagura and still caused some strain), but the disadvantages were too, with this combination not being inferior to its components. Like Tanjiro, you're capable of utilizing two Breathing Styles simultaneously without suffering any backslash, as well as being capable of easily finding ways to utilize multiple techniques, fighting styles, and/or martial arts that have somewhat similar natures at once and that you have enough proficiency/mastery over.
For example, you could find ways to mix the martial arts used for Fire Bending in the Avatar world (if you have access to it) with Flame Breathing or utilize a Breathing Style while using the Water Stream Rock Smashing Fist from the One Punch Man universe at the same time. It might take some time.

The Tenth Pillar Booster: Brand New Style

Over the centuries, the Demon Slayers created new Breathing Styles that branched from the five fundamental ones to better suit their combat needs, but how exactly did they do this? According to Tanjiro's experience, he noticed that it was natural for slayers that know multiple styles to end up blending traits from one to another, gradually changing the base style to something completely new.

Furthermore, there's also the case of Beast Breathing, which Inosuke developed personally by probably copying Wind Breathing from a random slayer and blending several attributes of different wild animals on it. In the same way as Inosuke, instead of merely being capable of utilizing two Breathing Styles (or techniques/martial arts/fighting styles), you can merge them into a true new variant after you become proficient enough at using them at once, like an entirely new Breathing Style.

Using the same aforementioned examples, you could develop a Fire Breathing that actually utilizes Fire Bending through swordsmanship or a Wave Breathing that would be a sword-based fighting style but with the defensive properties of the Water Stream Rock Smashing Fist. Furthermore, these fused styles will be more powerful than the sum of their parts, having traits of both while likely having some unique advantages.





Copycat Genius (-600 CP)
Even centuries after his death, no one was born with a talent that matched Yoriichi, however, there is one Demon Slayer whose sheer talent made him one of the greatest prodigies that ever joined the Demon Slayer Corps: Inosuke Hashibira.

Inosuke grew up in the wilderness of the mountains, having been raised by boars and never having received any formal training before joining the corps. Yet, he was able to incorporate wild animals' combat habits into his fighting style and to apparently copy the Total Concentration Breathing from the two slayers he beat up somehow. While he probably got better at using it by being around other slayers, his skill with it before meeting Tanjiro was already for him to develop his own Breathing Style, even if it was somewhat simple and less refined that other styles.

As further evidence to his talent, whereas Tanjiro Kamado took more than three weeks to learn Total Concentration: Constant, Inosuke took only 9 days to master the technique and he was also able to learn and *master* Repetitive Action after seeing Tanjiro using it a *single* time.

And you, my friend, have this same tremendous talent when it comes to quickly understanding and learning skills and techniques by merely observing others using them, as long as you're theoretically capable of utilizing it. You can easily replicate people's fighting styles and martial arts by fighting them, copy techniques after experiencing them once, understand the processes and inner workings of a technique after only seeing it being used once or twice, and discovering new ways to utilize abilities by observing related phenomena.

Your talent isn't limited to just mundane and Breathing-related fighting skills, but also to any power system you have access to, including magic and psychic abilities for example. Of course, you won't be able to copy abilities that are completely unique to someone or that you don't have access to, like a unique Blood Demon Art, but, even if you can't utilize some ability or technique you understood, you can instead copy the way it works and apply it for your other abilities if they're flexible/similar enough.

For example, if you're a Sorcerer from the Jujutsu Kaisen universe and sees a Ninja from the Naruto world walking on water, you'll be able to quickly deduce they're emitting a constant stream of esoteric energy from the bottom of their feet and using the repellent force to walk across the water's surface, so, even if you have no ability to use chakra at all, you would be able to easily replicate this feat using Cursed Energy instead.

Demon Slayer Mark Booster: Mirror Warrior
You were already a genius when it came to observing people and copying them, but your access to the Transparent World enhanced it even further. As you're able to see the inner workings of their bodies, you gained the ability to accurately reproduce other people's movement (your own physical skill permitting) by mimicking their bone disposition, muscle contractions, and even inner energy flow (if you have access to the same energies they utilize) while observing them through the Transparent World.
While this is useful to annoy your opponents as you can copy perfectly their movements and what they speak, this also skyrockets the speed at which you copy skills and techniques, since by replicating them through someone's movements, you'll almost automatically learn how they work.

Like a Wild Animal Booster: Like a Doppelgänger
You didn't stop at copying the aura of the beasts around you, but you developed this talent to its maximum expression without truly making it a supernatural ability. By observing someone for a few minutes, you'll become capable of perfectly emulating their aura (including emotional and energy auras), mannerisms, and even their characteristic killing intent. In addition to this being useful for intimidation purposes, as you can copy the aura and killing intent of some truly terrifying beings, you can actually trick others into believing you're whoever you're copying as long as they don't see you, only sense you from afar.

Poisoner Slayer Perk Tree:

Antidote Specialist (-100 CP)
The Insect Hashira Shinobu Kocho is a genius in various medical and pharmaceutical fields, however, her knowledge isn't just used to kill demons but also to treat people, to the point that her Butterfly Mansion is often used as a recovery base for injured Demon Slayers.
Like her, you also possess the medical skills needed to counteract the poisons and venoms created by demons (and other similar vampiric/demonic beings) by studying them, their victims and their effects. For example, you could quickly analyze the poison utilized by the Spider Son that transforms humans into spider-like creatures and develop a serum to stop and potentially reverse its transformative properties by studying his victims.

Flowery Poison (-200 CP)
How does someone defeat a demon when decapitating them or keeping them outside until the sunrise aren't available options? As mentioned earlier, The Insect Hashira, Shinobu, had this problem because she lacked the physical strength to cut off a demon's head so she came with a solution to make up for this: wisteria-based poisons. As a Demon Slayer who followed the same path as her, you're highly knowledgeable about how to create various many different types of poisons of varying effectiveness using wisteria, as well as knowing how to properly cultivate wisteria. Post-jump, this knowledge will make it easier for you to prepare and develop other kinds of poisons that aren't made with wisteria.

I've Always Been Angry (-400 CP)
You might have a smile constantly on your face, with a friendly and cheerful demeanor, but all of this is a façade. The truth is that you're angry, you're always angry. Either as a result of the trauma you suffered due to the demons or not, you possess an endless rage that never leaves you, constantly burning within you. This sheer rage is so powerful that it serves as a source for willpower and undaunted spirit, allowing you to keep fighting even while being completely exhausted, having your chest slashed, your ribs fractured, and your lung punctured and filled with blood. This isn't actual physical durability like the one granted by the **Durable Like a Cockroach** perk, it's simply your rage pushing you to ignore any pain you're feeling to keep moving forwards, as well as serving as fuel for you to push your limits.
However, keep in mind that Shinobu was able to hide her endless rage behind that tranquil façade, to the point that the only ones that could notice her anger were those with extrasensory abilities like Tanjiro. You, on the other hand, will need to find a way to deal with your rage by yourself if you don't want to be a savage going on a rampage. At least, you can turn your endless rage on or off once per day.

The Tenth Pillar Booster: Calm Outside, Furious Inside
You lived with your rage for too long, to the point that you've already it completely. As a result, you're completely immune to its negative effects, so you won't need to worry about it blinding you due to tunnel vision or clouding your thoughts. You're also able to perfectly maintain your composure, no matter how angry you truly are, as well as being able to turn your endless rage on or off at will.



Poisonous Body (-600 CP)
Due to not possessing the physical strength to cut off a demon's head, Shinobu had to rely on poison rather than decapitation to eliminate demons, but mere poison would never be enough to kill the demon she most despises, the Upper Rank Two, Doma. But this didn't stop her from finding a solution to ensure Doma's defeat, even if she had to die to do so.

In order to defeat Doma, Shinobu heavily altered her body by absorbing highly concentrated wisteria-based poison over a period of a year. She was so successful in saturating her body with the poison that it completely merged with her body's own cell structures, including those of her blood and internal organs, down to the very tips of her fingernails.

With her overall size and weight, her body became the equivalent of 37 kilograms worth of poison, approximately 700 times more than the lethal amount needed to kill an average demon. This dosage of poison is strong enough to melt even a demon as powerful as Doma down to his very bones, preventing him from healing as the sheer amount would overwhelm his body and prevent it from building resistance to it, maybe even killing him or at least weakening him to an extreme degree. Normally, this degree of poison saturation would have severely impacted her own health in an extremely negative way, but Shinobu accomplished this without any health problems with the aid of Tamayo.

Even if you don't have a mission like Shinobu and don't plan on sacrificing yourself, you managed to heavily alter yourself in the same way as her, resulting in your body becoming saturated with wisteria-based poison down to your cells, to the point that even a single drop of your blood is probably enough to kill the average fodder demon. The exact amount of poison

inside you varies according to your size and weight, but you'll always have the same equivalent concentration of it inside you regardless of your current form. This poison won't wear off overtime, so you won't need to worry about having to replenish it, and it won't impact your health in any way.

Unlike Shinobu, you have some degree of control over your body, allowing you to temporarily neutralize the poison in you or in some sample of you (like blood or saliva), preventing you from accidentally poisoning someone.

Post-jump, the wisteria-based poison inside your body will be enhanced to become deadly to other similar demonic and vampiric beings found in other worlds. Lastly, if you're a demon yourself, you'll also have been altered to become completely immune to wisteria, so you won't immediately die and your own scent won't be disgusting to you.

Demon Slayer Mark Booster: Bright Purple Nichirin Sword
You achieved the zenith of a poisoner's fighting style, something that Shinobu deserved to achieve but was robbed of. In a manner reminiscent of how the Bright Red Nichirin Swords function, by infusing your blade with a bit of your blood, saliva or other fluid, it'll adhere to the blade and make it as poisonous as your body is, greatly increasing its lethality against demons. Unlike the regular Bright Red Nichirin Sword ability, this can be properly used with any melee weapon you wield, but, if utilized with an actual Nichirin Sword, its blade's color property will be triggered by the poison, causing it to become bright purple. This effect lasts for a minute or two until the poison wears off from the blade proportionally to how much blood/saliva you used on it, but it'll last longer if you use this with a Nichirin Sword. Lastly, keep in mind that trying to activate both the red and purple abilities will cause the poison to simply evaporate.

Flowery Poison Booster: Toxin Assimilation
You didn't stop at just doing the same heavy modifications involving only wisteria-based poison that Shinobu did to herself, but, through your medical and pharmaceutical expertise, you prepared your body to absorb other kinds of poisons.
Thanks to this, you can ingest other poisons in order for your physiology to absorb and integrate them as long as you can withstand their effects and survive them. Once you fully absorb a poison, your body begins to produce it and you develop resistance to it, allowing you to absorb more of it and become even more toxic if you survive again. Of course, you would need to consume enormous amounts of a specific poison until you reach the same degree of concentration of the wisteria poison in you. As a last bonus, the poison inside your body seems to ignore the law of conservation of mass, in the same way as Shinobu's weight didn't seem to increase even after she consumed at least her body weight in poison.

Unorthodox Slayer Perk Tree:

Marksmanship Skill (-100 CP)
Who brings a gun to a sword fight? Well, Genya and now you. Unlike almost every Demon Slayer, you're highly skilled at wielding guns, to the same degree as you're skilled at wielding swords (with this scaling as you increase your swordsmanship skill through training, acquiring new power ups, or simply purchasing new perks). However, keep in mind that no matter how proficient you're in marksmanship, regular bullets fired from regular weapons won't do much damage to demons, so it's a good idea to at least utilize ammo made of Nichirin.

Gunsmith (-200 CP)
The Nichirin Swords, essential for the Demon Slayers Corps due to them being the only weapons capable of effectively killing demons, are produced, repaired and maintained by the Swordsmiths, a dedicated group of highly skilled artisans that lives and works in a secret village. However, as their name implies, the Swordsmiths' specialty is swords, so, if you want to utilize firearms to fight demons, you're going to take care of your own weapons.
Even if you're far below the level of craftsmanship possessed by the Swordsmiths, you have the needed skill to build and repair common firearms, such as handguns and shotguns, and melt and work with Nichirin, allowing you to forge ammunition and firearm parts with it. Basically, you're skilled enough to repair and maintain your own gear and that of others If you have access to the needed materials.

Repetitive Action (-400 CP)
The Total Concentration Breathing might be the most widespread technique among the combatants of the Demon Slayer Corps to let them fight demons while remaining human, but it isn't the only technique that can be used for this purpose.
By repeating a set of pre-determined movements, such as remembering a moment of intense anger and pain or constantly praying, the user can constantly raise their concentration, drawing out all the physical powers of their body for a long period of time, thus reaching a superhuman state similar to that of Total Concentration Breathing.
This technique is named **Repetitive Action** and its most straightforward utility is to substitute the usage of the breathing techniques for those unable to utilize them, but using this as merely a substitute is a waste of such a powerful technique. After all, by utilizing both Breathing Styles and Repetitive Action at once, a Demon Slayer can gain immense strength that rivals Upper Ranks of the Twelve Kizuki to some extent, with this likely being one of the reasons why the Stone Hashira is the strongest slayer of his generation.

However, while incredibly useful, keeping this technique active requires a heightened level of concentration achieved by constantly remembering or chanting something, so, in addition to the conscious effort required to do it, if the user is unable to fulfill this requirement (which is harder than simply "breathing the right way"), they'll lose all of the physical enhancement. Lastly, the strengthening granted by the Repetitive Action causes increased body temperature and an accelerated heart rate, so it likely causes more physical fatigue over time than the Total Concentration Breathing.

The Tenth Pillar Booster: Automatic Repetition
All the Hashira mastered the Total Concentration Breathing to the point they can maintain it constantly during the entire day, with this being called the Constant state. By applying the same concept behind the Constant state to the Repetitive Action, you've gained the ability to utilize Repetitive Action instinctively, without the need of any conscious effort as you'll unconsciously keep doing whatever is your trigger, be it remembering the specific memory and/or chanting the specific phrase/prayer.
You can simply turn it on or off at will, however, unlike Total Concentration: Constant, you can only keep it activated for up to a few hours at best, not permanently. After all, even if you're not noticing it consciously, you'll be repeating the trigger action constantly while Repetitive Action is active, so eventually you'll end up having to deal with the mental fatigue caused by it and will have to rest.



False Demon (-600 CP)
Despite their supernatural aspect and their blasphemous nature, the demons are undeniably artificial existences, entirely a product of science. Despite this, there are a few individuals that are naturally born with a special physiology especially adapted to the existence of demons, granting them the ability to gain the power of demons by consuming them, thus making them "imitation demons" as a certain fallen slayer describes them.

Like Genya and a swordsman from 300 years ago, you were also born with the ability to empower yourself by consuming demons. First of all, you possess unnaturally strong jaws and

special digestive organs which allow you to tear off and consume the flesh of demons without any adverse effects and tear off even the likes of tree bark with ease.

By devouring the flesh of a demon, you'll temporarily absorb its demonic traits, acquiring an enhanced physical constitution along with potent regeneration, with the power boost you acquire and its duration being proportional to the strength of the demon you consume. The more you consume, thus the more of the demon's blood you absorb, the more you'll be empowered, but the more attributes related to said demon you'll gain, to the point you'll even gain some traits of their inhuman appearance. For example, when Genya consumed Kokushibo's hair and sword, he gained the demon's eyes, hair, and even a false Demon Slayer Mark.

Additionally, once you consume enough demon flesh and gain enough strength (like consuming the equivalent to Kokushibo's hair and sword), you'll develop your own **Blood Demon Art**. The Blood Demon Arts, an array of supernatural powers and techniques which are unique to each demon, almost always being derived from their past, personality, ideals, interests, and/or occupation.In essence, a Blood Demon Art is a form of blood magic that consists of manifesting some supernatural phenomena and related effects in reality, with the wielder's blood serving as a medium to do so. You can freely customize what your unique Blood Demon Art is within reason, but keep in mind that its power, complexity and/or utility will scale with your own power as a demon. You'll also only have access to this ability when you have empowered yourself sufficiently.

However, there are some downsides to this ability. As you're nothing more than an "imitation demon", your regeneration isn't as potent as that of a true demon. This means you can survive normally fatal injuries to your torso if you consume enough demon flesh, but you'll be incapable of healing your head, meaning you'll still die if decapitated, regardless if what cut your neck was a Nichirin Sword or not.

Furthermore, your demon empowerment will cause you to acquire some of the demons' physical weaknesses (but not their instincts), to the point you'll even acquire the fatal weakness towards sunlight that all demons have if you consume enough flesh. You'll even begin to start counting as a demon for the purposes of abilities that especially target demons, like Nezuko Kamado's Blood Demon Art. At least, as you're paying a special price, you won't be connected to Muzan's "pseudo-hive mind" even if you consume the flesh of a demon bound to him.

Lastly, post-jump, your physiology will be enhanced to also allow you to empower yourself by devouring the flesh of other similar demonic and vampiric beings from other worlds. The traits and abilities you will acquire will depend on whose flesh you consume. For example, if you consume the flesh of Ghouls from the Tokyo Ghoul universe, you would gain their superhuman physique and you could become able to even temporarily manifest your own Kagune. Another example would be devouring the flesh of the demons (which aren't actual demons but are close enough for the purposes of this perk) from the Frieren universe, which would enhance your proficiency in magic and mana reserves.

Demon Slayer Mark Booster: Augmented Demonic Physiology
The Demon Slayer Mark enhances pre-existing traits of the bearer, so it's not limited to only the traits related to the Breathing Styles, but it also has enhanced your own special physiology as an “imitation demon”.

Normally, when you consume a piece of a demon’s flesh, its empowering effects would start immediately and wear off once you exhaust it, but now you acquired the ability to “store” their power for later usage instead. This also allows you to turn your pseudo-demon transformation on or off at will as long as you have enough remaining power in your inner reserves, as well as granting you control of how much power you’re currently using, as you can make the transformation to last less but grant a bigger power boost for example.

This is incredibly useful as you won’t have to start a battle against a demon completely powerless anymore, because you can store the power of the flesh you consumed beforehand and utilize it whenever you want.

Lastly, you’ve also become capable of utilizing your unique Blood Demon Art while you’re transformed regardless of how much flesh you consumed, but keep in mind that its potency will still be proportional to how much demonic/vampiric flesh you’ve devoured.

Gunsmith Booster: Flesh Weaponry
A demon's flesh manipulation isn't just based on their raw power, but also on their skill and experience with it. Thanks to your craftsmanship enhanced your demonic abilities, you discovered an interesting way to utilize your flesh manipulation while you're empowered by demon flesh. You can imbue any weapon you wield with your flesh, allowing you to channel all of your biological abilities through them. This will also cause said weapon to become partially alive, as you share your regeneration with it.
Even the weapon’s more esoteric materials and components can be regenerated as if it was living flesh. Normally, you need to maintain physical contact with the weapon to keep this effect active, as the flesh grafted on them will disintegrate a few minutes after it loses contact with you, but, if you sacrifice enough to your flesh/blood, the boost to your weapon can become permanent for as long as you don’t expose it to the sun, which will cause the weapon to simply burn to the ashes.



Abnormal Demon Perk Tree:



Demon Physiology (Free for Abnormal Demons, -300 CP for Everyone Else)
You were once a human being who consumed Muzan's blood, willingly or not, and was transformed into a demon by it. As an average low-ranked demon, you're a vampire-like monster with an abnormally powerful physical constitution, sensory capabilities, basic flesh manipulation, and regenerative abilities, as well as having virtually limitless stamina and vitality. You also have the capacity to mutate and grow stronger over time as you consume more humans or assimilate more of Muzan's blood. You'll also have the possibility of awakening your own Blood Demon Art, but it would require you to grow stronger considerably and it's not a guarantee that you have the potential to awaken it.

However, being a demon isn't a blessing but a curse, with three main downsides affecting you. First, even if you managed to keep your humanity and memories intact, you've developed a murderous instinct to kill and devour humans. This craving isn't purely psychological, since human flesh is in fact your sustenance, as, if you go too long without eating a single human, you'll end up going on a rampage and might even die of starvation eventually. Post-jump, your physiology will be modified to make you able to survive and satisfy your hunger on only a small amount of human blood.

Second, the most famous negative point of being a demon is the vulnerability to sunlight. When you're exposed to the sunlight, you'll be severely burned as your very cells are ignited and your powers are nullified, causing you to burst in flames, until turning you into nothing but ashes. This will force you to only go out at night or when there's low sunlight such as cloudy days.

To finish the trinity of weaknesses, wisteria is poisonous to demons. The extract from this plant can be used as the main component to create deadly and highly potent poisons that can easily kill lesser demons even in small amounts. The scent released by wisteria is also disgusting for you.

Furthermore, unlike not an actual weakness, your regeneration and agelessness don't make you truly immortal. In addition to your aforementioned vulnerabilities to sunlight and wisteria that negate your healing factor, weapons made of Nichirin can kill you if they completely cut through and sever your neck (as your regeneration is the weakest at this region).

Fortunately, you're completely disconnected from Muzan, meaning you won't suffer from the Curse of Kibutsuji and he won't be able to read your mind or influence you in any way if you ever encounter him in other worlds.

Lastly, demons have many different appearances, ranging from those indistinguishable from regular humans at a glance to those who are so heavily mutated that they no longer bear any resemblance to humans, being akin to beasts and other disfigured monstrosities. You can freely customize your appearance as a demon, as long as it has at least some clearly inhuman traits like extra eyes, extra limbs, animalistic features, fangs, or horns. This means that, even if you're still human deep inside, you can't hide your demonic nature beneath a human mask.

Sleeping Beauty (-200 CP)
After you were transformed into a demon, you managed to go through the initial berserk fury without hurting anyone and kept refusing to devour any human being. Even so, this caused a problem for you, as not consuming humans also meant you normally would have no way to restore your power, but, fortunately, you developed a random mutation in a stroke of luck. Almost as if the world wanted to reward you for your effort, your physiology adapted to develop a workaround to solve that problem.
Thanks to it, you're now able to continuously recover your strength by sleeping. However, this is far from being effective, as you'll have to spend a lot of time sleeping in order to recuperate and regain your power. You would need to spend several whole days just sleeping to fully recover your energy reserves as a lesser demon and considerably longer as you grow stronger.
Post-jump, this can also be used to recover any esoteric energy reserves you might have.
As a last benefit, this perk ensures you're able to easily fall asleep whenever and wherever you want as well as allowing you to stay asleep for as long as you want to.

Demon-Killing Power (-400 CP)
It's undeniable that you're a demon, but with so many characteristics that set you apart from others, you're the closest thing to the antithesis of the demons. At will, you can set your own attacks to be exclusively harmful to demons (including more traditional demons) and objects related to them, while being completely harmless to anything else. Alternatively, if you're not a demon currently, you can set your attacks to only damage members of your own species instead, whatever it is.

The Tenth Pillar Booster: Demon Style
You're one of the Hashira, someone who mastered the way of the sword and your chosen Breathing Style as few have, but, at the same time, you're also a demon.
Therefore, it's only natural that you managed to combine your swordsmanship skills and your demonic abilities, allowing you to utilize your flesh manipulation and possible Blood Demon Art in a way that synergises perfectly with your Breathing Style, like imbuing your blood on your sword to reinforce it or transforming your arms into whips to increase the effectiveness of Love Breathing for example. As an added bonus, you're capable of perfectly applying any of your other supernatural abilities to any martial arts you know.



Upper Rank of the Twelve Kizuki (-600 CP, Requires Demon Physiology)
To convert people into demons, Muzan injects his blood into them, triggering a transformative process at a cellular level on them and, as long as they can withstand the resulting mutations, they'll become new demons. Greater quantities of his blood results in increased power for these newly transformed demons, but it’s challenging for Muzan to find individuals who possess the resilience to withstand a sufficiently high concentration of his blood necessary to transform into an Upper Rank-level demon.

As a workaround, he preferred to create demons with smaller doses of his blood and then let the demons grow stronger by themselves through the consumption of humans. However, probably like Nezuko, you’re one of the few individuals that had the needed resilience to withstand a great concentration of his blood, resulting in you becoming as powerful as the true Upper Rank Six himself, even if you have kept your humanity and have never consumed a single human before, with your flesh manipulation, physical attributes, regeneration, and sensorial abilities being proportionally increased.

As a true Upper Rank, thanks to your boosted flesh manipulation, you also gained the ability to absorb biological matter into your body through physical contact, allowing you to consume and absorb an adult human in a few seconds after killing them this way. This is mainly an alternative method for consumption that is faster (and more effective) than simply devouring humans, but this can also be used to kill demons (and other beings with healing factors) that are considerably weaker than you.

Lastly, you'll have already awakened your own Blood Demon Art. You can freely customize what your Blood Demon Art is within reason, but keep in mind that its power, complexity and/or utility will scale with your own power as a demon.

Demon Slayer Mark Booster: The Chosen Demon
For over a thousand years, Muzan sought to create more demons, but his main goal wasn't to dominate Japan with an army. This whole time, he hoped one eventually would undergo a mutation that would grant them the ability to withstand sunlight. During all of history, only three demons managed to conquer the sun: Nezuko, Tanjiro, and you.

As a result of the mutations you suffered from being an anomaly and the increased amount of Muzan's blood in you combined with the changes triggered by awakening the Demon Slayer Mark, you've developed complete immunity to both sunlight and wisteria. The sun shall never burn you again and no wisteria-based poison will ever work on you. Post-jump, this will also remove any racial weakness you might have, like the weakness to Kryptonite of a Kryptonian and the weakness against Reverse Cursed Energy of a Cursed Spirit.

However, the only traditional weakness of a demon you still have is your vulnerability against decapitation by a Nichirin Sword, but considering how it's possible a demon to conquer this weakness through sheer willpower or contingencies, it might not take that long for you to surpass it too and become the perfect being that Muzan longed to become for over a thousand years.

As an added bonus, you gained the ability to disguise your monstrous appearance and your inhuman traits, allowing you to assume a human form that is completely indistinguishable from a regular human. At this point, due to you looking like a regular human, being able to walk in the sun normally, and keeping your humanity, your nature is arguably closer to that of a human than that of a demon.

Sleeping Beauty Booster: Spread the Blessing
After Tamayo managed to escape from Muzan's control, she refused to obey her demonic instincts and never attacked humans to satisfy her hunger, despite how much pain she felt.
To not starve, she had to devour animal and human corpses for likely over a century, until she eventually managed to modify her body and gain the capacity of surviving on only a small amount of human blood. This wasn't the perfect solution but it helped Tamayo to overcome her hunger and control her instincts.

You, on the other hand, managed to develop a workaround to completely solve that problem: recovering your energy and satisfying your hunger by simply sleeping. Normally, this would be limited to only you and any other lucky demon who managed to develop this same mutation, but you further evolved to share this blessing to others, almost as if the world itself wanted you to help those in suffering like Tamayo.

By giving your blood for them to consume, you're capable of sharing the ability to live without consuming human flesh but by sleeping instead with other willing demons. Alternatively, you can grant them the ability to survive with only blood at least, as some demons might refuse the "complete blessing". This also greatly increases their resistance against their hunger for flesh, but this doesn't remove their capacity of growing stronger and evolving by consuming human flesh. Post-jump, it can be used on other human-eating beings, like Ghouls in the Tokyo Ghoul universe and Feed Training Subjects in the Jungle Juice universe.

Items:

Every item is fiat-backed. Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Nichirin Weapon (Free)

As mentioned previously, one of the most guaranteed ways to kill a demon is through decapitation using specifically a Nichirin weapon, to the point of Nichirin Swords (and other bladed weapons) are the main weapons used by Demon Slayers. Such weapons are forged with Scarlet Crimson Iron Sand and Scarlet Ore, both of which are found on high mountains, which are perpetually bathed by the Sun all throughout the year and thus both materials constantly absorb sunlight.

As a Demon Slayer, you gain your own Nichirin weapon (not necessarily a sword), with a color and cosmetic details of your preference. It's up to you to choose what kind of bladed weapon it is, be it a katana, dual cleavers, an axe, or even a halberd. Alternatively, if you possess the **Marksmanship Skill** perk, you can choose for your weapon to be a basic firearm instead, like a sawed-off, double-barreled shotgun loaded with Nichirin steel shots for example.

Regardless of which weapon it is, its blade will never get dull or rusty and won't accidentally break if you're handling it wrong. If it's a firearm, then its ammo will be replenished weekly.

Kasugai Crow (Free/+50 CP)



Upon passing the entrance exam, each new Slayer is also assigned a Kasugai Crow, a rare species of talking crows, for communication purposes. These crows possess the ability to speak in full sentences, though their speech is very loud and somewhat limited, and essentially have human-like intelligence. It's the job of these birds to deliver missions to their designated Demon Slayer.

Upon passing the Final Selection, you also received your own Kasugai Crow for free to serve as your partner, however, as the Corps doesn't exist here, their duty was changed to simply support you as they can.

Alternatively, for **+50 CP**, instead of a regular Kasugai Crow, you received a sparrow. This sparrow is completely unable to speak, but it's still highly intelligent and can find other ways to send messages.

Regardless of your choice, your bird counts as your follower.

Uniform (Free)

I believe you wouldn't want to arrive completely naked in this world, would you? By taking this item, you receive the standard uniform utilized by the members of the Demon Slayer Corps, which is remarkably similar to a Gakuran uniform, with its main color being black but accented with a specific color to represent your main Breathing Style. Furthermore, your uniform is highly durable and light-weight, as well as water-resistant and non-flammable. Of course, if I'm wrong and you actually want to arrive completely naked in this world, then you can simply choose to not take this item.

Abandoned Cabin (Free)
Do you remember the empty cabin that you were in when you first appeared in this world? The one located somewhere isolated in the middle of the wilderness? You can take this small cabin as your fiat-backed property, with it reappearing in similarly isolated locations in future worlds. It doesn't have any special trait, but I believe someone resourceful like you could find some usage for it.

Sign of the Sun Warriors (-50 CP, Free with Dance of the Fire God)
You really want to trigger PTSD in certain demons, don't you? Regardless if you're a practitioner of Sun Breathing or not, you receive a distinct pair of fiat-backed hanafuda-like earrings with the image of the rising, red sun over a mountain, being a perfect replica of the same earrings worn by Tanjiro. Originally, earrings that looked exactly like yours were worn by Yoriichi himself, having been created by his mother as charms when he was thought to be deaf. These earrings were later given to his friend Sumiyoshi Kamado, who then passed the earrings down to his descendants and eventually Tanjiro, becoming basically a trademark of all the practitioners of the Hinokami Kagura.

Breathing Scrolls (-100 CP/-200 CP, Requires Total Concentration Breathing)
For centuries, the Breathing Styles, especially the five fundamental ones thanks to their learnability and non-uniqueness, were passed down from generation to generation, with practitioners personally teaching their successors. However, many other styles aside from were relegated to history or completely forgotten as they lacked practitioners aside from their creators and, considering the traditions of the slayers, no records of them were left. Fortunately, you're not going to make this mistake.
By taking this item, you receive a collection of scrolls, one for each Breathing Style you know, with each one of them containing detailed illustrations and descriptions of all their respective style's forms and moves, thus providing a guide for swordsmen wishing to learn combative techniques and forms, without requiring a physical teacher. You gain new scrolls for every new Breathing Style you learn or develop in future worlds. Additionally, for an extra **-100 CP**, this collection will be expanded to include scrolls for every martial art you know, regardless if they're based around swordsmanship or not.

Kakushi Squad (-200 CP, Discounted for Traditional Slayers)
The Demon Slayer Corps isn't composed only by combatants, but also by several people who take on support roles. One of the most notable examples of this is the Kakushi, a unit of members who wear masks to protect their identities and provide essential support for the Corps. Some of the essential support tasks done by the members of the Kakushi are providing first aid to injured Demon Slayers, cleaning up the battlefield after battles, serving as attendants in some important locations, and even tailoring the distinctive uniforms worn by the Slayers.
At some point, you saved the lives of four members of the Kakushi and they swore to serve you as your personal attendants and helpers. They have no swordsmanship skills, but they're incredibly skilled for their support duties and are absolutely loyal to you, with them counting as your followers.

Ninju Squad (-200 CP, Discounted for Wild Slayers)
You surely have the best (or at least the cutest) support a Demon Slayer could ask for. By taking this item, you have your own small group of ten Ninju (also known as Shino Buff Mice). The Ninju are muscular mice specially trained to be your assistants, being capable of navigating small spaces that humans normally wouldn't be able to and strong enough to carry swords in inconspicuous places. While they aren't as smart as Kasugai Crows, they're far more intelligent than ordinary mice and they love flexing their extraordinarily large muscles. Lastly, your Ninju count as your followers.

Garden of Wisteria (-200 CP, Discounted for Poisoner Slayers)
Wisteria flowers are toxic plants whose seeds can cause dizziness, nausea, and collapse when ingested by humans, however, to demons, Wisteria is far more poisonous to demons.
Thanks to its properties, Wisteria in its natural state can be used for many purposes, like warding off demons due to its scent being disgusting to them, trapping demons, and even paralyzing weaker demons. The extract from this plant can be used as the main component to create deadly and highly potent poisons that can easily kill lesser demons even in small amounts.
You receive a large garden filled with wisteria trees that remain in perpetual bloom, with the size of an entire hectare, thus being more like a miniature forest than a garden. You're free to do whatever you want with this garden and, as an added bonus, you can combine it with any other of your properties, like turning it into an actual garden for them for example.

Anachronistic Demon-Killing Weapon (-200 CP, Discounted for Unorthodox Slayers)
Now this is definitely overkill. Instead of a simple basic firearm that makes sense for the beginning of the 20th century, you managed to put your hands on a modern assault rifle, exactly as powerful and dangerous as those of the 21st century, albeit modified to fire armor-piercing Nichirin projectiles. With a weapon like this, even a regular human could obliterate the average fodder demon, while a more skilled slayer could pose a threat to higher ranked demons… for as long as there's remaining ammo and they can keep some distance.
This weapon's Nichirin ammo will be replenished weekly.

Ethical Sustenance (-200 CP, Discounted for Abnormal Demons)
Even if you managed to resist your cannibalistic instincts and keep your humanity, this doesn't mean you won't have a problem with your hunger. Fortunately, this isn't a problem for you. Monthly, you'll receive an ethically sourced human corpse with random characteristics that will be stored in a new specialized Warehouse attachment. All of these corpses will never rot, thus always tasting fresh and being disease free (even if this isn't a problem for demons like you anyway) regardless of conservation. Up to a hundred corpses can be stored in this attachment at the same time, as you'll stop receiving new ones once this limit is reached. As a last bonus, every time a new corpse appears, there's a 0.2% chance the new one will have Marechi Blood.



Yoriichi Type Final (-500 CP)
During the Sengoku period, members of the Swordsmith Village utilized some unknown advanced technology to create a specialized mechanical battle doll for the purpose of training Demon Slayers. It was modeled after none other than the legendary Yoriichi himself. During its construction, they realized that just two arms was inadequate to replicate his movement speed and precision, displaying even more how Yoriichi is an anomaly, so they added four more to make it as close as possible to him, becoming capable of performing swordsmanship at a very high level by executing 108 pre-programmed movements based on his Sun Breathing. The doll can also be adjusted and fine tuned to exploit an opponent's weakness by rotating its fingers a certain amount of times and configuring the settings in its head, all for the purpose of ensuring the training sessions with it were optimized.
However, as centuries passed on, it has vastly withered and eroded, but, even in such a state, it was still capable of easily surpassing even seasoned Demon Slayers when configured properly. Unfortunately, as the advanced technology utilized on it was lost, not even the Swordsmiths can repair or replicate it.

Considering how powerful it is even with its quality impaired by time, it definitely could slay most average demons if configured correctly to be utilized as a weapon instead of a training tool.
But what if the Yoriichi Type Zero could be utilized as an autonomous, small scale war machine rather than a mere training tool?

You receive your own version of the Yoriichi Type Zero, which has been fully restored to a pristine state and received a few modifications for combat. First of all, a special mechanism was added that allows it to automatically adjust itself according to the attacks it suffers and its own attacks on others, thus ensuring that its combat configurations are always optimized for its current opponent. While this works better against a single opponent, it can also find the optimal configurations to combat multiple opponents at once if the battle lasts long enough.

Second, an internal device similar to a primitive sound level meter has been installed on it. Considering how Zenitsu can discern a human from a demon by comparing the sounds they make, this device has the purpose of detecting the hidden patterns in sounds produced by demons in the same way as people with supernatural hearing can. This way, the doll can discern humans from demons, having been programmed to automatically attack any demon within its “hearing” range. It also has a switch on its head to turn this automatic attack on or off. You don’t need to worry about it attacking you if you’re a demon yourself.

Third, despite being purely mechanical, its “eyes” have been upgraded to give it the ability to record people who it shouldn’t attack and people who should be priority targets. You can use this to set the doll to never attack your own allies. The exact mechanism of how it can discern different people (and track its current opponent like the original can do too) is unknown.

Fourth, in addition to Yoriichi’s Sun Breathing, the data of all of the five fundamental Breathing Styles were added to its memory, meaning that over a thousand new pre-programmed movements were added to this doll’s repertoire, making it far more versatile in combat. To make things better, while humans may suffer a backslash from switching between Breathing Styles, this doll has no problem at all with utilizing and mixing different styles in combat.

Fifth, the motors in its six hands have been modified to be capable of gripping the swords it’s wielding with an unwavering strength to exert immense pressure onto the metal surface. This focused pressure produces a localized heating effect, causing the blades to turn bright red. Essentially, this grants the doll the ability to replicate the effects of the Bright Red Nichirin Swords, but keep in mind that doing this to anything with less quality and durability than a Nichirin Sword will probably cause the sword to be destroyed by the intense heat, so the doll has another switch to turn this ability on or off.

Last but not least, while the katanas it carries by default are just regular swords, a few plates of Nichirin alloy were added inside its outer shell, increasing its durability even further, mainly against demons’ attacks. These plates also make it even more resistant against the natural degradation caused by harsh weather and the passage of time, as well as hiding some of its internal wires and gears that could be weak points.

All of these modifications made it a complete war machine more powerful than a regular Hashira without the Demon Slayer Mark, having a considerable chance of singlehandedly killing some of the weaker Upper Ranks of the Twelve Kizuki if it was wielding Nichirin Swords. Unfortunately, it doesn’t have a non-lethal mode, so, if you want to use it for training, you’ll need to change its katanas for something less harmful like clubs and pray that whoever is training with it isn’t too weak.

As a bonus, you also gain all the blueprints needed to upgrade/repair your doll and even build more mechanical dolls of the same model, so, with enough infrastructure and resources, you could even mass-produce them if you want, but keep in mind that it was built using an ancient technology that is probably even above 21st century’s technological level.

Nichirin Reserves (-500 CP)
You managed to put your hands on a priceless treasure for the Demon Slayers. By taking this item, you receive a reserve containing around 1 ton of each one of the two materials utilized to the forge the Nichirin Swords, the Scarlet Crimson Iron Sand and the Scarlet Ore, both of which are naturally found on high mountains and, as they're perpetually bathed by the Sun all throughout the year, they both constantly absorb sunlight.
In addition to the durability of the alloy forged from both materials being above any other mundane metallic alloy, their sunlight-absorbent properties makes any weapon or equipment made using it incredibly effective against beings who are weak/vulnerable against sunlight or even light in general. Any Nichirin equipment is also likely an excellent conductor for any solar/light-based supernatural ability, as well as being particularly useful to blocking similar solar/light-based attacks due to them absorbing such power. As an added bonus, you also receive a set of instructions written by expert Swordsmiths about the best ways to work with these materials. This reserve is restocked monthly.

Special Companions:

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements.



The Pillars of the Corps (-200 CP)

At the top of the Demon Slayer Corps, there are an elite group known as the Hashira (or the Pillars), composed by only the most powerful and skilled combatants in the entirety of the organization, with them being responsible for protecting humanity against more dangerous threats that cannot be handled by other Demon Slayers.

To be a member of the Hashira, a Demon Slayer must be among the strongest combatants in the entirety of the Demon Slayer Corps. There are two extremely difficult methods that allow one to prove that they are worthy of becoming a Hashira, once they reached the Kinoe rank: the first method is to accumulate a demon kill count of at least 50, or singlehandedly slay a member of the Twelve Kizuki (or be the sole survivor of a group that slain said demon). Furthermore, each Hashira is the master of a unique Breathing Style, some of which are even created by the Hashira themselves.

By taking this option, you'll be able to take all of nine Hashira along you in your Chain, with all of them becoming your Companions, including their closest allies and relatives like Tengen's wives. They'll be teleported to this world together with you, with all of them being from a parallel timeline where they all fought Muzan together and managed to survive the final battle.

Additionally, you don't need to take all the Hashira and their allies with you and you can take even those who wouldn't be alive or active during the canon story.

For example, instead of the whole group, you could instead choose to take only Rengoku, Tomioka, Shinobu, Kanae, Sakonji, and Mitsuri together with you. In future jumps, the Hashira and their allies can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.



The New Pillars (-200 CP)
In general, the Hashira are on a whole different level when compared to all other Demon Slayers in the organization, however, there's a specific group of young slayers who managed to reach the level of the Hashira (or at least had the potential to reach such a level). These slayers are Tanjiro Kamado and the rest of his group (Tanjiro, Zenitsu, Inosuke, Kanao, and Genya), with most of them not having joined to the rank of Hashira simply because they didn't have enough time to be promoted to higher ranks before the Corps were disbanded following the final battle in the Infinity Castle.

By taking this option, you'll be able to take everyone of Tanjiro's main group (including Nezuko even if she isn't an official Demon Slayer) along you in your Chain, with all of them becoming your Companions. They'll be teleported to this world together with you, with all of them being from a parallel timeline where they managed to defeat Muzan without suffering permanent injuries. Additionally, you don't need to take all of them with you. For example, instead of the whole group, you could instead choose to take everyone except Zenitsu together with you.

In future jumps, they can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.

OC Companions:

None of the following Companions exist in this jump unless taken here, with all of them also being Drop In like you.

The Flashy Slayer (-200 CP)

Tengen Uzui descended from a family of shinobi and underwent an extremely harsh training to become a shinobi himself, but he abandoned his clan and joined the Demon Slayer Corps, eventually ascending the ranks and becoming the Sound Hashira. However, Uzui's clan isn't the only group responsible for training new shinobi in Japan.

Located deep in the mountains, there's a secretive settlement where orphans and children sold by their own parents were forced to train for over a decade, honing their assassination skills and mastering the Total Concentration Breathing under brutally harsh conditions to become deadly shinobi. This "Shinobi Village" stayed active for a long time, but it changed when their most powerful shinobi, a young man comparable in skill and power to a Hashira, betrayed the village and killed everyone there.

After the massacre, he started to travel alone, killing demons by himself without officially joining the Corps and sometimes helping other people without losing his arrogant personality, until he met you and decided you're worthy to be accompanied. As a shinobi, he carries a Nichirin Katana and shares a lot of Tengen's skills, like his stealth skills and poison resistance, but he also developed his own style derived from Thunder Breathing, Light Breathing, which he arrogantly claims to be the superior version of Tengei's Sound Breathing due to its complete focus on extreme speed.

The Tigress Slayer (-100 CP)

She grew up in the slums of a large city, learning early on to steal and fend for herself. As an adult, she kept taking advantage of people's naivety, mainly those who were charmed by her big breasts, but, one day, she rescued some slum children from a group of merchants who were kidnapping and delivering them to the demon they secretly served. Before the merchants could frame her for various crimes, she managed to infiltrate the mansion where this demon was hiding and set a trap that threw him into the sun. Inside the mansion, she found the remains of an ancient, traveling Demon Slayer who lived in the mountains.

She stole the scroll and the Nichirin Sword that were with the corpse, with the scroll containing the complete instructions related to his own version of Beast Breathing he developed over the years, but based on the movements of tigers instead of bears, wolves and wild boars.

By studying the scroll, she mastered this version of Beast Breathing to a skill level comparable to Inosuke and, eventually, she officially joined the Demon Slayer Corps even without any formal training in order to keep helping people. After Muzan was defeated in her world, she was teleported to this one and decided to accompany in your Chain.

The Mad Herbalist (-100 CP)
When she was just a baby, her parents abandoned her in a small valley, where an old apothecary found and adopted her. He used the variety of herbs and other pharmaceutical materials found in the valley to produce all kinds of medicines to treat the locals of nearby towns and, over the years, he taught his adoptive daughter, who many people assume to be a young man due to her androgynous appearance, everything he knew about medicines and herbs. Under his tutelage, she proved to be an incredibly talented genius, born to advance the fields of healing and medicine if she were to focus her efforts as a researcher.
However, one day, a demon attacked the valley where she and her adoptive father lived and, thanks to her quick thinking, she quickly discovered the demon's aversion to wisteria by observing how it reacted to the valley's wisteria trees and used a wisteria-based concoction to attack and repel the monster.
After this incident, both of them moved to a town and she decided to go on a journey to discover more about these demons. Eventually, she met Shinobu, who taught her even more about various medical and pharmaceutical fields as well as the basics of her Insect Breathing. In combat, she's as skilled as the average Demon Slayer, but, instead of a sword, she utilizes a pair of Nichirin Daggers that she usually imbues with her concoctions and toxins, with some of her Insect Breathing's forms having been adapted to her gear.
After being teleported to this world, she decided to follow you, mainly because she thinks you could be a great guinea pig for her experiments and you could lead her to other worlds full of new poisons and herbs. One last piece of advice, she has the quirk of always biting her lips and making them bleed when she's excited for anything, so don't get too surprised when she does this.

The Demonic Big Sister (-100 CP)
It seems like Genya isn't the only one consuming demons around these parts. This young woman once was just an older sister whose only concern was protecting her little brother and ensuring he would grow up to be a proper man and housekeeper, as well as punishing him whenever he did a bad job.
However, her simple life changed when a Lower Rank of the Twelve Kizuki appeared in their village and slaughtered several people, including a Demon Slayer that was nearby and tried to stop him. That slayer failed, but he managed to cut one of the demon's arms. Seeing this, this big sister got out of her hiding place and made the desperate decision of devouring the demon's arm. That day, she discovered her ability to gain demonic characteristics by devouring their flesh, but, as a result of the flesh of the very first demon devoured by her being so strong, it triggered a mutation.
Thanks to it, she developed an inhuman appearance, with most of her skin becoming darkened, her hair growing and becoming white, and her eyes turning gold and vertical-slitted. She also gained a physical condition comparable to a human utilizing the Total Concentration Breathing, even without more demon flesh. When she consumes demon flesh (or the flesh of other similar vampiric/demonic beings), her physical attributes skyrocket (surpassing even Nezuko at her peak) and she gains access to her Blood Demon Art, which allows her to shoot incredibly powerful beams of energy. She can also mimic the abilities of demons she consumes for as long as their flesh is within her.

As one can imagine, that Lower Rank had no chance against this big sister. Not much time later, she was teleported to this world, together with her younger brother, and decided to follow you. While her brother is just a regular human without any special abilities, he's still an incredibly skilled caretaker and housekeeper, as well as having a huge amount of latent potential if he somehow got access to some supernatural ability. Both of them will now follow you along your Chain, taking just a single Companion Slot.

The Son of the Demon King (-100 CP)

Apparently, the mutations that demons undergo during their lives render them completely infertile, as they are unable to have biological children among themselves, or even with humans, since Muzan had wives in the past and Daki worked as a courtesan, and yet there are no cases of hybrid children being born. Or rather, there is a case.

There was a mighty demon, on par with the Upper Ranks of the Twelve Kizuki, who had the ability to generate extremely hot blue flames, but what made him special were two other factors. He managed to break free from Muzan's control at the same time as Tamayo did and he was a random mutant that kept his fertility despite becoming a demon. This demon met a human who became his lover, with their union resulting in the birth of a child. Both the human and the demon were tragically killed by Muzan, but their son was sent to a temple associated with the Demon Slayer Corps, where priests raised him.

As an adult, their son became a Demon Slayer to protect humankind and avenge his parents, with him deciding to follow you when he was teleported to this world right after the Corps finally managed to slay Muzan. As a human/demon hybrid, he inherited his father's demonic power and his mother's humanity and kindness, but his two opposite halves didn't merge well, so he's capable of switching between his human and demon physiologies with a few seconds of concentration. While using his demon power, his hair becomes white and horns made of flames growing in his head, with him being capable of using his father's Blood Demon Art, the blue flames, and having all the traditional demon weaknesses, in addition to also having to deal with the murderous instincts and cannibalistic hunger.

Fortunately, he also learned how to use all the basic forms of the Flame Breathing, allowing him to fight as a human in the moments his demonic nature is too strong to control. He also wields a special Nichirin Sword made to handle his blue flames, allowing him to use his own version of the Bright Red Nichirin Sword by conducting his power through it. He has the potential of one day dominating his demon half while fully keeping his humanity, but he still has a long way to go until this day arrives.

Drawbacks:

Native Demon Slayer (+100 CP)
You're no longer a Drop-In or from an alternate reality.
You're instead a local from the setting you're going to, being someone who somehow underwent some kind of training to become a Demon Slayer, either by yourself or under the guidance of a master/organization. You'll need to work out your Background with your Benefactor, which many times is Jump-Chan herself. Additionally, you'll lose all Items you have purchased in this Supplement, but they'll be given to you after your stay in this current jump ends.

Breathless Slayer (+200 CP)
You've lost in the genetic lottery in some way. Due to some quirk in your physiology that affected your respiratory and/or circulatory systems, you're one of the few people that are completely unable to utilize Total Concentration Breathing or any of its related techniques and skills, including the Recovery Breath and any of the Breathing Styles.
Fortunately, like how Shinobu and Genya showed, there are still ways to compensate for such a serious weakness that normally would make it impossible for you to become a proper Demon Slayer. Post-jump, you'll be healed from this condition, allowing you to utilize any Breathing-related perk you purchased here once again.

The Threat of Demons (+300 CP)
Normally you would be the only one Demon Slayer of your kind within this continuity, as there wouldn't be demons like those from your world in this one, but, by taking this drawback, this is a different story. The threat of the demons will retroactively exist in the world you're going to, with an elite group of demons on par with the Twelve Kizuki and even a Demon King existing.
Fortunately, there are two factors that will make this drawback easier to lead with. First of all, this world's Demon King won't be as powerful as Muzan, being closer to the Upper Ranks in power. Second, as demons already existed in the world you're going to, it's very likely that at least some of that world's protectors and heroes are somewhat experienced with leading with them, to the point that some preexisting organization might even have taken a role similar to the Demon Slayer Corps.

Orthodox Slayer (+300 CP, Exclusive to Traditional Slayers)
Whoever the cultivator responsible for your training as a Demon Slayer was, they were definitely rigid and conservative in their way of thinking, as they taught you to strictly live by the book and follow the traditional path of the slayers, essentially preventing you from acquiring more unconventional skills. Because of this you're no longer able to take perks from the other four perk trees (**Wild Slayers**, **Poisoner Slayers**, **Unorthodox Slayers**, and **Abnormal Demons**).

Savage Slayer (+300 CP, Exclusive to Wild Slayers)
You might be an incredibly skilled and talented Demon Slayer, but your lack of formal training had consequences, resulting in you not having access to more refined techniques possessed by other slayers. Because of this you're no longer able to take perks from the other four perk trees (**Traditional Slayers**, **Poisoner Slayers**, **Unorthodox Slayers**, and **Abnormal Demons**).

Poison Specialist (+300 CP, Exclusive to Poisoner Slayers)
In preparation for the final battle with the Demon King, all the Hashira participated in special training to strengthen themselves as much as possible for the grand finale—or rather, all the Hashira except one: Shinobu. Due to her weak physique and poison mastery, she mainly had to help Tamayo to prepare the Anti-Kibutsuji Drug, so she likely lost her last chance to become capable of killing demons using her own strength in order to fulfill that mission. In order to truly follow her path as a poisoner, you decided to follow the same path and sacrifice the other possibilities of greater strength. Because of this you're no longer able to take perks from the other four perk trees (**Traditional Slayers**, **Wild Slayers**, **Unorthodox Slayers**, and **Abnormal Demons**).

Incomplete Slayer (+300 CP, Exclusive to Unorthodox Slayers)
There is a reason why you decided to focus on techniques and skills that almost no slayer has. In truth, like Genya, you're actually unable to utilize the other more traditional skills, either due to a simple lack of the needed talent/potential or due to some quirks in your physiology literally making it impossible for you to learn some of them. Because of this you're no longer able to take perks from the other four perk trees (**Traditional Slayers**, **Wild Slayers**, **Poisoner Slayers**, and **Abnormal Demons**).

Pure Demon (+300 CP, Exclusive to Abnormal Demons)
Demon Slayers are humans who fight demons while remaining humans. This is their core principle that they have a lot of pride in. You, on the other hand, simply aren't a human, but a demon instead, so you'll never be a true Demon Slayer even if you fight to protect humankind. Because of this you're no longer able to take perks from the other four perk trees (**Traditional Slayers**, **Wild Slayers**, **Poisoner Slayers**, and **Unorthodox Slayers**).

The Order of the Slayers (+200 CP/+400 CP/+600 CP/+800 CP/+1000 CP)
Normally there would be no other Demon Slayers like you within this continuity, however with each purchase of this drawback, new Demon Slayers will begin to appear at some point during your jump, somewhere on the planet you're currently on. Normally, each one of these Demon Slayers would be protectors of humankind, but their main priority has changed to killing you for some reason, with them being aware of your existence as soon as they appear in this world. Maybe they believe you betrayed the Corps in your world, maybe you're a demon and they won't listen to whatever you have to say, or maybe they're just corrupt slayers themselves.

For **+200 CP**, only a single conventional slayer at the beginning of their journey will appear. Despite being initially weak, they have a high potential, so they'll slowly gain access to all the perks from the **Traditional Slayer** perk tree through training and experience. Their maximum potential will be limited to that of a regular Hashira.

For **+400 CP**, both a conventional slayer and a wild slayer will appear. In the same way as the regular demon, the wild slayer won't start at the peak of their potential, slowly gaining access to all the perks from the **Wild Slayer** perk tree. Normally, their maximum potential would be limited to that of a regular Hashira, but, depending on which world you're in, they might become far more dangerous if they're capable of copying powerful martial arts for example.

For **+600 CP**, a conventional slayer, a wild slayer, and a poison specialist will appear. Unlike the previous slayers, this poison specialist will already have access to all the perks from the **Poisoner Slayer** perk tree from the very start. Their maximum potential will be limited to that of a regular Hashira.

For **+800 CP**, a conventional slayer, a wild slayer, a poison specialist, and an unorthodox slayer will appear. This unorthodox slayer will have all the perks from the **Unorthodox Slayer** perk tree. Their maximum potential will be limited to that of a regular Hashira.

Last but not least, for **+1000 CP**, in addition to the previous four slayers, a Pillar of the Corps will appear. This Pillar of the Corps is essentially an incredibly powerful Demon Slayer, originally being the most powerful Hashira from their world. They'll have access to all the perks in this supplement (with the exception of those in the **Abnormal Demon** perk tree and the ultimate perk), as well as having authority over the other four slayers. Their power will be at least on par with the Upper Rank One of the Twelve Kizuki, Kokushibo, from the very start while still having the potential to grow even stronger.



***The Perfect Demon King* (+1000 CP)**

No, this is definitely a very bad idea, even worse than bringing a Pillar of the Corps to this world. By taking this drawback, the Demon King and progenitor of all demons, Muzan Kibutsuji himself, will somehow be teleported to this world and you, my friend, have managed to earn his hatred, regardless if just for being a Demon Slayer or for some other personal reason.

He'll want you dead and will go all out in order to kill you as well as being willing to cause as much destruction as he wants. Muzan will start hunting you the moment you arrive in this world and you can't negotiate with him, you can't rationalize with him and he won't stop until he finally kills you. Normally, the extremely paranoid Muzan would be careful to not attract too much attention, especially if the world you're in has some means of weaponizing sunlight or UV light, but this Demon King isn't that Muzan.

The Muzan who was teleported to this world is from an alternative timeline where he was victorious. He managed to destroy the entire Demon Slayer Corps by attacking them during the Hashira Training and then proceeded to hunt and absorb Nezuko before she was cured. As a result, Muzan finally achieved his ideal of perfection, becoming an unchanging, truly immortal being who is immune to beheading, sunlight, and wisteria. To make things worse, while he has no personal reason to do this, Muzan still has his ability to create demons (including demons immune to sunlight).

This is the enemy you will face, an extremely powerful demon who can create an army of demons and likely won't die unless each one of his cells is destroyed. Good luck, my friend. You'll need it.

Generic Drawbacks:

Accident Prone (+100 CP)
You're prone to minor accidents that, while inconvenient, painful or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic (+100 CP)
You are terrified of heights and anything deeper than a 10 foot drop will make you weak in the knees.

Age Problems (+100 CP)
You lose all age resistance perks and powers for the duration of this Jump.

Almost Entirely Dark (+100 CP)
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind (+100 CP)
Why do they keep leaving you behind?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

Amnesia; Jumpdoc (+100 CP)
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions (+100 CP)
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing (+100 CP)
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks (+100 CP)
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know (+100 CP)
Everyone expects you to already know what's going on so don't expect to get any explanations.

At Least Buy Me Dinner First (+100 CP)
Dangerous entities have a habit of taking an interest in you… as a romantic interest.

Awkward Affection (+100 CP)
You're really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Bad Name (+100 CP)
Everyone you meet will assume your name is something that you find insulting or annoying and nothing you can do will change it in your mind.

Behind Your Back (+100 CP)
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat (+100 CP)
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop dead at your feet and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty (+100 CP)
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock (+100 CP)
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different to your own. While you can slowly adapt, they'll always rub you the wrong way and your overall experience here will be much less enjoyable.

Crop Rotation (+100 CP)
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories (+100 CP)
You will now gain memories of a lifetime of abuse since early childhood though these memories are false you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions (+100 CP)
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting (+100 CP)
You seem to emit an aura of monotony causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky Punk (+100 CP)
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble (+100 CP)
You will always encounter twice as many enemies in the world, because every foe you face will have an identical copy who only *you* can see. The worst part is that this seems to be a Schrödinger situation as the *real* one is the one who you *don't* go after.

Easily Deceived (+100 CP)
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere (+100 CP)
Every group of opponents that you face will have at least one additional elite member.

Extended Stay (+100 CP)
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one-hundred additional years.

Faulty Wires (+100 CP)
You always believe that anything you go to use will work as expected the first time you try to use it, and you won't realize that something may be malfunctioning until you're proven wrong through firsthand experience.

Friend List (+100 CP)
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

The Glitch (+100 CP)
Technology fails around you, usually when you need it most. This could be anything from airlocks glitching when you're short on air, powerpacks falling out of your blaster when the cyborg-bounty hunter is taking aim, or your cybernetic arm locking up when you need to lift rubble off of yourself. You might be able to jury-rig a quick repair, but you better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore (+100 CP)
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect making it a real possibility of drowning in the blood of your enemies.

Heroic Sayings (+100 CP)
You unintentionally use quotes and sayings that come across as annoying or cheesy every time you try to talk with others.

Hidden Knowledge (+100 CP)
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut (+100 CP)
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is and nothing you do will change it.

The Holiday Special (+100 CP)
Whenever you reach an in Jump Holiday the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every Main Holiday such as Christmas or Halloween and at least once during the Jump for each Less Celebrated Holiday such as May Day or April Fools Day.

Honorbound (+100 CP)
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking actions.

How Do I Keep Falling Into These Situations? (+100 CP)
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap (+100 CP)
You need at least seven hours of sleep per day or you'll feel exhausted.

I Spy (+100 CP)
Your enemies can easily spy on you without being detected.

In Another Castle (+100 CP)
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences (+100 CP)
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook (+100 CP)
You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout (+100 CP)
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier (+100 CP)
You do not speak the local language and no one here knows what you're saying until you learn.

Looser (+100 CP)
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget (+100 CP)
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights and tatty looking monsters.

Magnet For Misfortune (+100 CP)
You have *terrible* luck. You're almost constantly hit by random, unpleasant and painful bouts of misfortune.

Money Money Money (+100 CP)
Your avaricious desire for money and other symbols of wealth leave you willing to go to extreme lengths to get more.

Never Mind My Head Trauma (+100 CP)
People don't care when you're injured.

Nightmare (+100 CP)
Each and every night, you'll fall asleep and suffer terrible dreams that you can't separate from reality.

No Hard Feelings (+100 CP)
There's one random person who constantly tries to outdo you… and somehow, they keep succeeding before rubbing it in your face.

Optician Required (+100 CP)
Your eyesight is highly restrictive as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback and any form of contact lens will feel incredibly itchy.

Orphan (+100 CP)
Your in-universe parents are dead and you are an orphan.

Pixelated Objects (+100 CP)
This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor (+100 CP)
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

The Pollen (+100 CP)
You have hay fever and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth (+100 CP)
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for every little thing. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth in order to get things needed to prove you worth for some totally unrelated task.

Recurring Foe (+100 CP)
You have an enemy who you have no way to convince to leave you alone. Each time they face you, they learn more about you and how better to face you in the future.

Rough Childhood (+100 CP)
You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it.

Scarred (+100 CP)
You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others.

Scripted Encounters (+100 CP)
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction (+100 CP)
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy (+100 CP)
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly (+100 CP)
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night (+100 CP)
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World (+100 CP)
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected, even after including every named character. If you would normally see eight-billion humans, you can instead expect to see as few as seven-*million* instead.

Simple Minded (+100 CP)
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker (+100 CP)
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded (+100 CP)
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up (+100 CP)
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned and *you* always get all of the criticism.

They Heard You (+100 CP)
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! (+100 CP)
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup (+100 CP)
For some reason, every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book (+100 CP)
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days (+100 CP)
Everyday, a minimum of ten random thugs will show up and target you.

Touch Of Madness (+100 CP)
Things keep happening that leave you thinking you're going crazy… and maybe you are.

Turn Based (+100 CP)
Whenever you enter into a fight with someone you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind (+100 CP)
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival (+100 CP)
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double-down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident which will, again, spur them to double-down.

Unnecessarily Slow (+100 CP)
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover (+100 CP)
This drawback acts like a magnet to other settings resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line with the power level of the chosen setting but you won't have any way of knowing when someone new has shown up.

Wanted (+100 CP)
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside (+100 CP)
You have terrible dress sense with everything you wear being the worst possible combination of clothing.

The Weirdo (+100 CP)
Everyone seems to think you're strange. They'll go out of their way to avoid you unless they actually want to speak to you.

What's His Name? (+100 CP)
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? (+100 CP)
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell changes depending on where you are, but it's always distracting.

What's Wrong With His Face? (+100 CP)
Your face has been messed up, leaving you grotesquely ugly and near unrecognizable to everyone who knows you.

Where Did I Go Wrong? (+100 CP)
You can't tell the difference between confidence and arrogance.

Why Am I Naked (+100 CP)
You start this Jump naked and your clothing is incredibly fragile as they keep getting destroyed leaving you in the nude. If you're already an exhibitionist, then this drawback is free points for you.

X-Rated (+100 CP)
Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local (+200 CP)
Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal (+200 CP)
You have no memories of your personal life before entering the current Jump but this does not affect academic, social or media knowledge.

Amnesia; Jumper (+200 CP)
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident (+200 CP)
You keep accidentally falling into compromising positions.

Betrayal (+200 CP)
You keep trusting people who don't deserve it and they keep betraying you.
Whether you're just that naive or it's against your better judgement, you keep trusting people who don't deserve it and they keep betraying you.

Bigger Boss (+200 CP)
Any time you defeat an enemy, not only will their superior know (if they have one), they'll also know *how* you did it.

Blinded (+200 CP)
You have lost your eyesight and will not regain it this jump.

Dark Minions (+200 CP)
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

Dead Or Alive (+200 CP)
You have a local criminal record and anyone who recognizes you as the target will attempt to turn you in for the bounty.

Demonic Disturbance (+200 CP)
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you.

Discount Budget (+200 CP)
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself (+200 CP)
At least once per week you will have to fight a fake copy of yourself.

Friends From Beyond Your Dimension (+200 CP)
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Godly Distractions (+200 CP)
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the gods, such as the Greek Gods to the setting for this Drawback.

Hormone Problems (+200 CP)
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends (+200 CP)
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me (+200 CP)
At least once per week you will have to fight a fake copy of yourself, some will be shapeshifters, artificial replicas and occasionally incomplete clones.

Instructional Video (+200 CP)
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

Is this Blood (+200 CP)
You have an unfortunate habit of coming across fresh corpses without any excuse or explanation.

Lemming Behaviour (+200 CP)
You seem to lack any, no matter the danger no matter the threat you seem to face it as though you are invulnerable. The greater the chances of you being crippled maimed or killed the more excited you become.

Looking For Help (+200 CP)
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Mirror Match (+200 CP)
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Nightmares (+200 CP)
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Perfection (+200 CP)
You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food (+200 CP)
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Pig (+200 CP)
You are always hungry with no amount of food truly satisfying your appetite.

Poor Underestimation (+200 CP)
You forget this drawback and whenever you underestimate an opponent they will get stronger.

Publicity (+200 CP)
Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Read People Like A Brick (+200 CP)
You can't read people, you can not understand people's emotions, and you often misconstrue what they mean causing you to be oblivious to the intentions of others.

Sore Thumb (+200 CP)
There is something odd about you that makes you seem noticeable as a foreign being to anyone who deals with anything not native to Earth or this dimension.

Stealthless +200
You are very bad at sneaking.

The Bad People (+200 CP)
For some reason everybody is an asshole to you. They will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

The Good People (+200 CP)
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill (+200 CP)
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Too Soon (+200 CP)
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice (+200 CP)
You tend to be overly accommodating for others, allowing them to dictate or make decisions for you. While most of the time this will be simple things such as what to eat or where to go if left unchecked you could find others determining your whole life for you.

True To Myself (+200 CP)
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants (+200 CP)
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Wider World (+200 CP)
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble, and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

You're A Joke (+200 CP)
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're only Paranoid if You're Wrong! (+200 CP)
You expect every word to be a thinly veiled threat, every offer to be a chance of preempt betrayal, every moment of weakness is an opportunity to be attacked.

Amnesia (+300 CP)
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Cat Got your Tongue (+300 CP)
You're now mute and unable to speak verbally for the duration of this jump.

Competent Enemies (+300 CP)
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Crippled Limbs (+300 CP)
This can be taken up to four times with each time affecting a different limb for the duration of this Jump. Regardless of the affected limb, you'll never be able to regenerate it.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one-tenth.

Death Takes a Holiday (+300 CP)
You enemies now seem to have some form of immortality no matter what happens to them. While someone remains your foe they can't die, they can be crippled or imprisoned but not die.

Everything Is Fine Now (+300 CP)
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

The Ghosts Of Murder's Past (+300 CP)
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Holy Problems (+300 CP)
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago (+300 CP)
Your sense of time is terrible, you can't tell if a week has gone by or eight years.

I'm Going To Take A Walk (+300 CP)
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

I've Come To Duel You! (+300 CP)
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child (+300 CP)
Instead of starting this jump as an adult, you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Living In Exciting Times (+300 CP)
Completely random but exciting things will nearly constantly occur around you and often attack you.

Local Scale (+300/+600 CP)
For **+300 CP**, your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** instead, your level of growth will be capped at 90% of the scale of growth of the local protagonist.

Outside Problems (+300 CP)
You keep getting stuck in situations outside of the regular continuity such as monsters, demons, and extra-planetary problems.

Part-Time Janitor (+300 CP)
There are consequences for your actions and it seems that after each time events you are part of make a mess you will have to help clean up.

Prepare For Evasive Actions (+300 CP)
Any time you are in a form of transportation it will be attacked.

Split-Personality (+300 CP)
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

Today's Kind Of A Bad Day (+300 CP)
During this Jump you will have one really bad day as someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

Villain of the week (+300 CP)
It seems you're a magnet for odd enemies as every week a new enemy will show up to battle you ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions (+300 CP)
You have no idea how to use your perks, powers or abilities requiring trial and error to figure out the basics let alone the full power.

You're A Right Git (+300 CP)
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More (+300 CP)
If you do something annoying more than twice you will get punished. How, why by who? Well, that will be situational.

Alone (+400 CP)
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
If this document is taken as a Supplement this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Butterfly Wings (+400 CP)
Your mere existence will cause massive butterfly effects, the canon events are no longer protected and every action you take will cause reactions that change the plot dramatically.

Empty Handed (+400 CP)
For the duration of this Jump all out-of-Jump Items and Warehouse options other than body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Find And Seek (+400 CP)
Every year, you will gain a list of 12 MacGuffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Here Comes The Bad Part (+400 CP)
Whenever you get new information there will always be a bad part of it.

I Am Bound By My Word (+400 CP)
You are bound by any promises you willingly make. I hope you're at least good at wordplay.

The Importance Of Education (+400 CP)
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Known Enemy (+400 CP)
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there’s just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they’ll find a way out.

Lost Or Found (+400 CP)
It seems that your possessions keep winding up in the hands of the worst person to have them, let’s hope it’s not world-shattering.

Powerless (+400 CP)
For the duration of this Jump all out of Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult (+400 CP)
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? (+400 CP)
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

Deathbound (+500 CP)
Every year you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends (+500 CP)
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game (+500 CP/+1000 CP)
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP**, this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP**, the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time-sensitive subplots; you will not gain a lives system or any of the in-game power-ups, however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Auto-Punishment (+600 CP)
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a "normal" human rate despite any healing abilities you might have.

So Weak (+600 CP)
At some point during this Jump you and all your allies will be defeated, there is no way around this, you will lose and you will all be captured.

Us Humans Are Full Of Surprises (+600 CP)
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, metahumans, or otherwise superpowered people.

Boss Rush (+600/1000 CP)
Post-jump, you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move on the next jump until you have beaten them all. For **+1000 CP** instead, all the opponents will have their raw power to reach yours but they won't gain any extra training or proficiency.

AU Continuity (+1000 CP)
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe (+1000 CP, Requires 2 or more of the following Drawback "Powerless", "Empty Handed", "Alone")
To take this drawback your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump with their only goal being to destroy you. They will have double the total **CP** you gain in this Document which they can spend however they wish in the unused Jumpchain.

Random Setting (+1000 CP)
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
If none of the settings are appropriate, you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes:

1. I'm not a specialist on the lore of Kimetsu no Yaiba, but I wanted to try making this supplement;

2. There are many non-combatants in the Demon Slayer Corps, such as the members of the Kakushi, the Swordsmiths, and even the Oyakata, but I preferred to focus only on the Demon Slayers themselves in this Supplement;

3. It wasn't intentional but I think it's kinda poetic that the ultimate Demon Slayer has Demon traits while the ultimate Demon from my OOC: Demon Supplement has Demon Slayer traits;

4. You can sense Opening Threads (or equivalent) if you have the **Supernatural Sense** perk;

5. It's impossible to acquire the true Moon Breathing in this Supplement;

6. While **Total Concentration Breathing** is more versatile and more weaponized due to its styles, **Repetitive Action** is something that most slayers should've learned as both physical enhancements stack;

7. If you take the **Yoriichi Type Final** item, you'll be able to turn it on or off or set it to follow you around utilizing some simple gestures of your choice, like saying a simple phrase or clapping your hands. You also receive the needed key to access its internal mechanisms to configure it;

8. If you have some supernatural ability that requires or is fueled by your rage, like a Red Power Ring, you would be incredibly powerful wielding it if you have the **I've Always Been Angry** perk;

9. If you have the **Flowery Poison** perk, then you can choose for your **Nichirin Weapon** to be heavily modified just like Shinobu's sword, whose blade was replaced by a rod ending in a needle-like tip designed for injection of wisteria poison into demons;

10. While it wasn't shown in the manga, you can consume and empower yourself with the flesh of multiple different demons with the **False Demon** perk. This would cause you to gain some physical traits of all of them if you devour enough of their flesh;

11. Theoretically, if you have the **False Demon** perk, you could even mix the power of different beings you consumed by simply consuming their flesh together or activating their pseudo transformations at the same time if you also have the **Demon Slayer Mark** perk, but you may have to lead with all of their weaknesses and physical traits combined;

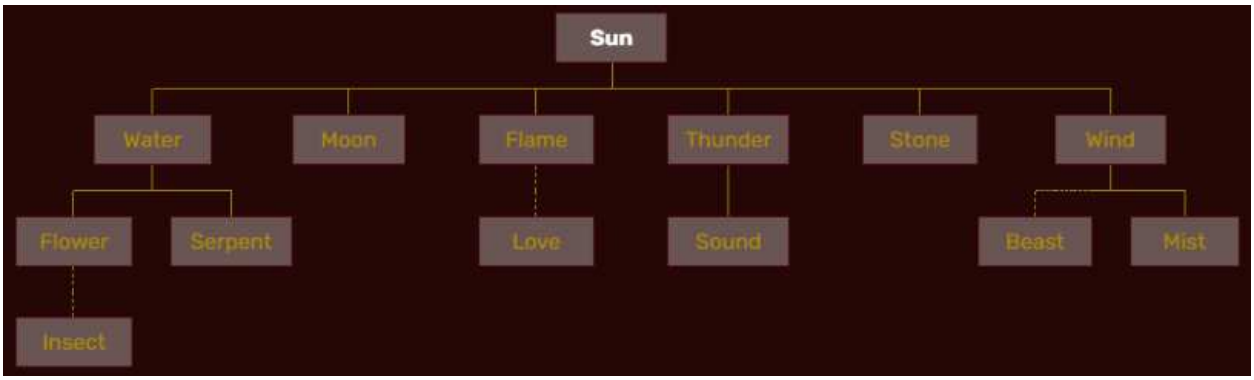
12. Basically, the **Augmented Demonic Physiology** perk grant you the ability to store the power you gain by consuming demon flesh and to transform whenever you want by using the stored energy;

13. Theoretically, you could use the **Brand New Style** perk to develop an ultimate martial art/fighting style by combining all of your combat skills, but it'll make time and effort as you'll need to become proficient at using them separately, then proficient at using them simultaneously until you can merge them, and then keep repeating this process multiple times;

14. About the explosive growth when facing actual life-threatening situations granted by **The Strongest Demon Slayer of Today** perk, imagine it being similar to Dabura's awakening during his fight against Mahoraga;

15. The OC Companions are based on Flashy Flash (One Punch Man), Leone (Akame ga Kill!), Nasiens (Seven Deadly Sins: Four Knights of the Apocalypse), Aoba Wakura (Mato Seihei no Slave), and Rin Okumura (Blue Exorcist);

16. The relationship chart of all the Breathing Styles is the following:



17. **Drawbacks** are removed after the end of the current jump.

History:

V 1.0: Released