Demon Slayer Jumpchain

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A family slaughtered, a girl turned into a monster, a brother turned into a swordsman,
And a legend being born
(Courtesy of **"The Legend of Zenitsu"**)

This is a world of swords and monsters, where demons hunt and eat humans for power and the demon slayers endeavor to kill them to protect the people, ignorant of the dangers they are being protected from.

This is the world that you have now arrived in, specifically the day that Tanjiro's family is to be killed and Giyu takes a chance on the Kamado siblings. Whether you become a demon slayer and kill the progenitor and king of the demons, Muzan, or try to take his place, is up to you.

You'll be spending ten years here, so here is +**1000 CP**. Have fun.

Origins

Traveler: You are someone who has seen many lands, someone who has experienced the world in ways that others could only dream of. Your journey may be a lonely one, or many you have friends that you share your adventures with, but in the end it is one that you have gained various experiences, souvenirs, and possibly even powers from, and perhaps this is just one more stop on the road.

Demon Slayer: Perhaps it is a tradition in your family, maybe a demon killed everything and everyone you loved, but no matter the reason, you are now a demon slayer. While it could be that you are driven by hatred, a grudge, a sense of duty, or just for the money, your sole job is to hunt demons and protect humans using the breathing style that you have learned. Go into the night and become what the demons fear.

Demon: A flesh eating monster, that is what you are now. You are a demon, a person turned by another demon or even Muzan himself, if you were lucky, and now serve him for the promise of strength. Or maybe you are a rogue demon, one that is trying to end Muzan or trying to become human again. Nonetheless, until the jump you can only feed on flesh and blood, whether that be human, animal, or even corpses is up to you. Have fun being a monster for eternity.

Swordsmith: You are one of the demon slayer corps most prized assets, a swordsmith. You are the one that forges the weapons that the swordsman uses to defeat the demons, something that could be argued is even more important than the breathing techniques. Though do beware that due to the importance of your services, you will be targeted by demons to learn the secret location of your village.

Age and Gender:

You are free to choose any gender or age that you wish.

Locations:

You may choose one location to start in or roll 1d8 for **+100 CP**

Kamado Mountain: While it may not be the official name of the mountain, it is the location where the Kamado family lives. Perhaps if you are fast enough you may be able to save the family from being slaughtered.

Sagiri Mountain: This is the second home of the Kamado siblings, the place where the retired water Hashira lives and trains more demon slayers. It is possible that you are already an apprentice of his, or can convince him to teach you.

Swordsmith Village: This the hidden village of one of the Demon Slayers greatest assets, the village where the swordsmiths live and work. Should your origin align, you may already have set up shop and know the masked villagers that fill this place.

Fujikasane Mountain: The final test before one can become a fully fledged Demon Slayer takes place on this mountain, you either start right before the entrance, or begin in the middle of the test, it is up to you.

Butterfly Estate: A place of healing for the Demon Slayer corps, a manor that belongs to the insect pillar. You might be a worker here, a recovering Demon Slayer, or a recent victim of a demon attack. I'd be careful if you were a demon here.

Natagumo Mountain: The place where the spider family, and one of the 12 demon moons of Muzan, resides. Should you be a demon, you would be more welcome here than in comparison to a human. Try not to die.

Tokyo, Yoshiwara District: Ah, the red light district, a place of pleasure, sin, and disappearances. I'd be careful here, the people aren't all what they seem, there could be hidden danger here Jumper.

Tokyo, Asakusa District: While this cannot compare to what you are probably used to, this is still a city with lights, cars, buildings, people, and good food, so long as you have money. Who knows what you will find here.

Perks:

All perks are 50% off for their origin, any discounted 100 CP perks are free.

General:

Vivid World(Free):

The world of demon slayer may be extremely dangerous, but it is just as beautiful. Should you wish to, you can bring the art of Demon Slayer into other worlds and even allow people to see the elements that seem to appear when using breathing styles. This also gives you the ability to have music that is thematically appropriate for the situation at any time.

A Warming Light(100 CP):

Just because you have to go or your friends pass away, does not mean that your bonds are broken. Whenever you befriend someone, which comes quite easily, you can truly make a connection with them, a lifelong bond and companionship that is only heard of in fairytales. Any relationship that you have, any friendships or love that you create, will never weaken, even after journeying through countless worlds and struggles, the lightness and warmth that these connections give you will never fade even in the slightest, for all of eternity, and not just for you, but for them as well.

Born Better(200 CP):

The main cast aren't the only ones that have been blessed with an enhanced version of one of the five senses, as seen with Tengen Uzui, and now you. You may choose one of your five senses to enhance, not just in the regular way, but also in a unique one, such as Tanjiro's opening threads, Inosuke's gaze feeling, or even Genya's demon eating taste. You may choose how this manifests.

Breathing Style(100/200/400 CP)[Discount to Demon Slayers]:

The bread and butter of a demon slayer, the breathing techniques. You may choose any breathing style you like for any level or you can create your own on the same level as described, they don't need to be for swords either, and note that all the higher levels can be reached by training. Post-jump you don't need to *breathe* in order to use them if you do not require air to survive.

- **Kanoe:** Lower on the totem pole for demon slayers, around the same level as Tanjiro, Zenitsu and Inosuke during the fight with the Spider family. Your physical abilities and skills are on par with average or slightly above demons, and your stamina is increased to be able to fight for multiple hours straight without being totally exhausted.

- **Tsuguko:** Now your proficiency is much higher, not only are you naturally stronger in all respects, but you have mastered Total Concentration: Constant! The difference between using the breathing technique constantly, every second of every day, even when asleep, and not is like night and day. Your physical abilities are many times greater than they would be otherwise, granting stamina that could let you train for days on end and increased lung capacity. This also comes with greater refinement of your technique to the point where, as the name suggests, you could be the apprentice or successor of a Hashira, and maybe you are.

- **Hashira:** The highest position of a demon slayer, usually gained by killing at least 50 demons or killing one of the 12 moons as a kinoe(the highest normal rank of demon slayers). You have reached the pinnacle of what a normal human is capable of with your breathing style, able to easily cut through scores of demons easily and take out the lower ranked moons without much effort. Your body is much stronger than the previous option, so much so you could be faster than the eye could see, and you may have even developed techniques of your own that no one else knows, but the most notable change is in your stamina, being able to go through extremely harsh training for weeks or even months straight.

Demon Blood Art(400 CP)[Demons get one for free. Discount to Demons]:

Every demon has a blood art that is unique to them, usually from eating enough humans, but they can be developed in other ways. No matter what it is, it can be strengthened by eating humans or training, though the former is faster. The stronger you get, the stronger it will get, or it can instead branch out to have additional or supporting abilities, but they will always follow a theme. All demon blood arts must somehow involve your blood or flesh in some way, whether it be turning it into an element like ice or shockwaves, an instrument or weapon, or something more exotic, they can be very creative and diverse.

Blessed by the Sun God(600 CP):

You are special, someone who seems as if they've been blessed by the gods themselves. No matter how much others train, they will always reach their limit, but you don't have one. So long as you put in the same amount of effort, you will always see results, not only for your body and mind, but also for all your powers, perks and techniques, there is no limit to how strong you can become or how refined your skills can be, you will always be able to train and expand on them. As an added bonus, anyone that fights or trains with you will also continuously grow without limit, albeit slowly. The longer they are around you the faster this growth will be, after all, it can get lonely at the top.
Capstone Booster.

Traveler:

Pretty as a Picture(100 CP):

The designs of the various characters are vast and different, and you are no exception. With this you are now at least an 8/10 and at the beginning of every jump you can have your hair or eye color changed should you wish, even to exotic colors. No one will question it, though you could also allow the rest of the world to have unique hair and eyes if you wish for a more colorful world.

Grew up in the Wilds(200 CP):

You were raised in the mountains, maybe even by wild animals that accepted you as one of their own, but in either case you are now more adaptable than others would normally be. Your body is more resistant to poison, you are very flexible, and you have an aura that allows you to understand and command normal animals, easily able to join the pack or become the leader.

Wisteria Body(400 CP):

What have you done to yourself? You've somehow infused every part of yourself with wisteria, something that is poisonous to demons, even the upper ranks. Your very blood would cause any demon that touches it to melt, your breath keeping the average demons away. Post-jump this can affect any demonic or evil creature, and if you are a demon taking this, it will instead count to any holy or orderly creatures.

Ghostly Figures(600 CP):

You have a unique ability, you can see those that have already passed on, you can see ghosts. However, these ghosts are not the normal kind, these are ones that can be solid to the point of

beating the shit out of you, but don't worry, they won't kill you. This brings with it a number of advantages, mainly being that they can give you information, advice, and most importantly, help train you. They can spar with you, allowing you to train and even learn their techniques and skills, that is, if you can convince them to do so. Should you ever find yourself in despair or out of control, the souls of past friends can lend you a hand to overcome such trials after all the living should not feel dead. Post-jump you can see all supernatural creatures, but you will have an affinity for the afterlife to the point that the dead/undead will have a positive opinion of you from the start, and ghosts may as well already be your friends.

- **Blessed by the Sun God:** It seems that your connection to the dead is greater than previously stated, by quite a bit to be honest. You see, you can now summon the ghosts and undead around you as physical beings to fight your enemies, and they can actually kill this time, but there are limits. They can only fight for the summoned battle and said ghosts would have to be roaming around where you are to summon them, so I hope no one faces you on an old battlefield. This also allows ghosts to possess you, should you wish, allowing them to take over your body if you fall unconscious or are sleeping in order to defend you, and you can instantly retake your body whenever you want. Not to mention that gods of death will always have a good opinion of you, being one of their favorite mortals. Finally, having such a greater connection to the dead has given you a second chance. Should you die at any point, you will be revived in a safe location, this 1-up will restore itself every new jump or every 10 years, whichever comes first.

Demon Slayer:

Train the Slayer(100 CP):

It wouldn't do to not have the basics down when out on a mission to hunt for demons. Notably, you have been trained to fight during the night and expect to be attacked at any angle at any time, which means it will be a cold day in the infinity castle when you're truly caught off guard. This also comes with a basic understanding of how to use a katana, how to maintain it, and the traditional customs for carrying them.

To the last Breath(200 CP):

Say what you will, but the most dedicated demon slayers have something that drives them forward more than others. This gives you the unbreakable willpower to continue on even if everyone else would be driven to despair, remaining calm in the face of a superior enemy, allowing you to push through and make the hard decisions, you would even be able to continue fighting with a fist through your gut, so long as it doesn't instantly kill you.

Talent and Muscles(400 CP):

Much like a certain Hashira you have a special constitution, your muscles being around eight times more dense than normal, giving you a significant increase in both strength and endurance without looking any different. Not only this, but you have a talent for breathing and fighting techniques, able to learn and train up about 5 times faster than you normally would.

Demon Slayer Mark(600 CP):

You have gained the symbol that proves that you really have reached the peak of demon slaying, the Demon Slayer Mark. This tattoo-like mark can appear anywhere on your body and will resemble the breathing style you practice(Or represents you if you don't have a breathing style). This comes with quite a few abilities, the first and most prominent being a boost in your physical abilities and reaction speed, multiplying them to the point that you can go toe to toe with upper moons. The second is the Red Blade, you can cause the blade of your weapons to burn scarlet, making it so they gain increased sharpness and slow down any regeneration so that wounds would take several times longer and more energy to heal. The third is the Transparent World, allowing you to perceive other living beings as if they were transparent, only being able to see the inner workings of their bodies. Most notably, users are able to perceive the flow of blood, breathing, muscular contractions and joint movements of the creature they are looking at allowing you to predict their moves. The Transparent World can also erase one's presence from the battlefield, making their battle spirit, intent or emotions completely undetectable. Finally, the marks themselves increase your talent and skill when it comes to breathing and fighting techniques, allowing you to use them at a higher level than you normally would be able to. And as you're buying this with CP, they will not shorten your lifespan.

- **Blessed by the Sun God:** You did not awaken with the Demon Slayer Mark, you were born with it. Ever since you were young you have been stronger than most, and you only grew stronger over time. Because the mark is so deeply engraved into your body, it has undergone a change from the normal version, making you even stronger than it would make others along with a great increase in talent. Your Transparent World has gotten to the point where you can see individual blood vessels and sickness in people while also slowing the world down even more along with your thought processing being even faster. Most importantly, your Red Blade is much more potent, not only causing wounds to heal at a snail's pace for those with extremely fast regeneration and taking even more energy, but the wounds will continue to burn long after they have been healed, which will always leave nasty scars. Finally, those you train with will slowly be able to awaken their own marks, though only the first version.

Demon:

Food is Food(100 CP):

As a Jumper it is possible that you have done things that others would consider disgusting or immoral, and maybe you felt bad about them, but fear not, for those days are now over. You have no trouble eating living beings, corpses, or anything. Not only will it not taste revolting, but you won't feel bad about it if you don't want to.

Eating Healthy(200 CP):

Just like any demon you can get stronger by eating the flesh and blood of living beings. This only applies to those that are *living* but you can survive on corpses if needed, however you will only gain strength from those that are fresh. The increase is small for an individual, and even smaller for animals, but higher quality flesh will count as multiple meals in one, and who knows, in a few decades or centuries you might be able to rival the upper moons. So long as you continue to eat, the stronger you can get, slow and steady wins the race.

My Kin(400 CP):

Just like Muzan did, you too can now change the normal into the monstrous. Specifically, when you give something your blood, you can change them into your own species with all natural powers, advantages and weaknesses. This counts for any of your alt-forms or species, but it only changes them into the species, it does not give them any extra perks or abilities that the alt-form would not have naturally by itself.

Demon King(600 CP):

It appears that Muzan is not the only one to go through the procedure, or maybe you're just a freak accident? Nonetheless, you find yourself with powers similar to Muzan himself. You are able to manipulate your own biology in any way that you want, even playing around with it so that you have additional organs and brains to fight and think at a level that humans shouldn't be able to compete with, not to mention creating abominations and extra flesh extensions from your small body, but you aren't human anymore so don't worry about where it comes from. This also lets you give commands to your own flesh, like giving it conditions that, if met, can kill someone you've shared your blood with.

- **Blessed by the Sun God**: I don't know how you got this, but you've done what other demons can only dream of doing, you've conquered the sun. No longer will the sun be a deadly curse for you nor will wisteria be a poison, and as an added bonus your skin won't seem an unhealthy color, as you can easily pass for a human, being completely undetectable as anything else but an ordinary human no matter what magic, super senses or technology scans you. Post-jump this will take away the weaknesses of any species

you have as an alt form, so vampires won't burn under the sun, werewolves won't be killed by silver, kryptonians won't be affected by kryptonite or red suns, etc.

Swordsmith:

Normal day for Swords(100 CP):

Normally people would question why someone dressed up in a mask is carrying around swords or knives, but not anymore. As long as you don't bother them, normal people won't care what you look like or what you have on you, though do be aware that this doesn't allow you to take weapons into places they truly shouldn't be. This also comes with the basic training of a sword smith.

Tailor made(200 CP):

When you look at someone you can instantly tell what weapon would suit them best, as if sizing them up with your eyes. Everything is taken into account, from measurements to potential and you will even know if a unique style of weapon, such as a katana whip, is more suitable for them, though this does not guarantee that they will accept your judgment.

Impossible Dedication(400 CP):

People say that you really love your work, or at least, that is the polite way of saying that they think you have an unhealthy obsession. Though the truth is that you are simply passionate and dedicated, so much so that others can't help but to stand by and watch, even your enemies. When working under stress your skills are at their peak, even if you are gravely wounded, and your enemies, who might try to break your concentration but will not directly interfere, can only stand by and get angry as you are capable of ignoring everything to finish it, pain included.

Worthy Creation(600 CP):

You are not just a swordsmith, you are a master swordsmith! You have obtained the skills to create extraordinary weapons, one's sharp enough to cut the demon king, durable enough to take hits from upper moons, and resilient enough to last through time itself, never losing their edge even after centuries of neglect. When you make a weapon, you can bring it to the peak of what a mortal can create.

- **Blessed by the Sun God:** You are no ordinary smith, you are someone that creates legendary weapons. You are no longer limited to merely making swords, your talents spread out into any type of weapon, even more modern ones. You could even make moving puppets that can match skilled warriors such as Hashira should you have time to

study fighting styles and have the right materials, all the while doing it in a tiny fraction of the amount of time it would take other supposed “Master smiths”. And should you dedicate yourself to making a weapon for a single purpose, to be used for one specific goal and nothing else, the resulting weapon would far exceed what you should even be capable of making. The narrower the goal, the greater the result, such as a sword meant to kill only demons vs a sword meant to kill one specific demon, the former would be better in general, but the latter would far outclass the other against the specific demon. One day you may even be able to give your weapons the abilities of your perks.

Items:

All items bought here will return to you if broken, lost or stolen within 24 hours unless specified to be different. If an item can fit the description, you may import it into one of your purchases unless specified not to.
Have a **+200 CP** stipend for items only.

General:

Wisteria Seeds(100 CP):

You now have a small pouch filled to the brim with small seeds, and these are no ordinary seeds, these will grow Wisteria trees, the very same that is poisonous to demons. When planted, these seeds will become fully grown trees within two months, and the bag will always refill itself after being emptied. Post-jump it works with the same effectiveness on any demon.

The Manual(200 CP):

This is a rather special book that you have in your possession. This is a training manual, but it seems to have a never ending amount of pages, with only a few being filled in at the beginning. This book can copy any systems of magic or fighting styles that you demonstrate in front of it allowing other people to learn them should they read from this book. It does not work for specific abilities, only the systems or style that is most compatible, though talent and potential will determine training speed and how far they can take it. This automatically comes with one or two low-level breathing styles.

Fox Mask(400 CP):

This is a warding mask that was handcrafted in order for the wearers to be protected by harm, as there is a protective spell built into it. Unlike the originals that did not work as intended, this one

will be sure to take some of the damage for you, even if it is not to your face. This mask will soak up a quarter of your damage, and will fully break should you be dealt a fatal strike to leave you on death's door, but alive. Should it fully break, it will return to you in one week.

The Corps(600 CP):

Maybe you require backup, maybe you trained all of them yourself, but the fact remains the same that you have yourself a small army at your disposal. This small army is full of people from a variety of backgrounds and skills, some for combat and others for business, giving you access to many resources without much effort, always having a foot in the door for any organizations, getting information, etc. These members are completely loyal to you, and while they won't follow you into other worlds, you will always have such an organization in future jumps.

Traveler:

Funding(100 CP):

What is possibly the most important thing in the world? Money, of course. You shouldn't need to worry about having to live on the streets or trying to rise in rank in the Demon Slayer Corps anymore now that you get ten million yen per year. Additional purchases will double the amount.

Homemade Recipe(200 CP):

Some find that fighting with swords isn't for them, whether they be incapable or simply find other ways more enjoyable. What you have here is a special case/sheath for your weapon that contains many different kinds of poisons, allowing you to switch between them by resheathing your weapon. It has an opening at the bottom that will allow you to replace the poisons if you want to add or take any out.

House of Flowers(400 CP):

This compound is a small mansion that is well hidden from any prying eyes, even those that would normally see people running on top of the fence over and over again. This place can function as a small hospital and laboratory, being equipped with a few workers that will gladly take up care of anyone that you bring in for treatment. Anyone brought here will find their recovery time being many times faster than it would normally be and may even come out better than they were before being injured.

Demon Serum(600 CP):

This is the drug that was created between the combination of knowledge of a demon and a hashira. Should you manage to inject a demon with this miraculous drug, said demon will start to transform back into a human, losing their powers but also their weakness to sunlight and wisteria. However, it does take time and can be fought off, so you will have to keep said demon busy if you want it to work. Post-jump you can designate one species every jump for this to weaken down to the level of a human. This will refill itself after every jump or in 10 years, whichever comes first.

Demon Slayer:

Nichirin Blade(100 CP):

The trademark weapon of a demon slayer, the Nichirin sword, also known as the "Color Changing Katanas". This weapon is made of Scarlet Iron Sand and Scarlet ore, a material that is bathed in and absorbs sunlight all year round, giving it the ability to kill demons should they be decapitated. As the name suggests, the weapon will change into a color that represents you or your fighting style. This does not have to be a sword, but must be a bladed melee weapon.

Kasugai Crows(200 CP):
Every demon slayer has a Kasugai Crow(or sparrow) as a companion, a bird that is used for communication and is quite smart, and now you have one too! Your Kasugai crow acts as a messenger for you, being able to repeat what it hears and always knows where to go when you tell it. It will always be able to deliver a message for you, no matter the distance, but can take up to three hours to do so, but that accounts for the time to get back to you. If you wish, you may make it an actual companion after this jump.

Haori and Hanafuda(400 CP):

No one can say that demon slayers don't have style. What you have here is a Haori that has been tailored just for you in a style of your design, and it is surprisingly tough for only being fabric, scaling to half of your own durability. Meanwhile, the Hanafuda earrings carry a similar surprise: they act as a warning. The stronger you get, the greater the intimidation factor of these earrings are, and should you nearly kill someone and they escape, the mere memory of you would frighten them for the rest of their existence.

Ancient Blade(600 CP):

This is a Nichirin blade that was once owned by a legendary demon slayer in the past. While it may have been a bit rusty and dirty when you found it, a little elbow grease easily returned it to its prime. Not only is it unbreakable and still sharp, but it seems to fit you so well you could easily mistake it for an extension of yourself(and sometimes do). However, what is special is that it seems to hold a remnant of the previous wielder, allowing you to use some of their techniques, even in combination with your own, which can make them many times stronger than they would normally be. Note that this sword's color will be split between your own and the previous wielders. Post-jump you can train these separate techniques to become stronger as well.

Demon:

Never Indecent(100 CP):

Something that demons never have trouble with is clothing. These clothes are somehow tied to you, making it so that when they are destroyed, they will regenerate at the same rate that you will, making sure that you'll never be naked in a fight. This cannot be imported into armors, only clothes, though it does make them extremely stylish.

Fresh Food(200 CP):

Sometimes you don't want to kill people just to sate your hunger, so here, have this. This is a box that contains fresh meat, don't ask where it came from or if it is even human, just know that it will sate your hunger for a good few days, but it will not increase your power. It will restock daily.

A Past Memory(400 CP):

Well isn't this something special, you have an object that is a remnant from your human days. This can be anything, a flute, an earring, or maybe even a weapon, regardless, it holds sentimental value to you. You'll find that when you have it on you, your mind becomes clear, calm, and impervious to any attempt to read, control, or manipulate it in any way. Perhaps an old loved one or friend is looking out for you on the other side?

Hidden Home(600 CP):

Everyone needs a home to feel safe, even demons, and now you have your very own place here you can be left alone. This is your very own dimension, a small one to be sure, despite seeming to be endless, but your own dimension nonetheless. This can be designed in any way that you want, from a complex castle to simple but vast fields of grass, anything you decide at the beginning of every jump. This can be accessed by simply opening any door and can be left by

wishing it, exiting from the same door you went in from or from the door of any property you own. Post-jump it will continue to grow bigger with every new world you visit, perhaps in a couple dozen jumps you may have your very own planet.

Swordsmith:

Hyottoko Mask(100 CP):

It is dangerous for you to go out without hiding your face, so take this. This mask, which usually has a unique design, can fully hide your identity should you wish it to, when wearing this even your best friends would not be able to recognize you. You may choose its design.

Smithing House(200 CP):

This is a little shack out in the middle of nowhere, but it is *your* little shack in the middle of nowhere. This small house is both a place for you to live and a place for you to work, having a fully functioning smithy and workshop inside of it, always equipped with the tools you need to finish the project you are working on. This can be attached to your warehouse or inserted into the world at the beginning of every jump.

Sunlight Mountain(400 CP):

Usually this would be the mountain that the swordsmiths get their precious ore from, but you appear to have an identical one that is filled to the brim with the various minerals. Not only does this reset every jump, but it only seems to get bigger as it will randomly adopt unique metals from any jumps you go to, but which ones it gains is random. This can be put into a separate dimension connected to your warehouse after this jump or you may import it somewhere in future worlds.

Sword Puppet(600 CP):

A masterwork that you found one day, abandoned but functional. This is a fully functioning autonomous puppet, equipped with nichirin swords and multiple arms, designed to fight or train others. This was made in the image of a renowned warrior, and while it isn't fully up to par with who it was designed after, it is as close as can be. In this jump it will be on the level of a low-mid Hashira, post-jump it will scale to be at the lower end of the top 20-30 fighters in terms of skill. It will retain any upgrades given to it, even if you give it new swords.

Companions:

Import(Free/200):

It is dangerous to go into the world by yourself, and lonely. For free you can import 8 companions with 800 CP each, they can take any origin, stipend, and drawbacks, but cannot purchase companions. For 200 CP you can import as many companions as you like.

Cannon(Free/200):

It would be sad to leave the friends you've made behind in this world, so you can take as many of them on the rest of your chain for free if you can convince them. If you feel as though you wouldn't be able to talk them into it, you can instead pay 200 CP for a perfect copy of the person you want to take along. The copy is the same in every single way except is a version of them that said yes unconditionally.

Eternal Warrior(100 CP)[Free for Traveler]:

A type of demon that is appearing to be less odd the more you learn about them, this seeming young, but pale, man is a demon who is less interested in eating humans to gain more power than he is to train to rise above them. A warrior from long ago who was perhaps turned by another battle maniac, he lives to train, focusing purely on how to make his fists break the obstacles in front of him. His blood demon art hardens his blood to a crystal-like state that makes it as tough as steel, increasing his durability and striking power. He only became a demon so that he could continue to fight stronger and stronger opponents without having to weaken from old age, and he could care less about demons and demon slayers. He is a very straightforward and blunt person, never afraid to speak his mind, and always ready to have the back of any friends he has, even in the face of death, which is what you became after surviving a few bouts with him. He is ready to follow you anywhere, feeling that you're bound to get stronger, leaving him wanting to face you in a spar all over again for eternity.

Artist of Weapons(100 CP)[Free for Demon Slayer]:

An artist is what she calls herself, but what this short yet ripped blue-haired woman does is make weapons of all kinds. Beware, she is a certain kind of crazy, though she says it is a passion, not an obsession, about making the "Perfect Weapon", and no matter what techniques she learns or how many masterpieces she makes, will never feel it is enough. Having met her when you decided that a weapon would be good for self defense or even a souvenir, she couldn't stop herself from ~~forcefully~~ taking your measurements and deeming you worthy of wielding her ~~yet to be created~~ perfect weapon! If you were to tell her that you could get metals from different

worlds, then you'd have better luck killing every demon in the world than getting rid of her. Just know that will protect her investment to the best of her abilities.

Three in One(100 CP)[Free for Demon]:

This is certainly an odd one you've picked up or rather, one that's started following you. One night you saw a young, beautiful purple-haired lady that you believed might be drunk, as she seemed to be talking to a tree. However, when her attitude suddenly changed from being slightly shy and timid to being outgoing and hyperactive, you didn't know if she was crazy or not. Since then she has followed you around and you've seen another side of her that is aggressive and stubborn, but still friendly all the same. She says that you feel different than everyone else, something unique, and it makes her feel like she is in control. It soon became clear that not only could she see and speak with the dead, but at least two have merged with her, becoming one, and when she is with you she doesn't have to worry about any more doing the same, letting her feel safe and wanting to stay with you if you'd allow it. And despite traveling at night no demon can even get close to her, quite weird.

Drifting Cloud(100 CP)[Free for Swordsmith]:

A young man with ash gray hair that wants to be as free as can be, someone who desires to drift throughout the world without limits, for the sky to be the limit, and maybe even beyond. You met this young man as he was traveling through a town in a weird uniform with a sword on his hip, sharing your table with him in a small cafe. You got to know quite a lot about him, finding him to be a very honest, bright and joyous person, and when you heard he was looking into the disappearances in town, you decided to give him a hand, not knowing it would lead to a fight with a demon and learning he fought like an expert, being near untouchable like a cloud. Afterward he told you the truth, of how he lost people important to him, how he is searching for the demon that did it, and how he wishes he could just leave the world behind, to go on an adventure like no other and be more free than anyone could imagine. If you told him of your origins and offered to take him with you you would have a friend for eternity, and then maybe you can ask him about the tattoo on the back of his neck if it appears again.

Little Rivers(100 CP):

The former Water Hashira has had many students over the years, but there are two previous ones that stand out the most, those being Sabito and Makamo. Whether it was from your patron, one of your abilities, or simply your arrival causing odd effects in the world, these two have found themselves revived, that is, should you decide to take them. While they may not have fully graduated as demon slayers, they are still quite skilled, albeit without experience. Should you allow them to come back and see their adoptive father one more time, they would happily join

you on your journey, having their eternal gratitude and loyalty. They owe you their lives, and you would be surprised just how far they would be willing to go for you.

The Slayer(100 CP):

Not much is known about this man as he is almost always silent, the only time he speaks at length is when it regards demons. What is known about him is that he is from some distant village, a village ravaged and destroyed by demons. Because of this he has a festering hate of almost all demonkind. His hatred has caused him to learn all he could about demons, even dissecting them to see how they tick, finding odd but very creative and efficient ways of killing them. Due to the sheer amount of demons he has killed and his frightening tenacity he is simply known as “Slayer”. He saved you from a group of demons that had surrounded you while wounded, and something about you reminded him of his previous home, leading him to protect you while he treated your wounds for quite some time. Make no mistake that hunting demons is by far still his number one priority, but expect him to come to your rescue should you ever find yourself in the face of a demonic threat. Should you be a demon, or have any companions that are, they will be exceptions to his hunts so long as they do not kill innocents.

The Seductress of ruin(100 CP):

This red-headed busty demon has a body built for sin and she knows it. Having no problem flaunting her body and looks she is a skilled Seductress. This sly she-devil has a blood demon art that is as dangerous as it is simple, it allows her blood to tear apart and devour anything on a near atomic level, essentially destroying it. Though while she may have a powerful blood demon art, she is inexperienced with it, not capable of using it to its fullest potential, not to mention not having the training to use the demonic strength she now possesses, though she does make up for it with her intelligence and being a great manipulator/planner. Fortunately, or unfortunately, she seems to have fallen for you, hard, after unknowingly saving her from some demon slayers you mistook for depraved thugs. While she would like to turn you into a demon to spend eternity with her, she would like to ask you about it first. Beware, she can be obsessive, with a love as endless as the sky.

The Amorous Demon Queen(200 CP):

What's this?! Muzan is not the only demon in charge? He has a rival! This female demon looks like a pale skinned beauty with ruby red slitted eyes and long raven hair. She is rumored to be older than Muzan himself, perhaps the doctor's first attempt? Nonetheless, this elegant demon rules over the upper part of Japan with a small army of her own, though more discreetly. They say her intelligence is second to none and as are her strategic skills. She, much like Muzan, possesses a unique demon blood art allowing her to manipulate the matter of anything her blood

touches, making her a force to be reckoned with even if the effects get weaker with long range. Like Muzan, she has the ability to both turn humans into demons or empower them while enforcing loyalty. For some reason you managed to get her cold dead heart beating again from the first time you met, an oddity that had her keep tabs on you personally. With time she came to learn of your true self, and even with your flaws, she found herself beginning to feel things again, because of this she has fallen for you and will do anything for your love... be warned she is obsessed with you jumper! She will even offer you some of her blood, empowering you into a demon stronger than any she has created before. If you promise her that she can be by your side for eternity, she will never betray you and never abandon you. If taken you'll bump into her soon after you start. Just beware that she will fall deeper in love with everything she learns about you.

Drawbacks:

Different Era(0 CP):

If you wish, you may instead start in a different era, perhaps in the golden age of demon slaying with Yoriichi, or maybe with the future generation, the grandchildren and seeming reincarnations of the demon slayers. Any other drawbacks will be altered to accommodate for these eras.

The Time of the New Hinokami(0 CP):

Perhaps you don’t want to stay for the full ten years? Perhaps this is only one short stop on a long journey. In any case, you may leave after the end of the story, particularly after Muzan has been slain. If you really want to make this fast you can hunt and kill him yourself.

Time Extension(+100 CP):

For every time you take this drawback, your time in this world will be increased by 10 years and you will gain 100 CP. You may take this drawback as many times as you like.

Senseless(+100 CP):

You can choose one of your senses, you will lose this particular sense for 10 years. You can take this for all your senses and can retake it to extend the time you lose it for, but cannot take it for any longer than you are in the jump.

“The Guardian Spirit of this place”(+100):

You were raised somewhere isolated, and even the closest village was left far behind the modern age, meaning that there are many things that you do not know about from the modern world, or at least forget till the end of the jump. For example, you may not even know what a car is and you could easily mistake a train as a guardian spirit. This can be overcome by simply relearning everything, but good luck not being starstruck by everything.

Marechi(+200 CP):

Congratulations, you are now considered a rare feast for a demon, even if you yourself are a demon. Your blood will count as a meal of several dozen people, and this does make it very easy for demons to sniff you out, expect at least one attempt on your life for every place you visit, at least once a week as well.

No Earthly Possessions(+200 CP):

You are incapable of bringing any of the items or facilities you have obtained throughout your chain into this jump, though while your warehouse is empty you are still capable of using it.

Back to the Beginning(+200 CP):

It could be very easy for you to just wipe the demons off the face of the earth with abilities and powers you’ve acquired in other worlds, so this drawback will reduce you down to your bodymod, sealing all your perks and powers until the end of the jump.

Out of Breath and Blood(+200 CP):

You are incapable of using any of the breathing styles, much like Genya, and while they aren’t needed, they are helpful. For the duration of this jump all breathing styles from perks or items are sealed if you have bought them, and you cannot naturally learn them either until after the jump. Not only that, but you won’t be capable of using any demon blood arts, even if you get turned into a demon during the jump.

Demon Anyways(+400 CP):

It appears as though you are being hunted, perhaps not by demons, but by the Demon Slayers, even if you are human. They will consider you the same as a high ranking demon, expect experienced Demon Slayers and even Hashira if you kill any of your pursuers.

A Bigger World(+400 CP):

It appears as though the demons are not confined to Japan, instead, they are spread throughout the entire world, now nowhere is safe. Each few countries will have its own version of the lower and upper moons, though their levels of power will vary. The only good thing is that each country will also have their own version of Demon Slayers.

Sworn Enemy(+400 CP):

Through killing someone you shouldn't have, being mistaken for someone else, or simply getting on their nerves, you have seriously pissed someone off. This person cannot be reasoned with, and they won't stop until you are dead, you know, normal jumper stuff, except for the fact that they will constantly improve to rival you, no matter what you do. This will not be an easy battle as they have the equivalent to perks that will equal yours. You are guaranteed to meet this person a few times during your jump, but will be unable to finish them off until your last year in this jump. Good luck.

Wrath of the Demon King(+600 CP):

You knew this was coming. Perhaps you or a relative did something to him, perhaps you remind him of someone, or maybe he can just sense that there is something about you that is different from everyone else. In the end, it is the same, the Demon King himself is out for your life, and this is not the simple 'Demons will try to kill you on sight', this is Muzan expending all he can to kill you. Demons will actively hunt you, they will come from all over to end your life, even the Upper Moons and Muzan himself.

He Who Would be King(+600):

While Muzan was known as the Demon King, he is now more of a Demon Lord since he is not the only one competing for the title. With this, there are now more "Original Demons" spread throughout the regions of Japan which are all around the same level as Muzan. While this does make the setting more dangerous, you can at least be assured that they will be fighting each other for territory, food, and for the title, very rarely ever cooperating to take out the demon slayers. If taken with **A Bigger World** there will instead be one Demon Lord in every Country. If taken with **Wrath of the Demon King** they will all be hunting you but will not work together.

Notes:

-Giant thanks to u/DeuceOfDiamonds, u/Andrew10023 and u/Occultlord who helped with the companions and even allowed me to use some suggestions (The Slayer, The Seductress of Ruin, and The Amorous Demon Queen).
-I've been working on this for a long time, and u/SleepingAzathoth gave me the inspiration to finish it when he made his, so a giant shoutout to him.
-I wanted to make this different from the original demon slayer jump, but some things are bound to be similar when it comes to making jumps for the same series.
-I tried not to make anything too overpowered, but also at least useful for jumpers in the long run. And yes I do admit to putting in some perks just because I wanted to be able to get them early(Such as A Warming Light, as I love perks that allow friendships to never fade.)
-Technically you can gain Sun Breathing from buying a breathing style, but note that it will only be as effective as the level of the purchase and does not come with experience, so by itself even the Hashira level would not make you anywhere as strong as Yoriichi. Remember, even Tanjiro had trouble with Rui using it.
-I may update it in the future or if anyone spots anything wrong with it. Feel free to criticize or give suggestions, it's only the second jump I've made, and making one is different than just reading it and using it for a jump.