

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

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In Japan during the Heian period, a man obsessed with survival received a special experimental treatment from a doctor for his terminal illness he's had since birth. As it initially appeared to fail while his condition kept deteriorating, he killed the doctor in a fit of rage. However, after this, the medicine started to work, strengthening his body and evolving him into a new type of being at the cost of his humanity and his ability of walking in the sun. By using his blood to infect other humans, Muzan Kibutsuji became the progenitor of the Demons, a species of vampire-like monsters whose primary diet is humans. You're not in the same world as that man.

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

By taking this Supplement you have chosen to be a Demon (also called Oni by some people) and you'll enter into that continuity as a Drop-In, whether by awakening in an empty cabin located somewhere isolated in the middle of the wilderness, like a mountain or deep in a forest, or by appearing from a portal made out of blood that will be closed as soon as you step out of it. As a Demon, you're visibly inhuman, unless you decide to take a specific perk below.

+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 demons are equal in power and potential due to multiple different factors.
What kind of demon are you?



Lower Rank Demon (Free):

One of the demons' most dangerous traits is their capacity to grow and evolve, reaching further heights that were impossible to attain when they were humans as long as they keep assimilating Muzan's blood and consuming humans. Despite this, it isn't every demon that can grow endlessly, as many of them have low limits to how much they can grow stronger and develop new abilities. In a few words, they're fodder and you, my friend, are one of them.

At least, while your potential to evolve might be low, you can use the power you have available at its fullest capacity, as the fodder like you are the ones with the most different body shapes.



Upper Rank Demon (-100 CP):

You're not of the weaklings, but an Upper Demon instead. While you're still a superior kind of demon with some traits shared by the Upper Rank Demons of the elite group known as the Twelve Kizuki, you're closer to the Lower Ranks in terms of raw power, but this will change depending on your choices below.



Fallen Slayer (-100 CP):

In response to the threats of the demons, the Demon Slayer Corps was founded, an organization composed by mundane humans that became Demon Slayers and practiced an unique breathing technique. This technique is the Total Concentration Breathing that enhances their physical traits and capabilities, thus allowing them to fight on par with demons despite remaining humans. Most of these slayers stayed proud and died as humans, but some of them fell in temptation for power and were turned into demons. You're one of the latter, a former Demon Slayer that became a demon by consuming Muzan's blood after torturous days of transformation (as the breathing technique increased your resistance to his blood), being able to harness both your demonic power and the breathing technique you once wielded. This alone puts you on par with the Lower Ranks in terms of raw power.



Abnormal Demon (Free):
You were turned into a demon, but instead of being reduced to a flesh-eating monster, you managed to keep your human emotions and memories intact. 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, but, regardless of the exact reason, you're an anomaly, being one of the extremely rare cases of a demon who managed to retain their humanity despite all odds.

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:





Demon Physiology (Free)
You were once a human being who consumed Muzan's blood, willingly or not, and was transformed into a demon by it. As a demon, you're a vampire-like monster with an abnormally powerful physical constitution, sensory capabilities and regenerative abilities (which will be better explained below), to the point that even a new demon is physically superior to any regular human. One of the traits that make demons like you dangerous is your capacity to mutate and grow stronger over time as you consume more humans or assimilate more of Muzan's blood.

However, this isn't all roses, as your nature as a demon and the power that comes with it aren't part of a blessing, but of a curse instead. The first negative aspect of your nature is that you have developed a murderous instinct to kill and devour humans with their (power-boosting) flesh tasting delicious to you, especially if their blood is very nutritious. This craving isn't purely psychological, since human flesh is in fact your sustenance.
The longer you go without devouring a human, the more this hunger will overwhelm you, leading you to a berserk state and eventually to extreme malnutrition and suffering. In that case, you'll end up dying of starvation. Post-jump, your physiology will be modified to make you able to survive on only a small amount of human blood.

The second and 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, 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.
Not even Muzan himself, the demon with the most powerful regeneration of all, is an exception to this weakness. This weakness is the reason why Muzan started to create new demons, as he expected that one eventually would undergo a mutation that would grant them the ability to withstand sunlight. No matter how powerful you become, you'll never overcome the sun through brute force.

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. Fortunately for you, a demon comparable to the Upper Rank Two is already powerful enough to survive ingesting over 700 times the lethal dosage of concentrated wisteria, so this won't be a problem once you get powerful enough unlike the threat of the sunlight. Additionally, the scent released by wisteria is disgusting for you.

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

Lastly, demons have many different appearances, ranging from those indistinguishable from regular humans at a glance to those who are so heavily mutated that 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's at least some clearly inhuman traits like extra eyes, extra limbs, animalistic features, fangs, or horns. This means that, unless you take a certain perk below, you can't hide your demonic nature beneath a human mask.

Regeneration (Free)
All demons possess potent regenerative abilities and eternal life that allow them to live for centuries without showing the slightest sign of deterioration or aging, with you not being an exception to this. In your current condition, you have the same standard level of regeneration possessed by lesser demons to the Lower Ranks of the Twelve Kizuki. Your healing factor is fairly potent, taking only a few seconds to activate and completely heal, albeit more severe injuries (such as damage on your brain or heart) taking a longer time to recover. This also grants you an innate immunity to all types of mundane diseases and ailments.

However, while you would be able to regenerate even if you're turned into a bloody mist, 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, Nichirin weapons, made from a special ore with sunlight absorption properties, can kill you if they completely cut through and sever your neck (as your regeneration is the weakest at this region).



Flesh Manipulation (Free)
All demons share the ability to control and alter their own flesh, enabling them to influence and change certain physical traits. The average demon is able to do basic feats of shapeshifting such as growing extra limbs, altering their body parts to have some special traits like a sharp tongue, causing muscular hypertrophy, growing to a bigger form, or even shrinking to small sizes. However, for these lesser demons, these feats are taxing and can only be maintained for short periods of time.
If you're an **Abnormal Demon** or a **Lower Rank Demon**, you'll start with this level of flesh manipulation, but, if you're an **Upper Rank Demon** or a **Fallen Slayer** instead, then your power will already be on a higher level that is closer to that possessed by the Lower Ranks of the Twelve Kizuki, allowing you to maintain your shapeshifting for a longer time and with less effort. Either way, you're still far from the level of flesh manipulation by the Upper Ranks of the Twelve Kizuki and Muzan himself.

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.

Blood Demon Art (-100 CP, Free for Upper Demons and Fallen Slayers)
Once demons consume enough humans and grow strong enough, they can develop 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.

The abilities and effects granted through Blood Demon Arts vary greatly, with some of them being combat-oriented (like creating flammable blood) while others are more supplementary and practical (like increasing one's speed). Some abilities can also be more simple and recognizable in nature (like generating wind blasts or controlling blood itself) while others are more complex and unorthodox (like creating invisible arrows that control a person's vector). Furthermore, some can be used at will by the demon emitting them from their body (like generating ice from their hands), while others require some sort of equipment made from their own body to be used in conjunction with it (like generating electricity from a staff made of flesh).

However, regardless of a Blood Demon Art's effect and usage, it'll always disintegrate or be dispelled when exposed to sunlight or cut with a Nichirin Sword, as they share the same general vulnerabilities of the demons.

With this perk, 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.

Instinct Resistance (-100 CP)
The murderous instinct and animalistic desire to devour humans possessed by demons might guide them to become stronger, but it's also a weakness as they can cloud their combat stratagem and brain function. Some Demon Slayers with rare and nutritious blood types even learned how to use their blood's scent to get some combative advantage from these instincts. Fortunately, this isn't a problem for you. Even if you're a demon, you're still a civilized person that has enough restraint over your own desires and instincts, essentially giving you complete resistance over any animalistic instinct you might have as a demon.
You don't need to worry about being tempted to attack someone due to sensing their blood or being paralyzed due to the scent of a rare blood. Post-jump, this also includes instincts that you would have due to being a member of any species, so you won't have to worry about your thirst for blood if you were a vampire for example.



Human Disguise (-100 CP)
The capacity of blending in among your prey to more efficiently hunt them is definitely useful for a predator like you. Like Daki and Muzan, you have 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. Unlike other demons that use their flesh manipulation to change their form, you won't have any difficulty in keeping your human appearance as this won't consume your energy or cause any physical strain.
Of course, while you'll keep all of your powers as a demon, the benefits directly related to your monstrous physiology will be locked away while in this human form, like the benefits granted by having multiple limbs or a large size for example. Post-jump, you retain your ability to assume a human form regardless of your current form and/or species.

+Seductive Demon (-100 CP, Requires Human Disguise)



You weren't content with merely having a human appearance to blend in with the masses, because you decided to use that disguise to its fullest potential. In addition to hiding your monstrous features, your human form is now incredibly attractive, having a clearly 10/10 appearance with the assets of your preference, to the point of being considered beautiful, handsome, cute, hot and/or even lewd to almost everyone or just by those of your preferred gender(s). You could even be a model if you keep your true nature as a demon hidden.
As an added bonus, you're also skilled with using your attractive appearance to manipulate and take advantage of others, like by making you look less dangerous, using your appearance to "boost" your charisma, or even literally just to seduce others if you want to.

A Step Closer to Immortality (-100 CP)
Are you trying to become something else? Something more than a regular demon? Either way, you've successfully conquered death from a decapitation via Nichirin Swords, a feat that many would consider impossible as only other two demons have accomplished it through sheer willpower. Even if you're wondering why overcoming this severe weakness is so cheap, keep in mind that it's possible for a demon to overcome it without having to evolve but by relying on contingencies instead, like how Muzan do by possessing multiple hearts and brains.

Gigantism By Excessive Consumption (-200 CP)
It turns out you aren't a newly transformed demon as you have already consumed several dozens of humans before. Unfortunately for you, it seems like those specific humans you devoured had the poorest blood type in terms of nutrition, meaning your raw power basically didn't increase. Despite this, you still managed to absorb their biomass, which caused you to grow to a gigantic size, being at least five meters tall.
In addition to the physical enhancement proportional to your giant size, the main advantage to this is the absurd amount of biomass you have available to use with your flesh manipulation. Additionally, once your flesh manipulation gets powerful enough, you'll be able to return to a smaller size by condensing all of your excessive biomass without increasing your weight.

Blessing of the Demon King (-400 CP)
Before your arrival in this jump, Muzan saw the potential in you and gifted you with a considerable portion of his blood, further empowering you and significantly enhancing your pre-existing abilities. As a result, you're now as powerful as the true Upper Rank Six himself, even if you were a lesser demon before, with your flesh manipulation, physical attributes and sensorial abilities being proportionally increased.

His blood also considerably enhanced your regeneration to an advanced level, the one possessed by the demons among the Twelve Kizuki's Upper Ranks. At this point, your healing factor is immense, activating the moment you're injured and usually finishing healing almost in the same moment as well depending on the severity of the damage inflicted. You're also way more resistant to wisteria-based poisons.

Furthermore, thanks to your boosted flesh manipulation, you 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, the power granted to you by Muzan's blood will further empower some other perks.



Apex Predator (-600 CP)
One of the most prominent traits of the Demon King is his obsession with becoming the perfect being, as his inability to survive the sun's rays is a constant, bitter reminder that he's still mortal. When Muzan finally met his demise, he attempted to cheat death by transferring his mind to a new host.

As we already know, this failed but, apparently, he had previously prepared a suitable vessel for his resurrection by injecting a considerable amount of his cells into a compatible demon, that is, you. Again, as you were transported to this world and his connection with you was broken, your body fully assimilated his cells, giving you access to one of the abilities that made the Demon King such a dangerous existence, albeit in a mutated version: his ability to assimilate and manifest biological traits from beings he absorbs.

This allows you to to perfectly assimilate any and all biological-based powers and traits from beings you completely absorb/devour. It takes some time until you fully break down, stabilize and assimilate such traits, with more complex/powerful ones needing proportionally more time. During this time, if you manifest their traits, they'll come accompanied with possible problems like incompatibility and other unwanted traits, such as a Kryptonian's weakness to kryptonite.

Once you've fully absorbed anyone, you'll be able to activate and deactivate any of their traits and return to your previous state at will. Lastly, your control over your own physiology isn't powerful enough to allow you to assimilate something as complex as the Blood Demon Arts yet.

Blessing of the Demon King Booster: The Devil in the Making
The Muzan's blood flowing in your veins fully awakened his cells that were already within you, causing your physiology to become even closer to that of the Demon King. As the first benefit of your newfound power, you'll have access to the memories of any being you have absorbed, as well as be able to interact with their lingering consciousnesses before they fully die.

Second, you can enter a combat form, a more monstrous and battle-esque form where you'll instinctively manifest several different biological traits and combine them in the most efficient way for combat. While you could technically transform into a similar state if your flesh manipulation is powerful enough, this would take a more conscious effort and experimentation from your part than using this instinctual combat form.

Third and last, your regeneration has been enhanced to the highest known level, putting you on par with the Demon King himself in this aspect. Your healing factor is so fast that it allows you to heal while you're being damaged, making it seem like the attacks are simply phasing through you. Even if your whole head were smashed using a Nichirin Weapon, you would regenerate it and fully recover in just a few moments. Unfortunately, not even your extremely powerful regeneration is enough to allow you to withstand sunlight.

Lower Rank Demon Perk Tree:

Bottom of the Hierarchy (-100 CP)
You might be a monster that predates humans at night, but let's be honest for a moment. While you're superior to any puny mundane human, the superior demons will see you as nothing more than a disposable lesser demon and a weakling. In other words, you're fodder for them.
Even if they're actually wrong in this belief, you still have an aura of weakness that makes you underestimated by them and basically by any other hostile being. This causes you to be ignored by most threats that aren't directly targeting you as long as you don't pose a threat for them or at least don't appear to be a threat for them. This perk can be turned on or off at will.

Flesh Detachment (-200 CP)
You learned how to split specific parts of your body and control them remotely while they're within a range of a few dozens of meters, like detaching one of your hands and sending it out independent from your main body. These flesh detachments can't be bigger than a hand and are considerably weak but they share their senses with you, allowing you to see what they see if they have eyes or even communicate through them if they have mouths. As you grow stronger, the number of flesh detachments you can control at once and their range will increase.

Welcome to the Family (-400 CP)
Due to his paranoia of other demons empowering each other and working together to overthrow him, Muzan forbade them to team up together in large numbers, yet he gave special permission for Rui to form a large group of demons to act as his family and clan. In the same way as the members of the Rui's Spider Family, you can get stronger by consuming the blood of other powerful beings, regardless if they're demons or not, as long as they have willingly given their blood to you.
As you consume their blood and strengthen yourself, you'll gain some aspects of the being who shared their power with you, such as your abilities gaining some of their traits or even gaining abilities that are completely derived from theirs. In theory, there's no limit to how many times this can be used with different individuals, but keep in mind that you'll still need to convince them to give their blood. However, the stronger said being is compared to you, the more unwanted traits you'll be forced to assimilate in addition to their power.
For example, the members of the Spider Family were all weak demons who were strengthened by Rui, the Lower Rank Five, but, due to their difference in power, it caused them to acquire a similar appearance to his own, with some of them also suffering mutations that caused them to gain spider-like features. If the power difference is too great, you might end up gaining some of their weaknesses too.

Blessing of the Demon King Booster: Head of the Clan
Thanks to the extra Demon King's blood flowing in your veins, you can now be on the other side of this relationship. You can share your power to others by willingly granting your own blood to them, in the same way as Rui can do. This essentially works the same as the regular version of this perk, but with an added bonus. If you die, all the people that you bestowed your blood will lose the portion of your power they received.



My Flesh is But Clay in My Hands (-600 CP)
The general rule of flesh manipulation is that, the stronger the demon, the more control over their own body they'll have, like Muzan's flesh manipulation is the most potent among all demons. However, as a lesser demon who might not even have your own Blood Demon Art, your flesh manipulation always was your greatest weapon despite your status so you had no choice other than using it at its fullest capacity.

Fortunately, regardless if you have a limited growth potential as a demon or not, you're an extremely talented genius when it comes to flesh manipulation, having the ability to manipulate your body at will and shapeshift almost instantly and with extreme precision, like liquifying your flesh to avoid an attack to then almost immediately harden it back to counter-attack. While this doesn't directly increase what you can do with your shapeshifting abilities, the only one who rivals you when it comes to speed and precision of flesh manipulation is Muzan himself, putting you above even the Upper Ranks of the Twelve Kizuki.

Furthermore, your skills at your body manipulation allows for an extraordinary energy efficiency as well, thus controlling and modifying your own flesh will take a minimal amount of effort and energy. While lesser demons might struggle to change and maintain their appearance to match a different physical age, you'll be able to do it in a basically effortless way for as long as you want.

Apex Predator Booster: True Biokinesis
Muzan's legendary flesh manipulation isn't merely a result of his experience and growth, but they were also augmented by his own Blood Demon Art. While you have already matched his precision and speed through your own talent, his cells inside your body further empowered your flesh manipulation, greatly increasing your capacity to change your body to almost anything within the limit of your mass and physiology and giving you biokinetic abilities comparable to the Demon King's.

At this point, you’re a being with no fixed form thanks to your ability of freely altering your physiology and anatomy at a cellular level, with the biggest limitations for you being your experience and biology knowledge. Some of the feats you’re able to do includes, but aren’t limited to, constantly move your internal organs, alter your physiology to have multiple functional hearts and brains, form multiple eyes and mouths all around your body, create complex natural weaponry like a dozen of large whips with bone spikes and blades, grow wings, enlarge your arms into a grotesque and monstrous appendage, create an extremely durable natural armor, change your physical age and/or biological sex at will, and even swell your flesh to the point of looking like a giant baby in order to temporarily resist the sun's rays.

You can also more easily manifest the biological traits of the beings you have consumed and modify and combine them as much as you want, being even able to perfectly assume their appearance. Lastly, as your control over your own body is way more powerful now, you acquired the ability to copy even complex abilities like the Blood Demon Arts, but it takes a considerable amount of time for your body to fully assimilate them, with even the ability of a pretty weak demon taking at least a few days.

Flesh Detachment Booster: Decentralized Self
Your biokinetic abilities have become so advanced that you're now able to split and remotely control far bigger parts of your body, with your range being increased to a few hundreds of meters. In addition to the more basic flesh detachments, by sacrificing a considerable amount of your biomass or energy, you can now create puppets of flesh that are visually identical to you, although they’re completely mindless. Each one of these puppets can have all of your biological-based abilities and will possess up to a tenth of your current power.

Furthermore, you're able to temporarily split yourself into multiple small fragments, allowing you to stay alive and eventually regenerate as long as a single one of them survives, in the same way as Muzan did to escape from that monstrous Demon Slayer. Considering your current level of flesh manipulation, you could split into around a hundred of very fragile fragments.

Upper Rank Demon Perk Tree:

Top of the Hierarchy (-100 CP)
Demons have a naturally menacing presence and aura that evokes fear, capable of making the air feel heavy and thick with a mere gaze, but the aura of the higher ranked demons is on a whole different level. Even if your power isn't still on par with the Twelve Kizuki's Upper Ranks, your menacing aura is violently powerful like theirs, capable of inducing fear and physical pain into your opponents or even making experienced fighters lose the will to fight. Your aura of fear can be turned on or off at will.

Fleshy Equipment (-200 CP)
Do you know how annoying it is when someone rips off one of your limbs and ends up damaging your clothes? You could even end up exposed in the middle of a battle due to it, but, fortunately, this isn't a problem for you.
Like most higher ranked demons, you can create all kinds of clothing, accessories, tools and even weapons out of your own flesh, as long as they don't have any technological components, supernatural properties, or moving parts. Your creations will be indistinguishable from their normal counterparts, as well as functioning and behaving exactly as they normally would, with the sole exception of burning up in the sunlight or disintegrating into ashes upon your death. Furthermore, thanks to your own unnaturally high durability, the weapons you produce tend to be of higher quality and more durable than those used by the likes of the Demon Slayers.

Explosive Power (-400 CP)
When cornered, humans aren't the only creatures capable of unleashing explosive power. The same is true for demons and especially for you. In moments of danger and stress, you'll draw out more and more power beyond what your body is capable of at its regular condition. In general, the worse your situation, the stronger you tend to become, to the point of effectively becoming 50% stronger during true life-or-death situations. The power boost granted by this perk disappears as soon as you're safe again and, as a tradeoff, if you overuse this perk too much, you'll eventually start to experience physical strain and heavy backlash afterwards as even your demon body isn't able to handle this increased power output forever without consequences.

Blessing of the Demon King Booster: Awakening of the Honored One
Humans are tenacious beings and it isn't rare for a few of them to achieve a whole new level of power when they're on the brink of death or, worse, when they really should have already died. Unfortunately for them, the same is true for you. If you were to ever die somehow, you'll miraculously manage to escape death once per jump (or once per decade whichever comes sooner) by achieving some degree of awakening. This awakening grants you an inspiration related to one of your abilities, essentially giving you knowledge and/or skill to use it in a brand new and more powerful way. Do you have the ability to create four clones from your base emotions? You'll discover how to create a fifth one based on hatred. Do you wield some special sword technique? You might learn how to combine it with your flesh manipulation to grow blades from your body and use said technique through them.



Progenitor of Demons (-600 CP)
The only individual who naturally possesses the power to transform humans and other living beings into demons is none other than Muzan himself, but, as your connection with him was severed when you arrived in this new world, you suffered an unique mutation that effectively turned you into a new progenitor and source of demons.

By allowing people to consume a controlled amount of your blood or directly injecting it on them, you'll trigger a transformative process at a cellular level on them and, as long as they can withstand the resulting mutations, they'll be converted into new demons. If they aren't able to endure the transformation, their bodies will undergo cellular destruction, melt into an organic mass and then disintegrate into ash. This means that, while greater quantities of your blood will result in increased power for these newly transformed demons, it'll be challenging for you to find individuals who have the needed resilience and compatibility to survive the high concentration of your blood needed to create an Upper Rank Demon from the start.

A workaround for this is to give demons smaller doses of your blood over a period of time, thus giving their bodies time to slowly adapt, or simply let them get stronger by themselves through consumption of humans. Additionally, due to your blood's properties, you can also weaponize it by simply injecting a lot of it into your enemies to poison and cause cellular decay.

Unfortunately, while you're a source of demons, you're not the Demon King, so any demon you create won't be connected to you, being fully independent from your existence. While you definitely could utilize Muzan's strategy of using fear and manipulation to maintain loyalty among your demon spawns, there's nothing supernatural that gives you any authority or control over them.

Apex Predator Booster: The Demon Monarch
Thanks to Muzan's cells you fully assimilated combined with your ability to create new demons, you're a step closer to becoming a true Demon King/Queen. The first benefit of this combination is that all demons you create will now be connected to you, akin to Muzan's "pseudo-hive mind", allowing you to sense their general location, emotional states and current conditions no matter how far they are from you. This can even be used to have a general idea of what each one of them is doing currently if you focus hard enough.

Furthermore, this connection also allows you to transmit information to your nearby demons through psychic means, like sharing your viewpoint or memories, but the further away they are from you, the harder it will be for you to interact and track them. As long as they're within a range of a few kilometers, you'll still be able to have full conversations with them through this telepathy. This communication channel is also a two-way street, since your powerful demons will be able to send you simple telepathic messages if you allow them. Additionally, if one of your demons is right in front of you, you'll be able to read all of their thoughts and emotions regardless of any psychic resistances they might have, because your cells are literally inside their brain too.

Finally, you'll have the chance to create your own "Curse of Kibutsuji," a curse that will affect all of your demons and activate if they perform a specific action of your choosing. When activated, this curse will completely block their regeneration and your cells inside the demon will kill them in a few seconds. For example, the canon Curse of Kibutsuji is activated if one of Muzan's demons share any information about him, even something as minor as his last name, but you can choose any kind of action to be the curse's automatic trigger. Regardless of your choice, you can also manually activate the curse of any of your demons if you want to.

One last piece of advice, keep in mind that your connection with your demons isn't absolute, as an individual with a strong enough will might be able to sever their connection to you, rendering them immune to your curse and making them mostly undetectable to you. This is even easier if you're currently weakened for some reason. After all, there was a reason why Muzan was paranoid about the very small probability of his demons rebelling and uniting forces against him.

Fleshy Equipment Booster: Maker of Shikigami
So you aren't satisfied with only having your demons as servants, are you? Fortunately, you gained the ability to spawn minions by splitting parts of your body, as well as being able to imbue them with some of your biological abilities/traits if you want to. Their strength depends on how much biomass and energy you used in their creation, while their appearance is based on your own nature and the abilities you granted them.
Unlike the flesh puppets that other demons can create, these minions have some autonomy, displaying a basic animalistic intelligence despite being non-sentient and having the capacity to follow simple commands like attack this specific human for example. In the same way as the clothing and weapons you create, these minions will also burn when exposed to the sun due to being made from your demonic flesh.

Fallen Slayer Perk Tree:



Total Concentration Breathing (Free for Fallen Slayers, 300 CP for Everyone Else)
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. 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 former Demon Slayer yourself, you were also a practitioner of one of the established Breathing Styles (Water, Flame, Thunder, Stone, Wind, Flower, or Mist) or even of a more unconventional one (Insect, Serpent, Love, Sound or Beast). At your skill level, if you were a regular human, this would put you on par with the average demon and would be more or less at the Kanoe rank within the corps, but you’re considerably stronger than this due to being a demon yourself now.

Supernatural Sense (-200 CP)
A curious thing about the Demon Slayers 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 example, such as an enhanced hearing could allow you to “hear” thoughts and an enhanced smell could allow you to detect intents and emotions.

Extension of One’s Body (-400 CP)
One could say that the sword is an extension of the swordsman, but you brought it to the next level. Through your flesh manipulation, 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. However, 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.

Blessing of the Demon King Booster: Evolving Warrior
Even as a demon, you're still a warrior and that molds your physiology more than one would expect, even more now that the blood of that man further empowered you. While an abnormal demon could adapt to develop countermeasures against external phenomena that oppose them, your physiology evolves and adapts to enhance your fighting style, abilities and techniques, such as growing multiple arms and eyes to increase your swordsmanship, extend your limbs to increase your range, grow multiple mouths and lungs to increase the potency of your breathing techniques, and increase the density of your muscles (and accidentally develop the same special muscular constitution possessed by Mitsuri).
The more you fight and use your abilities/technique, the more your body changes and evolves, with you being able to temporarily turn off any adaptation you have developed so far if you want to.



The Demon Slayer Mark (-600 CP)
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.

While you're still a human and a member of the organization, you were among the ranks of the Hashira, having a complete mastery over your chosen Breathing Style and all of its forms. This mastery gives 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.

Furthermore, before becoming a demon, you also managed to survive extremely life-threatening conditions and it caused you to awaken your own Demon Slayer Mark, a marking that appeared somewhere on your body of your choosing (by default, on your face) and with a design based on your Breathing Style. While activated, the mark will greatly enhance your physical attributes, especially your speed and strength.
Usually, a regular human needs to meet the same awakening conditions to reactivate the mark or train to maintain the "Marked State", but you're already capable of keeping it indefinitely.

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.

Last but not least, the second ability you gained grants you 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.

Apex Predator Booster: Intellect Devourer
Previously, you would only be able to assimilate biological traits of those you devoured, but this wasn't enough for a warrior like. In addition to their biological traits, you can now also absorb knowledge and skills they possessed after stabilizing them (in the same way as you do with biological characteristics), mainly skills related to fighting in general. In theory, you can absorb any kind of knowledge (including knowledge related to chemistry and biology, something that Muzan would love to have more) without having to worry about assimilating unwanted psychological traits, but it takes way more time until you manage to assimilate any knowledge that isn't related to fighting skills.

Supernatural Sense *Booster: Realm of the Highest*
By incorporating your unusually powerful sense with your mastery over the sword, you acquired an acute awareness of your entire being and achieved the zenith of physical combat. This zenith is known by many, 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. This is specifically harder for you as a demon instead of a simpler human, as you're currently able to stay for a minute or two in this state. 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.



Abnormal Demon Perk Tree:

Yes, I'm Still Human (-100 CP)
You were bound so strongly to a person, a purpose, or anything else so valuable to you that you managed to retain your humanity despite the desire to devour others. However, it's still very probable that most people will see you as a vile human-eating demon despite your good intentions. Just remember how the Demon Slayer Corps treated Nezuko at first.
Fortunately for you, as long as your intentions are genuinely good and you want to help them, people will tend to accept you as you are much more easily than before, regardless of your current form. Of course, this doesn't mean everyone will accept you, but this will help most of them to see the human that you still are deep down.

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.

Blessing of the Demon King Booster: Demonic Nullification
The blood of the Demon King flowing in your veins had a curious effect, as it increased the effectiveness of your attacks' anti-demon property. In addition to being exclusively harmful to demons (or to your own species instead), your attacks actively reduce or even nullify their power, allowing you to weaken or even fully bypass their regeneration, durability, and/or immunities. For example, your Blood Demon Arts could hamper the regeneration of other demons, causing the damage caused by you to take much longer to heal than traditional wounds, or could even inflict life-threatening wounds if you're considerably stronger than them.



Survive, Adapt, Overcome (-600 CP)
Your biology is anomalous even when compared to all other demons. While other demons' regeneration allows them to adapt to some poisons by developing antibodies, your reactive adaptation is on a whole new level. Thanks to your unique physiology, you're capable of developing adaptations to resist and/or counter various types of threats, obstacles and damage.

Your adaptation will start working as soon as your body is exposed to new stimuli that is opposing you in some way (like an attack that damages you or a defense that blocked your attack), that is, as long as you survive. Someone froze you? Your body acquires the ability to heat itself to release you. Do your opponents' regeneration keep rendering your attacks useless? Your attacks slowly begin to damage them at deeper levels (potentially even damaging directly their souls if you keep adapting for enough time) in order to weaken their healing factor.

It takes a considerable amount of time for you to adapt upon initially experiencing said phenomena, but the time needed to adapt against something is reduced with more exposure to it. You can develop adaptations against esoteric and exotic damage, defenses and threats, but, the more complex it is, the more time it'll take for you to adapt against them. You can also develop resistance or even immunity against racial weaknesses, but it'll take several years of exposure. This is mainly true for your vulnerability to sunlight.

Remember, even with your regeneration and adaptation, you aren't truly immortal and/or invincible, as somethings can be too powerful to lead even with your adaptations or still destroy before you have time to evolve to surpass them.

Apex Predator Booster: The Chosen Demon
For over a thousand years, Muzan sought to create more demons, hoping 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.

It seems like your body prioritized surpassing your racial weaknesses before anything else, as you've already 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 it won't take long for you to surpass it too and become the perfect being that Muzan longed to become for over a thousand years.

Sleeping Beauty Booster: AFK Growth
Alright, you managed to overcome the first half of the problem of not consuming human beings by gaining the capacity of recovering your strength by sleeping, but this didn't solve the second half of this problem: demons need to devour humans to grow stronger.

The only other example of a demon who also didn't need to consume humans was Nezuko and, in spite of that, she still displayed an extraordinary growth rate because her abnormal nature (caused by the high amount of blood she received from Muzan) allowed her to actually grow stronger through sleep alone without any training.

Just like Nezuko, you can also actively grow stronger by accumulating energy in your sleep, with any excess energy beyond your reserves' limits being redirected to strengthening your body instead. Keep in mind that your growth will still be limited by your potential and even a demon with extremely high potential like Nezuko had to stay asleep for years in order to become as powerful as the Upper Ranks.

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.

Clothing (Free)

I believe you wouldn't want to arrive completely naked in this world, would you? By taking this item, you receive some basic clothing appropriate from a Japanese demon like you, be it a regular traditional robe or even an extravagant black tuxedo. 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.

Demon Transformation Drug (-200 CP)

New demons are created by exposing humans to Muzan's blood, which triggers a transformative process, provided the individuals are compatible with his blood and can withstand the resulting extreme mutations. If this transformation is unsuccessful, which is the most probable outcome, then the individual's body will undergo cellular destruction and disintegrate into ash.

By purchasing this item, you receive five samples of a drug developed using a modified version of Muzan's blood. Once a human or another living being consumes this drug, they'll turn into a demon without having to worry about rejection or cellular destruction, as well as being already free from the Demon King's influence like you. Furthermore, despite having Muzan's blood in their composition, nothing happens if a demon consumes them. Lastly, your supply of demon transformation drugs will be replenished monthly.

Marechi Blood Sample (-200 CP, Discounted for Lower Rank Demons)

Different human blood types have different levels of nutrition for demons, 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.

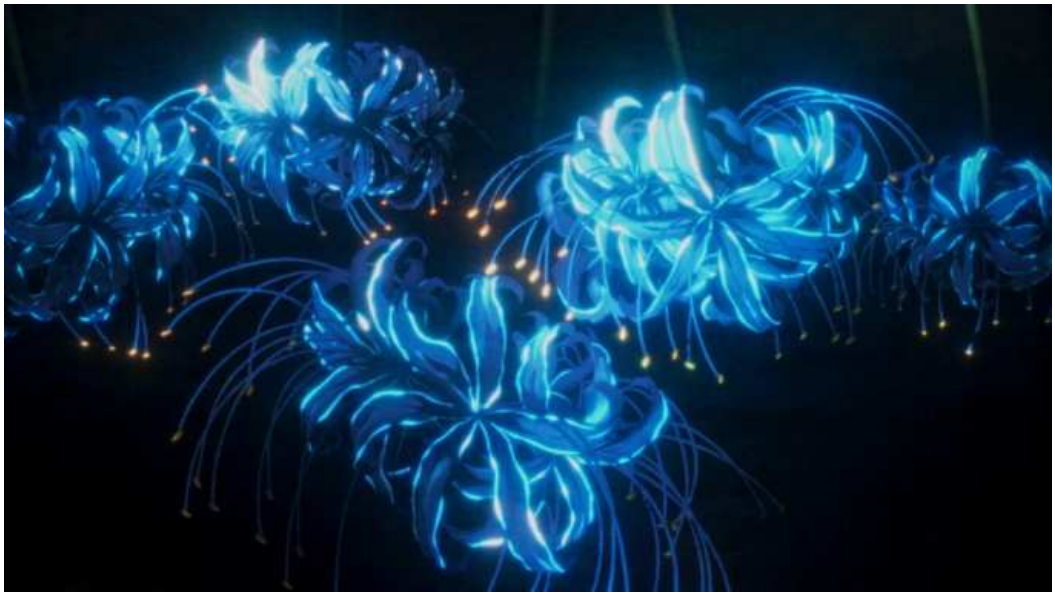
You receive a small vial containing around fifty milliliters of pure Marechi Blood that will remain perfectly preserved inside it without coagulating or rotting. In addition to tasting incredibly delicious and granting a temporary power surge, the blood inside this vial has basically the same nutritional value for you as a whole human. This vial is self-replenishing, taking a month to completely refill its content.

Blood Demon Tool (-200 CP, Discounted for Upper Rank Demons)
Many higher ranked demons tend to channel their Blood Demon Arts through some weapons and tools made from their own flesh. By taking this item, you'll receive a replica of one of such equipment that was made from the power of a canon Upper Rank demon, giving you access to it while you're wielding it, like Gyutaro's kama imbued with his blood manipulation or a set of gauntlets that have the power of Akaza's Destructive Death. This item can be bought multiple times, but each extra purchase after the first one is undiscountable.

High Quality Nichirim Weapon (-200 CP, Discounted for Fallen Slayers)
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.
Either you're a former Demon Slayer or have stolen it from someone else that won't need it anymore, you acquired your own high quality Nichirin weapon, 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. 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.

Demon Cure Drug (-200 CP, Discounted for Abnormal Demons)
After hundreds of years of research using the blood of many strong demons that have high concentration of Muzan's blood for testing, Tamayo was finally able to develop a special drug to revert the transformation of a demon and turn them back into a human. This drug was also further improved by Shinobu Kocho and its effect was drastically improved.
You receive three samples of this very same drug, capable of converting almost any demon back into a human (or whatever species they were previously), but keep in mind that a demon at least on par with Muzan would be able to completely dissolve and nullify it, although this would take a massive biological effort to do so. Lastly, your supply of these drugs will be replenished monthly.

Supply of Human Flesh (-400 CP)
If you want to become the progenitor of a new race of demons in the world you're arriving in (or at least if you don't want to have to hunt your own sustenance), it's a good idea to have a supply at your disposal if you don't want to attract too much attention.
You receive a hundred ethically sourced human corpses 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. For each corpse that is devoured or consumed in some other way, a replacement will appear in your Warehouse the next year. As a last bonus, every time a corpse is replaced, there's a 0.1% chance the new one will have Marechi Blood.



Garden of Blue Spider Lilies (-400 CP)
The experimental medicine that turned Muzan into the first demon had a mythical flower known as the Blue Spider Lily as its primary ingredient. This flower is incredibly rare with just a few specimens remaining in the wilderness. They also only bloom at daytime for two to three days a year if the climate is good, as it might not even bloom at all depending on the circumstances. Muzan already spent centuries searching for this flower, as he believes it could nullify his weakness to the sun either by consuming it or using it to make a complete version of the experimental medicine.

Somehow, you managed to find a priceless treasure in the form of a beautiful small field filled with Blue Spider Lilies that can be integrated with any of your properties or remain hidden in some isolated location of your choice in the wilderness. It's up to you to decide how you'll use these flowers.

The Blue Spider Lilies are known to have medicinal properties, capable of treating many different terminal illnesses if prepared in the right way, but keep in mind that this flower is the key ingredient responsible for the demonication that turned the severely ill Muzan into the Demon King Muzan. However, it'll require further research from your part in order to replicate what happened with Muzan or even to improve the medicine and remove the sunlight vulnerability.

If lost or destroyed, the garden will be restored next month.

OC Companions:

None of the following Companions exist in this jump unless taken here, with all of them also being Drop In like you. All of them will have their hunger reduced and will be able to survive with just a small amount of blood post-jump, as well as being free from Muzan's influence.

The Masochist Demon (-100 CP)

Before she was turned into a demon by Muzan, she was a member of an elite squad of executioners under the command of one of the ancient Chinese emperors. Despite being an immensely skilled assassin and martial artist, the body modifications she underwent before her transformation ended up impairing her capabilities as a demon, forcing her to remain as an Lower Rank Demon but this didn't discourage her.

Quite the opposite actually, as she's a complete masochist that knows can suffer and survive severe damage thanks to her new weak demonic body. Furthermore, while she didn't develop a Blood Demon Art, she became extremely skilled in her body manipulation skills thanks to her previous body modifications combined with her demon physiology. In addition to the basic flesh manipulation displayed by all demons, she can freely extend, sharpen, and alter her nails as well as extend her limbs and flatten her body. In combat, she masterfully uses all of this in conjunction with her incredible skill in hand to hand combat.

Initially, she almost worshiped Muzan due to his capacity of causing pain on her but, after he simply ignored her and she ended up being teleported to this world, she decided to accompany you instead.

The Mastermind Demon (-100 CP)

Almost a thousand of years ago, there was a man who did experiments on several human subjects in order to awaken the true potential of flesh and create the ultimate lifeform, to the point he even managed to create pseudo-demons but discarded them due to their inability to grow stronger. Of course, this monster attracted the attention of Muzan who recruited him to become a higher ranked demon and his assistant, the same role Tamayo one day would fulfill. But a clever and resourceful monster like him wouldn't accept being a servant of Muzan forever. He managed to hide his disloyal tendencies and thoughts from Muzan until the day he used a special serum to break his connection from the Demon King and become a free demon just like Tamayo one day would become.

From that day onwards, he continued his research, experiments and chaotic schemes, all for his own entertainment, using his newfound ability to create his own true demons and turn them into even more monstrous creatures. Unlike a certain version of him that utilizes an esoteric energy made from negative emotions as a power source, he hasn't discovered a way to reach his dream of creating an ultimate entity yet.

Furthermore, as a demon on par with the Upper Ranks of the Twelve Kizuki, he awakened his own Blood Demon Art, which allows him to transplant his brain into other bodies and control them, gaining access to all the abilities and skills possessed by the host. Currently, he's inhabiting the body of a powerful demon whose Blood Demon Art gives him the ability to create and control twisted undead abominations.

After he was teleported to this world, he decided to follow you along your Chain, seeing you as a chance of getting him closer to his goal.

The Ultimate Manslayer (-100 CP)
During his time as a human, he was a samurai and the captain of the first unit of a special police force in Kyoto during the late shogunate period as well as the best swordsman in said force, but, despite this, he always had a frail constitution that worsened when he started to suffer with tuberculosis.
In most worlds, he ends up simply dying from it but this didn't happen in the world of that man. In that world, Muzan found him and recruited him due to his reputation as a killer. Now, with the powerful body of a demon, he truly became a "Sword Demon", possessing an incredible swordsmanship that puts him on par with Kokushibo himself despite not using a Breathing Style, as well as having managed to awaken a Demon Slayer Mark and gain access to the Transparent World while he was on the verge of death. His Blood Demon Art allows him to overcharge his body and greatly enhance his physical condition many times over at the cost of causing severe strain on him.
After being teleported to this world, he decided to follow you, perhaps because he sees you as a potential rival who could help him further improve his swordsmanship skills.

The Demon of the Holy Flame (-100 CP)
This young woman is another one of the many orphans whose parents were killed by demons. She was trained by the Demon Slayer who rescued her but, despite all of her training and the extremely dangerous situations she throws herself into, she remained unable to use the Total Concentration Breathing due to her physiology.
During a moment of desperation, a mysterious high ranked demon appeared before her and offered her the power to kill demons whose price would be her own humanity. This power turned her into a demon herself but her thirst for revenge helped her to almost immediately become an Abnormal Demon, free from the control of that mysterious demon. Afterwards, she started her journey to kill any vile demon she encountered, until she was teleported to this world and decided to follow you for some reason.
As part of that mysterious demon's deal, her Blood Demon Art allows her to generate and manipulate an accursed, extremely hot crimson fire that nullifies the demons' regeneration and thus bypasses their immortality. However, as a demon herself, this fire also burns her from the inside out, reducing her lifespan unless she consumes other beings' life force by this very flame, be them demons or not. At least, consuming others this way also recovers her energy, removing her need to devour human beings. She also carries a Nichirin Axe, being able to replicate and adapt a few Breathing Styles' forms using only her raw physical prowess.

Drawbacks:

Native Demon (+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 an experimental treatment, similar to the one that turned Muzan into a demon, by some local doctor or scientist. 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.

Jumper Slayer Corps (+300 CP)
Normally you would be the only one demon of your kind within this continuity, so the natives wouldn't be aware that beings like you could exist, but, by taking this drawback, this is a different story. An organization similar to the Demon Slayer Corps will already exist in the world you're going to, with them being aware about all of your possible weaknesses as a demon. Alternatively, some preexisting similar organization will take this role.

Weakling Demon (+300 CP, Exclusive to Lower Rank Demons)
Dirt can't be turned into gold. No matter how much you fight, your physiology will always remain that of a lower ranked fodder, essentially locking away most of the unique traits possessed by those higher ranked monsters. Because of this you're no longer able to take perks from the other three perk trees (**Upper Rank Demon**, **Fallen Slayer**, and **Abnormal Demon**).

Superior Demon (+300 CP, Exclusive to Upper Rank Demons)
Why would gold stoop so low as to approach the dirt? You're a prideful higher ranked demon, one who doesn't need to use the power of the weak, of those slayers and of those anomalies. This basically makes you only unable to have the traits possessed by those lower ranked monsters or by those abnormalities. Because of this you're no longer able to take perks from the other three perk trees (**Lower Rank Demon**, **Fallen Slayer**, and **Abnormal Demon**).

Warrior Demon (+300 CP, Exclusive to Fallen Slayers)
You stooped so low as to sacrifice your pride as a Demon Slayer and as a human to acquire demonic power, but that didn't diminish your pride as a warrior. You're dedicated to the path of a warrior and thus rejected many of the unique abilities displayed by other demons. Because of this you're no longer able to take perks from the other three perk trees (**Lower Rank Demon**, **Upper Rank Demon**, and **Abnormal Demon**).

Demonic Chosen One (+300 CP, Exclusive to Abnormal Demons)
Are you really a proper demon? As a consequence of you rejecting your demonic nature and embracing your remaining humanity, the demon blood inside you became "thinner" than normal, preventing you from developing many of the unique abilities displayed by other demons. Because of this you are no longer able to take perks from the other three perk trees (**Lower Rank Demon**, **Upper Rank Demon**, and **Fallen Slayer**).

Open the Gates of Hell (+200 CP/+400 CP/+600 CP/+1000 CP)
Normally there would be no other demons of the same kind as you within this continuity, however with each purchase of this drawback, new demons will appear at some point during your jump, somewhere on the planet you're currently on. Each one of these demons will focus on devouring human beings and getting stronger, but, while they won't be actively hostile to you at first, they'll still see you as a threat once they discover your existence.

For **+200 CP**, only a single regular demon will appear. Despite being initially weak and having a low potential, as they devour more and more people, they'll slowly gain access to all the perks from the **Lower Rank Demon** perk tree. Their maximum potential will be limited to that of a Lower Rank member of the Twelve Kizuki.

For **+400 CP**, both a regular demon and a superior demon will appear. In the same way as the regular demon, the superior demon will grow stronger as they devour humans, slowly gaining access to all the perks from the **Upper Rank Demon** perk tree. Their maximum potential will be limited to that of an Upper Rank member of the Twelve Kizuki.

For **+600 CP**, a regular demon, a superior demon and slayer-turned demon will appear. This former slayer will slowly awake all the perks from the **Fallen Slayer** perk tree. Their maximum potential will be limited to that of an Upper Rank member of the Twelve Kizuki.

Last but not least, for **+1000 CP**, in addition to the previous three demons, a Demon Monarch will appear. The Demon Monarch will have access to all the perks in this supplement (with the exception of those in the **Abnormal Demon** perk tree), as well as having control over the other three demons. Their power will be on par with Muzan from the start while still having the potential to grow even stronger.



The Strongest Demon Slayer in History **(+1000 CP)**

No, this is definitely a very bad idea, arguably even worse than bringing a Demon Monarch to this world. By taking this drawback, the most powerful Demon Slayer in all of known history, the legendary Yoriichi Tsugikuni himself, will somehow be teleported to this world at his peak and you managed to earn his hatred, regardless if just for being a demon or for some other personal reason.

He'll want you dead and will go all out in order to kill you, but, fortunately, he's still a kind person so he'll care about other people and won't spread needlessly destruction, at least not for now. Yoriichi 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.

To make things worse, his absurd talent and growing rate will make him compatible with the local power system (like gaining the ability to use Jujutsu Sorcery in the Jujutsu Kaisen universe for example). Keep in mind that he's so talented that he was literally born with the Demon Slayer Mark and developed the first Breathing Style while he was a child. He also never was hurt, not even by Muzan himself, meaning Yoriichi achieved his legendary strength without ever being forced to evolve when faced with real danger. If he were to find a worthy opponent, he would likely grow to achieve unprecedented heights of power in whatever power system he has access to.

This is the enemy you will face, someone whose talent and potential greatly surpass even monsters like Sukuna and Satoru Gojo in the JJK universe, if he were in that setting.
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)
For the duration of this Jump you lose all age resistance perks and powers.

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 are 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 there 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. This might be good for you as a flesh-eating demon to be honest.

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. Keep in mind that food means human flesh (or at least blood or hours of sleep) in your case.

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. Despite its name, this species of demon isn't truly demonic in nature, as they're closer to being shapeshifting vampires whose powers are biological in nature;

3. It isn't specified how long it takes for a demon to starve to death, as Nezuko isn't a good example to use due to her being an anomaly, so it's up to you to responsibly fanwank this;

4. If you're a **Lower Rank Demon**, you'll have less growth potential than the other origins, but you just need to get some out-of-jump perk that increases your potential (or even give you limitless potential) and you'll be no inferior than the other types of demons;

5. About the **Welcome to the Family** perk, the beings who grant you a portion of their power won't become weaker by doing so. This also means that you won't lose your power by distributing it to others through the **Head of the Clan** perk, as Rui apparently didn't become weaker even after significantly enhancing the members of the Spider Family;

6. It isn't every human (and demon by extension) that has a physiology compatible with the Total Concentration Breathing, so, unless you purchase the related perk, you won't be compatible with it;

7. About the **Demon-Killing Power** perk, even if you're not a demon currently, you can still set your attacks to only damage demons;

8. **The Chosen Demon** perk doesn't remove vulnerabilities of your current species, only weaknesses, so a Kryptonian will still be vulnerable to magic but won't be weakened by a red star for example;

9. Even if you're a demon, you won't have your personality altered or lose your memories;

10. You could theoretically awake many of the abilities granted by the perks in this supplement as you grow stronger, but the perks tend to be more useful than their canon counterparts and can be used regardless of your power level;

11. The OC Companions are based on Suzuka of the Four Rakshasa Demons (Akame ga Kill!), Kenjaku (Jujutsu Kaisen), Soji Okita (Shuumatsu no Valkyrie), and Magpie (Fray);

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

History:

- **V 1.0:** Released
- **V 0.1:** First W.I.P Version