Demon Slayer - Kimetsu no Yaiba

A jump by SpazzWave. Version 1.1



Welcome, Jumper, to Taisho-era Japan.

To the untrained eye, this is an era of rapid modernization and fleeting peace. The cities are beginning to glow with electric streetlights, railways are cutting through the countryside, and the culture is shifting toward a new dawn. But out in the mountains, where the electric lights do not reach, the dark still holds teeth. For a thousand years, man-eating Demons have stalked the night. Born from the blood of the first and most terrible of their kind, Muzan Kibutsuji, these immortal monsters possess horrific supernatural abilities, terrifying strength, and an insatiable hunger for human flesh.

To ordinary people, they are myths, nightmares, or sudden, bloody tragedies that leave homes shattered and families broken in the snow. However, standing between humanity and the dark is the Demon Slayer Corps. Unrecognized by the government and working in absolute secrecy, these mortal men and women push their fragile bodies to the absolute limit. Armed with unique swords forged with sunlight ore and mastering esoteric "Breathing Styles" to match the physical prowess of monsters, they lay down their lives night after night to ensure the sun rises on a safe world. The tragedy of this world is vast, Jumper, but the human spirit is unyielding.

Now, you have arrived in the midst of a secret, thousand-year war. Will you take up a Nichirin blade and join the Corps, pushing your mortal limits to protect the weak? Will you succumb to the intoxicating allure of Muzan's blood, forsaking the sun to become a creature of the night? Or will you carve an entirely new path through history?

You have **1000 CP** to spend.
Your stay in this world will last exactly 10 years, beginning one week before the tragedy that struck the Kamado family.
Good luck.



Origins

You can freely choose your age and gender.

Drop-In

Look, almost everyone in this setting has a deeply traumatic backstory involving a tragic blizzard, a slaughtered family, and a whole lot of crying. You? You might be a stranger from far away, or a freak of nature out of this world. Either way, your total lack of a past gives you absolute freedom. Unburdened by generational grief, vengeful oaths, or societal expectations, you can wander Japan entirely on your own terms. Miraculously, the locals won't shun you for your oddities, leaving you entirely free to forge your own unchained destiny. Maybe you are an impossible prodigy who effortlessly shatters human limits, or someone possessing a bizarre biology. You could even be the sort of anomaly who treats demons like an all-you-can-eat buffet. But ultimately, those are just details. Without any strings attached to this bloody, centuries-old war, your future is completely untethered.

Demon Slayer

Tragedy has struck your life, as it has for so many others in this era. Whether you lost your family to a hungry fiend or simply felt the call of duty, you have dedicated your life to the eradication of Muzan Kibutsuji's kind. You are a member of the unacknowledged Demon Slayer Corps, trained to push your fragile human body to its absolute limits through the mastery of Total Concentration Breathing. Wielding a Nichirin blade, you step into the darkness of the night to protect those who cannot protect themselves, knowing full well that your next battle may very well be your last. Gain a free purchase of the **Breathing Styles** perk.

Demon

The sun has become your ultimate, lethal enemy, but the shadows of the night are yours to command. You have been transformed into a Demon, a terrifying creature possessing immense physical power, endless stamina, and rapid, monstrous regeneration. Driven by an insatiable hunger for human flesh, you are developing supernatural, magical abilities known as Blood Demon Arts that twist your biology and surroundings to your will. Whether you were forcefully turned by the progenitor Muzan Kibutsuji, accepted his blood willingly in a moment of utter desperation, or somehow managed to sever his curse to forge your own path, you are now a waking nightmare among mortals. Gain a free purchase of the **Blood Demon Art** perk.

Doctor

Healing is a delicate art, but true medical mastery requires delving into the darkest secrets of life and death. You are a brilliant traveling physician who has journeyed far and wide across Japan, encountering a myriad of bizarre diseases and afflictions. However, your expertise goes far beyond traditional medicine. You possess a deeply analytical mind that has experimented extensively with potent poisons, volatile chemical compounds, and radical, forbidden biology. Whether you aim to cure the incurable, weaponize wisteria extracts against the creatures of the night, or safely unlock the secrets of demonic flesh, your intellect is an incredibly dangerous tool.

Swordsmith

Hidden deep within a secret, heavily guarded mountain village, you are the beating heart of the Demon Slayer Corps' entire war effort. You are a master Swordsmith, dedicating your life, sweat, and soul to the anvil. Your sacred duty is to forge Nichirin blades: weapons crafted from rare, sunlight-absorbing ore that act as the only earthly tools capable of permanently decapitating a demon. Masked by tradition and driven by an almost psychotic passion for metallurgy, you labor day and night over roaring forges to ensure that the warriors on the front lines have the perfect, unbreakable steel required to slay monsters.



Locations

You may choose your starting location freely, or roll a 1d10 for an extra [+100].

Swordsmith Village
A heavily concealed mountain enclave where eccentric artisans forge the Demon Slayer Corps' Nichirin blades. Trespassers are strictly forbidden; survival here requires an official invitation from the Corps itself.

Sagiri Mountain
A perilous, trap-infested mountain shrouded in thin air. It serves as the harsh training ground of Sakonji Urokodaki, a retired Water Hashira dedicating his final years to forging the next generation of Demon Slayers.

Butterfly Mansion
The elegant estate of the Insect and Flower Hashiras. Doubling as a premier medical facility, it is a vital sanctuary where grievously wounded Demon Slayers are rehabilitated and trained to return to the blood-soaked frontlines.

Tokyo, Asakusa
A dazzling district at the forefront of Japan's modernization, bustling with electric lights and conveniences unavailable in the rural provinces. The sprawling, crowded streets serve as an ideal hiding place and cover for ancient predators. Both the fugitive doctor, Lady Tamayo, and Muzan Kibutsuji, the progenitor of all demons, currently reside concealed here.

Tokyo, Yoshiwara
Japan's premier red-light district is a nocturnal city of glamour and debauchery. Here, human lives are easily bought and sold, making it a perfect, self-contained feeding ground. The Upper Moon Six siblings, Daki and Gyutaro, have lurked here for over a century, quietly preying upon the captive populace.

Soryu Dojo
A modest martial arts dojo dedicated to a unique style of physical combat. Depending on when you arrive in the timeline, you might find a thriving school seeking new students, or the dusty, blood-stained ruins of a tragic massacre that birthed one of the most fearsome demons in history.

Eternal Paradise Faith
A lavish temple complex overflowing with desperate worshippers seeking salvation from their worldly woes. In reality, it is the gilded larder of Doma, the Upper Moon Two, who graciously "saves" his most devout and beautiful followers by quietly consuming them in his private chambers.

Ubuyashiki Estate

The elegant, traditional residence of the Ubuyashiki family and the strategic command center of the Demon Slayer Corps. Located atop a secluded mountain, its coordinates are guarded by methods far more complex than even those of the Swordsmith Village. The estate's serene, white-gravel Zen garden serves as the highly classified gathering place for Hashira meetings.

Kumotori Mountain

A remote, snow-swept peak home to humble charcoal burners. Hidden within its freezing forests blooms a rare, mythical flower, its exact location a closely guarded secret known only to the resident Kamado family.

Somewhere Else

Don't want to step on canon toes? You can choose to start in any generic rural village, dense forest, or bustling port town across Japan. This is perfect for a fledgling demon wanting an isolated lair to build their strength, or a wandering doctor offering their skills from town to town, far away from the prying eyes of the powers in the setting.



General Perks

VFX [Free]

Listen, the creator of this universe might insist that the fire, water, and lightning effects of Breathing Styles are just "hallucinations" created by skilled swordsmen, but we all know that's incredibly boring. With this perk, you can choose for the visual effects to be physically visible to you and to everyone around you. Now your battles will be spectacular sights to see!

OST [Free]

Demon Slayer has an incredibly good soundtrack, so why not have it as a perk? With this, you have access to the entire Demon Slayer OST, along with a few new ones perfectly tailored to you. Whether fighting or just relaxing, enjoy your very own epic background music playing anytime!

My Little Furry Friend [100]

Whoever said that dogs are a man's only best friend clearly never met you. You possess an innate, almost magical affinity with the animal kingdom, allowing you to train virtually any type of animal to become a fiercely loyal companion. Not only do you perfectly understand their caws, barks, squeaks, and body language as if they were speaking your native tongue, but wild beasts naturally respect you. They will eagerly act as your dedicated scouts, messengers, and combat familiars. When carrying out your orders, these animals will display a level of human-like intelligence, strategic thinking, and bravery. Furthermore, if you tame creatures with a capable vocal range - such as crows, parrots, or monkeys - you can actually teach them to speak. They won't just mimic sounds; they will be able to form complete, intelligent sentences and converse with you just as smartly as any human companion.

The Sound Pillar's Secret [100]

Thanks to the rather unorthodox teachings of a certain highly flamboyant ninja, you have acquired what most people only ever dream of achieving in their lifetimes: a perfectly functional, completely harmonious harem! You possess an overwhelming, natural charm and an incredibly smooth talent for flirting that absolutely captivates those around you. However, your true supernatural talent lies in interpersonal relationship management. You know exactly how to communicate, balance affection, and resolve romantic jealousy so perfectly that multiple partners will gladly and happily accept being part of your polyamorous arrangement. There will be no toxic infighting, no bitter rivalries, and no tragic heartbreak among your lovers. They will support each other just as much as they support you, working together as a perfectly synchronized, deeply loving family unit.

Soryu Style Grandmaster [200]
While this may be a world completely dominated by flashy swordsmen and bladed weapons, who says you cannot focus your talents on other martial fields? You have been extensively trained in the legendary Soryu Style of hand-to-hand combat, a brutal and incredibly beautiful martial art heavily focused on lethal kicks and explosive punches. You are fully equivalent to a grandmaster in this field, easily capable of defeating an entire dojo of armed men all by yourself using nothing but your bare hands. Sadly, as a human, this will not help you in any shape or form when it comes to permanently killing a demon, as they typically only die to decapitation by a Nichirin blade or sunlight. But who knows? Perhaps a demon could make utterly terrifying use of this martial art, blending its lethal strikes with supernatural strength.

To Teach Mastery [200]
A true master knows that no two students are alike, and true growth comes from nurturing one's natural strengths. With a mere glance, you possess the uncanny ability to perceive the inner potential and hidden spiritual affinities of anyone you meet. You can instantly determine which Breathing Style a person is naturally suited for. Or, should they walk a darker path, how efficiently their body would adapt to Demon Blood and what manner of Blood Demon Art they would manifest. Furthermore, this sense extends directly to your own personal repertoire. You can instantly gauge a person's compatibility with any skill, martial art, perk, or power you possess, knowing exactly what gifts or techniques they are ready to receive and learn from you. But seeing their potential is only half the battle; drawing it out is where you truly shine. You are a peerless mentor, possessing a downright supernatural effectiveness when it comes to training others in your skills. You instinctively know how to tailor your instruction to perfectly match each student's unique learning style, completely bypassing years of frustrating trial and error. Under your tutelage, even an uncoordinated amateur will rapidly blossom into an elite powerhouse, safely mastering in mere weeks what would normally require a lifetime of blood, sweat, and tears.

Ghost of Demon Slayer Past [200]
Sometimes, the dead don't just stay dead - at least, not when you're around. You have developed a deep spiritual attunement to the afterlife, allowing you to clearly see, converse, and even physically interact with ghosts, though you can easily tune this ability out and choose not to interact with the dead whenever you want some peace and quiet. These spirits could be fallen comrades from your past, restless souls who died before fulfilling a final task, or even the lingering shadows of bygone eras hoping to watch over their descendants. Should they find you agreeable enough, these phantoms might offer to teach you what they knew in life: passing on lost Breathing Styles, forgotten histories, or sword techniques that died with them. However, nothing comes for free. Many spirits will physically and mentally test you to see if you are truly worthy of inheriting their knowledge.

Blood Demon Art [200 / 400, Demons Get a Free Purchase]

Blessed by the blood of a progenitor, or perhaps just through sheer anomalous mutation, you have awakened a terrifying Blood Demon Art. For **200 CP**, you gain a standard but highly lethal Blood Demon Art, granting you supernatural abilities on par with most demons. You could manipulate your flesh into weaponized threads, generate explosive blood sickles, control shadows, or manipulate localized elements like swamp water and wind.But why settle for being a basic foot soldier? For **400 CP**, your Blood Demon Art reaches the absolute pinnacle of mystical, Upper Rank potential. You gain access to insanely powerful, mystical, or space-warping abilities. You could manipulate the very fabric of space to create a shifting, infinite-dimensional fortress like Nakime, split your very soul and emotions into multiple invincible, elemental clones like Hantengu, or warp reality to turn anything you touch into fish, teleport through pots, and summon terrifying aquatic monstrosities like Gyokko. This can be bought multiple times. Of course, because these abilities are intrinsically adapted to the supernatural physiology of demons, these Blood Demon Arts literally spend your blood on use. If you possess a demon's supernatural regeneration, this is barely an inconvenience, as you will instantly replenish your fuel. However, if you are a mortal wielding these powers, you must manage your "supply" incredibly carefully, lest you bleed yourself dry casting your strongest techniques.

Instinct of the Ubuyashiki [200]

You have inherited the legendary, almost supernatural foresight possessed by Kagaya and the Ubuyashiki bloodline. You possess a hyper-tuned instinct that borders on true precognition, allowing you to seamlessly avoid disastrous situations and effortlessly amass tremendous wealth and fortune in your daily life. But the true power of this instinct shines in your deductions. You can make unbelievably accurate guesses and perfectly predict future outcomes without possessing any prior information or evidence. Just by trusting your gut, you could effortlessly deduce a centuries-old immortal demon's singular, hidden weakness to the sun, or realize that they have evolved to survive decapitation. You can perfectly predict the exact ripple effects that a single enemy's death will have on a secret war, or accurately foresee the precise day, hour, and minute your greatest nemesis will arrive on your doorstep to spark a final battle. It isn't just a tactical advantage; it is a profound, guiding intuition that ensures you will always know exactly where the pieces on the board are moving, even if you can't see them. **Take the The Master's Burden drawback for no points.**

Hard-Headed [200]

You possess a head that is, both metaphorically and completely literally, harder than a diamond. On a metaphorical level, you are incredibly, aggressively stubborn. Once you set your mind on a goal, nothing can sway you, granting you a profound, absolute resistance against illusions, hypnotic suggestions, and supernatural mind-control techniques. No demon can easily rewrite your memories or force you into a magical slumber. On a physical level, your skull is absurdly hard and can even concuss demons if you hit them hard enough. Best of all, you can perform this attack without suffering so much as a mild headache or a bruised forehead in return.

Breathing Styles [200 / 400, Double the Price for Demons, Demon Slayers get a Free Purchase]

Through immense physical conditioning and the absolute mastery of Total Concentration Breathing, you have unlocked superhuman physical capabilities and lethal martial arts. For **200 CP**, you may choose to possess complete mastery over any already existing Breathing Style - such as Water, Flame, Thunder, Stone, or Wind - or create your own custom style. This grants you intimate knowledge of all its forms and the precise muscle memory required to execute them flawlessly. You also possess the incredible lung capacity necessary to maintain ''Total Concentration: Constant'' effortlessly, passively boosting your strength, speed, stamina, and recovery rates day and night without straining your body.

Each existing Breathing Style possesses distinct strengths and philosophies that separate it from the rest: Water Breathing offers unmatched defensive flexibility and fluid adaptability, Thunder Breathing focuses on godlike, blinding speed in a single strike, and Stone Breathing grants overwhelming physical strength and unyielding defense. If you create a custom style, it will also focus on one singular aspect of your choice and can accommodate any weapon you wish. For example, you could create "Fang Breathing" utilizing a spear, focused entirely on piercing thrusts precise and powerful enough to cleanly decapitate a demon. You may purchase this **200 CP** option multiple times to master multiple styles.

For **400 CP**, you may instead choose to purchase **Sun Breathing** itself, or elevate your custom Breathing Style to the same legendary, primordial tier. As the progenitor of all sword techniques, Sun Breathing does not overspecialize in one extreme. You will not reach the singular, blinding acceleration of Thunder Breathing, nor the sheer, earth-shattering brute force of Stone Breathing. Instead, it provides a flawless, generalized enhancement, elevating your strength, speed, defense, and agility uniformly to an incredibly high standard. Its true power, however, lies in one singular, miraculous aspect: it grants you endless stamina. As long as you maintain the breathing rhythm of Sun Breathing, you will never tire, allowing you to fight, sprint, and execute your most devastating physical techniques forever without experiencing a single ounce of physical fatigue.

If you choose to elevate your custom breathing style to this tier, it will receive the same massive, generalized parameter boost as Sun Breathing. Furthermore, it will manifest one singular, miraculous special ability on par with endless stamina, such as strikes that completely bypass external armor to directly rupture internal organs, a breathing rhythm that renders your presence entirely undetectable to supernatural senses, or a technique that perfectly absorbs and redirects kinetic energy back at your attacker.

Uncorrupted Soul [400]

In this world, the tragic reality of becoming a demon is that the transformation forcefully strips away your humanity. The corruptive blood mutates the mind, erasing your mortal memories, warping your personality, and turning gentle souls into sadistic monsters - only returning their original memories in the flashing moments right before their deaths. You, however, are completely immune to this tragic fate. You possess an absolute, unbreakable safeguard against corruption of the mind and personality. No matter what race you transform into, what corruptive blood you ingest, or what biological mutations you undergo, your mind remains entirely your own. You will never be forcefully changed mentally or morally against your will. If you choose the path of a demon, you will retain every single one of your human memories, your empathy, and your core personality, allowing you to wield the power of a monster without ever actually becoming one.

Rainbow Eyes of the Divine [400]

You have been born with an incredibly striking, deeply mesmerizing physical mutation - such as literal rainbow-colored eyes, iridescent hair, or a flawless, glowing complexion. In the eyes of the common folk, such beauty must undoubtedly be a direct sign from the heavens! You emit an aura of divine grace that causes people to slowly revere you. Wherever you go, the desperate, the faithful, and the lost will inevitably conclude that you are intrinsically connected to the gods, offering you their unconditional faith, money, and devotion. With just a little bit of time and gentle encouragement, an entire, massive religious cult will naturally form around you. These followers will be incredibly loyal, entirely dedicated to fulfilling your wishes, maintaining your absolute comfort, and shielding you from the mundane struggles of ordinary life. Post-jump, this becomes toggleable.

Pure Soul [400]

There is a gentle, profound warmth radiating from your very spirit. Enemies slain by your hands - no matter how monstrous or evil - feel absolutely no agony in their final moments. Instead, they experience a gentle sense of peace, emotional catharsis, and immense warmth, exactly like falling asleep in the afternoon sun. This incredibly comforting aura makes you exceptionally charismatic and trustworthy; innocent civilians will trust you instantly, traumatized souls will readily open up to you, and even the most tragic, bloodthirsty villains may find unexpected redemption or closure simply by interacting with you. Furthermore, if an entity were to magically attempt to invade your mind, possess you, or corrupt your soul, they would find themselves standing in a serene, impossibly beautiful inner landscape that physically and instantly pacifies any malice, anger, or killing intent they held.

Marechi Blood [400]

You possess an exceptionally rare and heavily mutated blood type known as Marechi. To ordinary humans, you appear completely normal, but your blood is overwhelmingly intoxicating to creatures of the night. A mere whiff of your spilled blood is enough to make a flesh-eating monster's mouth water, completely scrambling their senses and causing them to violently lose focus. This narcotic effect is so intensely alluring that even the most disciplined, ancient, and powerful of demons - such as the formidable Upper Moons - would find their concentration shattered and their instincts clouded by absolute gluttony upon smelling it. If a monster actually manages to ingest your blood, this intoxicating effect multiplies, leaving them stumbling, sluggish, and effectively drunkenly impaired, transforming what should be a lethal predator into a sloppy, highly vulnerable target for your counterattacks. Post-jump, this is toggleable.

Way of the Shinobi [400]

While Japan is world-renowned as a land of honor-bound samurai, it was also historically a land of the ninja - and through grueling, secretive training, you have mastered their ancient arts. You are an absolute master of stealth, effortlessly able to hide your presence, erase your footsteps, and evade all forms of conventional perception. To smell, sight, and hearing, you might as well be imperceptible. Additionally, you possess flawless mastery over ninja weaponry, wielding kunai, shuriken, and explosives with deadly precision. Most importantly, your brutal training has forged an incredibly resilient constitution. You are highly resistant to mundane and supernatural poisons alike. A lethal dose of demon venom that would instantly melt a normal human's insides will merely numb your limbs, delaying any fatal effects for hours, granting you more than enough time to finish a brutal fight and secure an antidote.

Vegan Demon [400]

Usually, creatures of the night are cursed with horrific, predatory dietary restrictions. Whether you are a flesh-craving demon (or any other type of monster), you typically need to prey on the living to survive. Worse yet, attempting to blend in and eat normal human food usually results in violently throwing it back up. However, thanks to a miraculous mutation in your biology, you are no longer bound by these cursed cravings. First, you can perfectly consume, digest, and genuinely enjoy regular human food without any nausea or rejection, even if it doesn't actually provide your monstrous side with any real nourishment. More importantly, you can now draw full sustenance by feeding on ordinary animals, or by scavenging from the recently deceased (up to three days dead tops). With this, you are able to exist without taking the lives of innocent people.

The Master's Acumen [600]

The Demon Slayer Corps is an absolute marvel of administration and logistics. There is a staggering amount of hidden work behind the seemingly simple act of sending warriors out to kill demons: from managing safe houses and hiding villages of blacksmiths to funding a secret paramilitary organization without drawing the government's ire. Someone has to keep the swords sharp, the safe houses stocked, and the demons dying on schedule - and now, that someone is you. You now possess supreme management, administration, and leadership skills rivaling those of the Ubuyashiki family themselves. With these talents, you could easily build your very own Demon Slayer Corps from the ground up, or seamlessly assume control of the existing one if you so wished. Your innate charisma inspires deep, unwavering loyalty in your subordinates, ensuring smooth operations, perfect resource allocation, and unbreakable morale even in times of crisis. Furthermore, your organization is so masterfully compartmentalized that it becomes a resilient, nigh-unkillable cockroach: completely destroying it is an impossible task, as striking down one branch or leader will never expose or compromise the whole. Additionally, your logistical brilliance extends to delegation and training. You will find that anyone you recruit to be a teacher or mentor will have their effectiveness increased considerably. Instructors working under your banner will easily pass on their skills, producing highly trained, exceptionally capable recruits in a fraction of the usual time while drastically improving their overall survival rate.

Drop-in Perks

Perks for Drop-In are discounted 50%, with the [100] perk being free.

Wild & Unjudged [100]

You might be a feral wild child raised by beasts in the deepest, most isolated mountains, or perhaps a completely alien traveler hailing from lands far beyond the borders of Taisho-era Japan. You might even be a complete freak of nature, born with bizarre, unnatural hair colors or a strangely monstrous, scarred body. Whatever your origins, you will find a strange grace in this world: you will not be judged for your differences. No matter how eccentric your behavior, how bizarre your attire, or how strange your physical appearance, people will instinctively look past your oddities. Instead of shunning or fearing you, they will judge you entirely upon your character, your actions, and the strength of your heart. You could wear a hollowed-out boar's head in public, and most people will just casually accept it as a quirk of your personality.

Prodigious Spark [200/400]

People in this world can be born completely ordinary, destined to live mundane lives, or they can be born with talents that utterly defy imagination. You find yourself firmly in the latter category. For **200 CP**, your mind is a sponge for knowledge and technique; you can now learn, memorize, and master things exactly five times faster than a normal human. Complex sword katas, academic subjects, and intricate skills are absorbed with breathtaking speed. For an additional **200 CP (400 CP total)**, this prodigious talent extends fully to your physical body. You now grow physically stronger, faster, and tougher five times faster than anyone else. More importantly, this breaks the usual limits of humanity, allowing you to train incredibly fast and ultimately reach genuinely superhuman heights of physical conditioning that normal men could never hope to achieve.

Freak of Nature [400]

I spoke earlier of talents that defy imagination, but I forgot to mention the true freaks of nature. You possess a bizarre physical mutation that completely differentiates you from normal human biology. Each purchase of this perk grants you one distinct, physics-defying biological quirk. You may choose from the following, or invent a similar mutation of equal power:

Muscular Density: You possess exactly eight times the muscle density of a normal human. This allows you to maintain a perfectly normal, slender physique while secretly possessing the ability to hit like a speeding freight train and casually tank crushing blows that would snap normal bones like twigs.

Iron Flesh: Your flesh tissue is absurdly hard and resilient. You can effortlessly shrug off the impact of a demon's claws without bleeding, and you can literally touch roaring flames or endure freezing cold without suffering any tissue damage.

Supreme Flexibility: Your body is a terrifyingly elastic weapon. You can casually dislocate and relocate your joints at will to dramatically extend your attack range like a flesh-and-bone whip. You can also actively shift your vital organs out of the way of lethal stab wounds, or perform impossible feats of internal control - such as manually contracting your own arteries to pump blood in the event that your heart is temporarily destroyed or stopped.

Devourer of Monsters [600]

This world is filled with flesh-eating monsters, and most people look at them and rightfully think they should run for their lives. A freak of nature like yourself looks at those very same monsters and thinks **LUNCH!.** You possess a bizarre, incredibly durable digestive system capable of safely consuming the raw flesh of demons, monsters, or supernatural beings. You are completely immune to any toxic side effects, and you can never be biologically corrupted, hijacked, or mutated against your will by the things you eat (even Muzan's cellular control cannot affect you). Even better, you are a true assimilator. By consuming a monster, you temporarily gain their physical strength, their terrifying regenerative abilities, and even fragments of their magical powers and Blood Demon Arts. The stronger the monster you take a bite out of, the vastly stronger you become. To facilitate this brutal feeding habit, you have developed an incredibly powerful jaw and a set of teeth as hard and sharp as diamonds, allowing you to viciously bite through demon bone and rip the flesh directly from your enemies in the middle of a chaotic battle. And most terrifying of all: you permanently assimilate a small fraction of the powers of each being you eat completely, making you stronger in the process. So go out there and eat some demons, freak!

Predatory Compass [600, Undiscounted]

Most people in this world rely on their eyes and ears to survive, but as a true freak of nature, your biology has discarded such fragile, mundane limitations. You possess an entirely unnatural, supernatural sensory system that allows you to perceive the world on a completely different axis: the ability to physically feel, see, and track "Fighting Spirit." Within a radius of one kilometer around you, you can instantly assess the exact physical strength, combat potential, and latent weaknesses of anyone around you. To your bizarre senses, the auras of humans, demons, and their inherent killing intent blaze like inescapable beacons in the dark.

However, this is far more than just a biological appraisal tool; it is the ultimate martial radar. By locking onto the hostility and battle spirit of your enemies, you completely eliminate your own blind spots. You can sense their presence hidden in the environment, track targets from considerable distances, and anticipate attacks from completely unexpected angles before the enemy even twitches a muscle.

Because you can literally feel the trajectory and power of their killing intent, your reflexes instantly adapt to predict their movements. In practice, this acts like a magnetic pull: the stronger your opponent's will to kill you, the sharper and faster your body reacts, allowing you to seamlessly counter their techniques with the exact amount of power needed to crush them.

Furthermore, this extrasensory perception is so profoundly ingrained into your very muscle memory and nervous system that it completely bypasses your conscious mind. Because your body autonomously reacts to the friction of an enemy's fighting spirit against the air, you no longer actually need your physical senses - or even a functioning brain - to wage war. Even if you were completely blinded, deafened, or magically robbed of all five of your mundane senses, you would suffer absolutely zero combat penalties. Most terrifyingly of all, should you be knocked entirely unconscious, or even if your head is violently severed from your shoulders in the heat of battle, your body will refuse to fall. Driven by pure martial instinct and the radar of your compass, your dormant or headless form will continue to flawlessly dodge, defend, and launch calculated counterattacks, relentlessly slaughtering anyone foolish enough to direct their killing intent toward you.



Demon Slayer Perks

Perks for Demon Slayer are discounted 50%, with the [100] perk being free.

Final Selection Survivor [100]

To hunt the creatures of the night, you must first become a weapon. You possess the grueling basic training of a certified Demon Slayer, making you intimately familiar with the lethal art of wielding a katana. Furthermore, you possess the razor-sharp tracking skills required to hunt down hidden demons using nothing but mere rumors and the smallest shreds of evidence. Most importantly, your mind has been forged into absolute iron. When faced with a three-meter-tall, multi-armed predator that devours human flesh for sport, you will not even blink. Such is the sharpness of your mind that you are immune to paralyzing fear, hesitation, and indecision that would freeze a mortal in their tracks when confronted by the supernatural.

Senses of a Slayer [200]

Choose one of your five traditional senses (Sight, Smell, Hearing, Touch, or Taste). That sense is now dialed up to superhuman, downright magical levels of perception. If you choose Smell, your nose is a flawless radar; you can literally smell a person's emotions, deduce their hidden intentions, and track a specific scent from kilometers away through a rainstorm. If you choose Hearing, you can hear a person's heartbeat to act as a perfect, infallible lie detector, or hear a needle drop in a tavern one city block over. If you choose Sight, your kinetic vision reaches insane heights, allowing you to track hypersonic movements and incoming projectiles as if they were crawling in slow motion. Furthermore, your chosen sense comes with an incredibly powerful, conceptual bonus ability. Your sense of Hearing might let you literally "hear" the surface thoughts and next moves of your enemies. Alternatively, your sense of Smell might allow you to perceive opening threads: metaphysical scents that guide you to the weakest point of your targets. This can be bought multiple times.

Repetitive Action [400]

When your muscles are screaming, your lungs are burning with exhaustion, and a hulking monster is trying to crush your skull, panic is your absolute worst enemy. Thankfully, you have mastered the advanced psychological trick known as "Repetitive Action." By establishing a specific, deeply personal trigger - such as reciting a prayer, remembering a loved one's face, or even aggressively grinding your teeth - you can instantly force your brain and body into a state of absolute peak performance. The exact second you trigger this technique, all pain, fear, and hesitation are completely overwritten by an explosive flood of adrenaline. This allows you to instantly and safely access 100% of your bodily strength, completely ignoring mortal exhaustion, torn muscles, and physical limitations. With this technique alone, you could fight against powerful, super-heavyweight demons in dead-even struggles of raw physical power, even if you hadn't mastered advanced breathing techniques.

The Demon Slayer Mark [600]

Your body has been pushed to the absolute brink, but instead of shattering, it evolved. You have acquired the legendary Demon Slayer Mark: a colorful crest that permanently appears on your skin. Activating this mark pushes your physical and sensory capabilities into the stratosphere, turning you into a blindingly fast blur of supernatural destruction, fully capable of overwhelming the strongest Upper Rank Demons in brutal one-on-one combat.

Additionally, awakening this mark permanently grants you two legendary abilities. First is the Bright Red Blade: you can grip any weapon you wield with such immense, vice-like pressure that the metal turns a blinding, bright red. This generates immense, sun-like temperatures that violently burn any enemy it strikes, drastically halting their supernatural regeneration as their wounds sear. Second is the fabled Transparent World: an ultimate evolution of perception that lets you literally see inside an enemy's body - viewing their lungs, blood flow, and muscles to flawlessly predict their next actions in slow motion. Furthermore, while in this state, your fighting spirit completely vanishes. To an enemy's senses, you feel as entirely harmless and devoid of threat as a potted plant, right up until the exact moment your blade severs their head.

More impressively, your mark is highly contagious; once you awaken it, your very presence acts as a biological catalyst, making it significantly easier and giving the potential for your trusted allies to awaken their own Marks just by fighting near you. This can be toggled off if you wish. And don't worry about the grim legend: your Mark (and the mark of others awakened by you) is completely stripped of the curse that violently kills its users at the age of twenty-five, allowing you to enjoy your god-like physical prime for a long, healthy life.

Swordsmanship Potential [200 / 400 / 600 Undiscounted]

The night is vast, cold, and hungry, yet humanity has survived its terrible depths for a single, undeniable reason: every so often, the gods forge a blade out of human flesh and bone. For **200 CP**, you are a bona fide martial prodigy. In a world where standard recruits master swordsmanship before they're old enough to shave, you are a standout talent. You absorb instruction and muscle memory like a sponge, taking what usually requires a grueling year or two of hellish mountain training and mastering it in mere weeks. Feats like slicing through solid boulders or deflecting hailstorms of traps are just basic stepping stones you breeze past. Given a competent master, you will effortlessly rise through the ranks of the Demon Slayer Corps, possessing the bedrock talent required to become a renowned master.

For **400 CP**, your potential skyrockets to the level of a generational freak of nature, matching the likes of Muichiro Tokito or Inosuke Hashibira. You possess the raw, unadulterated talent required to go from a total amateur to Hashira-level in a matter of months. You don't even need a master; you could literally pick up a pair of chipped blades in the woods and develop your very own, highly effective Breathing Style from scratch in a matter of weeks. Your combat instincts, spatial awareness, and lethal precision grow at a terrifying rate, allowing you to clash against century-old demons after only a few months of active combat experience.

For **600 CP**, you aren't just a genius; you are a once-in-a-millennium anomaly on the level of Yoriichi Tsugikuni. The very concept of ''training'' is almost redundant for you. You possess an innate, divine understanding of combat mechanics from the moment you hold a weapon, capable of picking up a wooden stick as a toddler and effortlessly thrashing seasoned adult swordmasters. Furthermore, this peerless comprehension grants you two terrifying abilities: first, you can instantly and flawlessly learn any swordsmanship technique or martial art just by seeing it performed a single time. Second, you can easily invent and create brand-new Breathing Styles and sword techniques entirely on the fly in the middle of combat, seamlessly adapting your swordplay to perfectly counter almost any threat you may face.



Demon Perks

Perks for Demon are discounted 50%, with the [100] perk being free.

Apex Predator [100]

To transcend humanity is to leave its fragile morality behind. You are no longer prey; you are the undisputed apex predator of the night. First, you will find that you have developed a true predator's mindset: you feel absolutely no disgust from butchering or consuming living beings, and in fact, human flesh now tastes like an exquisite delicacy to you. Second, you possess an aura of pure, suffocating malice. When you stop hiding your presence and unleash your killing intent, the very air around you thickens, feeling like freezing molasses. Ordinary mortals will literally drop to their knees in despair, become completely paralyzed, or outright faint from the sheer, primal terror of making eye contact with you. Even highly trained, super-powered warriors will find their hands violently shaking, their survival instincts screaming at them to run away as fast as possible. Fortunately, you can easily toggle this terrifying aura on and off, allowing you to perfectly blend into a crowd of mortals before revealing yourself as their worst nightmare.

Feast of the Damned [200]

For a demon, consumption is not merely about sating hunger or ensuring survival; it is the absolute, most efficient path to limitless power. By consuming the flesh and blood of living creatures, you permanently increase your physical strength, speed, durability, and demonic power reserves. The stronger and more supernaturally potent the prey you eat, the more massive the surge of power you receive. However, this dark gluttony has a rule: eating weak, mundane prey will eventually hit diminishing returns, forcing you to constantly hunt increasingly dangerous and powerful foes to continue your growth. Additionally, this consumption acts as a supreme fuel source for your vitality, allowing you to rapidly regenerate your body from grievous, battle-ending injuries just by swallowing a mouthful of flesh in the heat of combat.

Demonic Biokinesis [400]

The progenitor of all demons maintains his absolute supremacy not just through raw strength, but through biokinesis: the absolute, cellular mastery over his own biology. Because you share his cells, you share this terrifying capability, but you possess an innate talent for it that far outstrips the average demon. At your baseline, you can casually alter your physical appearance, seamlessly changing your age, gender, height, or skin tone to perfectly blend into human society without arousing suspicion. But with time and training, your flesh becomes a deadly canvas. You can weaponize your anatomy, turning your arms into razor-sharp bone blades, extending your neck like a serpent to bite prey from across the room, rapidly growing to five meters of pure demonic flesh, or sprouting extra mouths and limbs to physically overwhelm your enemies. With enough dedication, you can reach incredible feats of biological manipulation: you could spread your biomass outward to effectively possess and assimilate massive inanimate objects or vehicles, much like the Lower Moon Enmu, or forge an entirely new alien internal anatomy like Muzan with his seven hearts and five brains.

Unholy Mutation of the Devil [600]

Buried deep within the genetic code of every demon lies the hidden potential for absolute evolution: the ability to shatter limits and reach unprecedented heights. You have firmly grasped the first of many steps on this ladder of ascension. First and foremost, your flesh has adapted to become completely independent and truly your own, violently severing any telepathic or biological control Muzan Kibutsuji holds over you. He cannot hear your thoughts, he cannot pry into your memories, and he absolutely cannot command or remotely execute you. Second, your very being is now in a state of reactive evolution. Your powers will organically develop and mutate as time passes, especially in times of great stress or mortal danger. You may find yourself adapting to survive decapitation during the most difficult fight of your life, or discovering that your telekinetic Blood Demon Art has suddenly mutated into a lethal pyrokinetic aspect after pushing your limits. This evolutionary trait also grants towering immunities, allowing you to quickly develop resistances to poisons and esoteric damage. In time, you may conquer a demon's ultimate weakness, developing an absolute immunity to the sun itself and achieving a perfect form.

Blood of the Sovereign [600/800, Undiscounted]

There is much more of the Progenitor in you than Muzan Kibutsuji truly realizes - and if he knew, he would spare no effort to eradicate you from the face of the earth. You are no mere foot soldier in the army of the night; you are a Demon Lord in the making. You are now fully capable of generating your very own demons by offering them your blood. Doing so not only resurrects them into powerful, flesh-eating immortals, but also guarantees they will awaken a unique Blood Demon Art strictly specific to their nature. Just like Muzan, you possess absolute sovereignty over your bloodline. You hold an unbreakable telepathic link to any demon you create, allowing you to effortlessly peer into their thoughts, see through their eyes, and review their memories at your leisure. Should they ever displease you, disobey a direct command, or betray your trust, you can enforce your will upon them no matter the distance - or instantly obliterate them at a distance, reducing them to ash with a mere thought. If you have purchased the **Vegan Demon** perk, you can share it with your minions. For an extra **200 CP**, you can turn others into any alt-form you may have, with them gaining an appropriate new power related to it.

Flesh-Eater [800, Undiscounted]

To be the absolute apex predator is not merely to slaughter your lesser; it is to consume them, to violently strip them of their evolutionary triumphs and claim their strengths as your own. Muzan Kibutsuji was the perfect example of this fundamental truth of nature, viewing all other forms of life as mere stepping stones and raw material on his relentless path to ultimate perfection. Now, that same terrifying, all-consuming gluttony courses through your very cells.

You possess the horrific ability to physically absorb other living beings directly into your own flesh. By engulfing an enemy with your body, you can initiate a terrifying, inescapable process of cellular assimilation. However, a meal of this magnitude is not without its risks. To truly claim their power, your biology, spirit, and willpower must violently clash against theirs in an internal, microscopic struggle for dominance. The stronger the prey, the fiercer their soul and cells will fight back against being digested and erased. But if your body emerges victorious and you successfully crush their resistance, the reward is absolute.

They are permanently assimilated into your being, their existence extinguished and added to your own. Through this, you permanently acquire their physical attributes, martial skills, magical abilities, Blood Demon Arts, and any unique biological quirks they possessed. With every powerful foe you devour and successfully subjugate, you become an ever-evolving, unstoppable chimera, inching closer and closer to becoming the ultimate, perfect lifeform.

Swordsmith Perks

Perks for Swordsmith are discounted 50%, with the [100] perk being free.

Forge-Born Constitution [100]

To forge the greatest weapons in the world, one requires a level of absolute focus and physical constitution that might even rival an initiate of the Breathing Styles. You now possess the supernatural ability to remain one hundred percent focused on your work, becoming completely immune to both mental and physical fatigue while crafting. You could hammer away at a sword for hours, or even days on end, without getting tired or distracted = even if someone is yelling at you or the building around you is falling apart. Furthermore, your body has been tempered into that of a master blacksmith. You no longer suffer from repetitive strain injuries, your muscles will not ache from working the anvil, and you possess a resistance to extreme heat, allowing you to stand before a roaring forge or handle blistering materials without sweating, burning, or succumbing to heatstroke.

Bespoke Butchery [200]

A standard katana is incredibly elegant, but sometimes a warrior needs to violently decapitate a demon using an explosive pair of giant nunchuck-cleavers. You possess a god-tier talent for highly unorthodox, borderline insane weapon design. You can completely ignore the conventional limitations of physics and metallurgy to forge incredibly bizarre weapons that are still perfectly functional in lethal combat. You can easily create a sword as thin and flexible as a whip that never snaps and cuts like a razor, giant chakrams that act as returning boomerangs, or heavy naginatas that can expand and contract outward with a simple flick of the wrist. Not only are these weapons completely functional and structurally sound, but your true genius lies in your bespoke tailoring. By observing or calculating a client's specific physical attributes - such as their height, muscle density, grip strength, and dexterity - you can ensure that these bizarre weapons are perfectly balanced for them. In their hands, these terrifying contraptions will feel as effortless and natural to wield as their own limbs.

An Eternity of Steel [400]

The greatest, most heartbreaking tragedy of a master blacksmith is knowing that rust, blood, and the endless march of time will eventually claim their finest work. But not yours. You have achieved the absolute pinnacle of structural permanence. Any weapon or armor you craft with genuine effort becomes completely immune to the ravages of time, rust, poor maintenance, and natural degradation. A sword you forged could sit abandoned inside a mechanical wooden doll, exposed to rain and the elements for over three hundred years, and when finally drawn, it will be just as gleaming, pristine, and impossibly sharp as the day it first cooled in the water. Furthermore, your greatest creations are practically indestructible in combat. The weapons you forge are capable of clashing against overwhelming force - parrying blows from mountain-shattering demons or deflecting esoteric supernatural attacks - without so much as a microscopic chip, bend, or fracture appearing on the edge. What you forge is meant to last an eternity.

Hammer of the Sun [600]

The phenomenon of a Bright Red Nichirin blade is traditionally understood as the fighting spirit of a supreme warrior heating a blade so intensely that it can cut wounds that burn immortals even centuries later. But who ever decreed that this miraculous phenomenon was strictly limited to those who wield the weapons? You have unlocked a legendary, unprecedented blacksmithing technique: you are now capable of forging any weapon through the exact same process a master swordsman uses to manifest a Bright Red blade. By channeling your own unbreakable spirit and striking the metal with immense, rhythmic force upon your anvil, you can permanently imbue the metal with a searing, sun-like heat. Weapons crafted in this manner permanently glow with a crimson hue and burn with the power of the sun, entirely bypassing the need for the wielder to manifest the heat themselves. With a weapon forged by your hammer, even a lowly Demon Slayer initiate or an entirely ordinary human could wield a blade capable of agonizing, maiming, and permanently killing absolute immortals. And don't worry, somehow, these weapons will be able to be sheathed (and have their temperature contained) despite their heat.

Automata of the Golden Era [600, Undiscounted]

Once, during the golden era of the Demon Slayer Corps, a humble swordsmith bore witness to the greatest warrior to ever live, displaying his flawless, god-like swordsmanship. Struck by a profound epiphany and limited only by the primitive technology of the Sengoku period, this artisan managed to construct clockwork automatons capable of not only fighting but genuinely rivaling the combat abilities of the Hashira themselves. You have inherited this exact spark of transcendent mechanical genius.

You possess the uncanny ability to translate the fluidity of human movement and martial mastery into springs, gears, and wood. By simply observing a master warrior in action - whether they are a swordsman, a spear-wielder, or a hand-to-hand martial artist - you can construct flawless clockwork replicas capable of perfectly mimicking their specific combat styles, blinding speed, and terrifying lethality. Despite being made of seemingly mundane, pre-industrial materials, these automatons possess the structural integrity and reflexes to match superhuman combatants. If a warrior is too fast for a normal machine to replicate, you naturally know how to compensate, such as giving your automaton six arms to emulate the sheer overwhelming speed of the original master.

Beyond this baseline genius, your creations come with several extraordinary benefits. First, they possess an impossible longevity; an automaton you build can function perfectly for over three hundred years with absolutely zero maintenance, enduring brutal daily beatings without losing functionality. Second, while they can be programmed with simple, lethal directives - such as patrolling a perimeter, serving as bodyguards, or slaughtering any demons that breach your workshop - they truly shine as the ultimate instructors. You can tune their clockwork programming to dynamically scale to an opponent, perfectly analyzing a trainee's skill level and pushing them to the absolute razor-edge of their limits to draw out their latent potential without actually dealing a fatal blow. Finally, you can flawlessly integrate esoteric materials into their construction, such as building their frames entirely out of sunlight-absorbing Scarlet Ore, allowing you to create a personal army of autonomous, demon-slaying machines.



Doctor Perks

Perks for Doctor are discounted 50%, with the [100] perk being free.

Wisteria Connoisseur [100]

In a world where monsters regenerate from decapitation, sometimes a scalpel just isn't enough; sometimes, you need a really good poison. You possess an encyclopedic, master-class knowledge of botany, pharmacology, and toxicology. You can effortlessly extract, synthesize, and weaponize highly lethal toxins from natural plants, such as the demon-killing Wisteria flower. Furthermore, you are an absolute genius at rapid synthesis. Even in the middle of a chaotic battlefield or a dingy cave with limited supplies, you can analyze an unknown venom coursing through someone's veins and immediately whip up the perfect, life-saving antidote using nothing but basic medicinal herbs and sheer chemical intuition. If it can be brewed, distilled, or injected, you know exactly how to make it deadly - or how to make it cure.

Wisteria Blood, Alchemical Body [200]

Why carry a fragile weapon when you can turn your entire body into a living payload? Inspired by the extreme, sacrificial methods of the Insect Hashira, you have learned how to safely and permanently alter your own biology by saturating it with external substances. Through steady ingestion, injection, and long-term exposure, you can entirely flood your cells with any chemical substance or drug you desire without suffering absolutely any negative side effects, organ failure, or bodily harm. By saturating your body with highly lethal poisons, Wisteria extracts, or heavy metals, you transform your very flesh into a hyper-lethal biohazard, making your body a devastating trap against anything foolish enough to bite, eat, or attempt to absorb you. But you are not just a passive deterrent; you can actively weaponize your very own blood as a catastrophic toxin against your enemies. You can coat your blades in your own blood, flick it into a demon's eyes, or force it into their open wounds to poison them from the inside out. Alternatively, you can choose to saturate your body with healing medicines. By doing so, you turn your circulatory system into a literal fountain of life, ensuring that anyone who receives a transfusion from you is healed of their medical conditions such as diseases, poisons, or wounds.

The Butterfly's Guarantee [400]

In the brutal world of Demon Slayers, warriors routinely suffer catastrophic, horrific injuries - shattered ribcages, ruptured internal organs, severed arteries, and mind-melting poison - only to miraculously return to the front lines a few months later. You have mastered this exact, absurd tier of miraculous rehabilitation. So long as a patient is brought to your medical facility or base of operations alive, no matter how faintly their heart beats or how mangled their body is, you are absolutely guaranteed to stabilize them and pull them back from the brink of death. Furthermore, your medical treatments, surgeries, and physical therapy regimens are flawlessly effective at returning them to complete fighting shape. You can perfectly knit together completely pulverized bones, purge impossibly complex venoms from their bloodstream, and ensure they suffer no permanent chronic pain or debilitating stamina loss. Even in the tragic event of missing limbs or permanently destroyed organs, your rehabilitative care ensures their body adapts flawlessly, allowing them to return to the battlefield just as deadly and capable as they were before.

Lady Tamayo's Successor [600]

Were you perhaps taken in and trained by the legendary fugitive physician herself? You now possess an unparalleled, world-class genius in the fields of supernatural biology, anomalous anatomy, and esoteric pharmacology. Your understanding of how mystical bodies function allows you to achieve miraculous medical feats that completely surpass the conceptual limits of mundane science. You can fundamentally alter the biology of a man-eating monster, allowing a demon to survive and maintain their strength on mere medicinal drops of blood rather than requiring gruesome feasts of human flesh. You can flawlessly sever absolute, soul-binding mind-control links or lethal curses that dark masters hold over their biological pawns. If driven to violence, you can synthesize terrifying, hyper-lethal toxins capable of completely bypassing supernatural immunities, such as a multi-stage venom that forcefully ages immortals by hundreds of years in mere minutes or shreds their regenerative healing factor at a cellular level. It is even entirely within your power to synthesize an absolute cure for supernatural afflictions, turning full-fledged demons back into ordinary humans. Your only true limitation is the scientific method: to create these bespoke miracles or lethal countermeasures, you must first have the opportunity to extract samples, observe, and study the specific supernatural biology of your target, and to make a cure, the work of years is necessary.

The Heian Miracle [600, Undiscounted]

A millennium ago, during the Heian period, a brilliant but ultimately doomed physician attempted to cure a young man's terminal illness. In his desperate search to conquer the human condition of death, he stumbled upon the secret to true immortality - but not in the way he intended, inadvertently birthing the Demon King and unleashing a thousand years of bloodshed. You have inherited this exact spark of transcendent, paradigm-shattering medical genius, granting you the intellect to completely breach the boundaries of conventional science and biology.

Once per Jump (or once every ten years), you may invent an entirely new, miraculous field of medicine or synthesize a single, revolutionary compound that utterly defies human common sense. The applications of this genius are practically limitless. You could concoct a mutagenic serum that transforms humans into a completely new, supernaturally gifted species - granting them immense physical power, blood magic, and biological immortality, though such a drastic leap in evolution will always come with a severe, thematic caveat or weakness (such as a fatal vulnerability to sunlight).

Alternatively, you could distill a true Elixir of Life capable of flawlessly curing any terminal disease, instantly regenerating fatal wounds, and permanently restoring subjects to their absolute physical youth. If your intentions are far darker, you could invert this life-giving genius to synthesize absolute venoms - poisons so conceptually potent and complex that they could permanently strip away the regeneration of immortal beings or even slay gods.

Furthermore, the potency of your miracle is limited by either the absolute power ceiling of the current setting or your own personal power ceiling, whichever is higher. As your own strength grows across your chain, the maximum potential of the serums, elixirs, and venoms you can synthesize will scale right alongside you.

Items

You have a 300 CP stipend to spend here. You can freely import items. Locations may be imported or recreated in future jumps as Warehouse attachments, if you wish. Items destroyed or lost restore themselves in three days. You can discount two items per price tier except the 800 one. Discounted 100 CP items become free.

Kasugai Crow [100]

Every slayer needs a guide, and you are no exception. You receive a highly intelligent, fully sapient Kasugai Crow (or another small bird of your choice, like a sparrow or owl). This avian companion can speak your language flawlessly and possesses an uncanny, almost supernatural sense of direction. They can track your enemies from the sky, deliver messages across vast distances in record time, and will be fiercely loyal to you. In future jumps, your bird can easily track down local supernatural disturbances or bounties for you to hunt.

Demon Slayer Uniform [100]

This is the official gear of the Demon Slayer Corps. Woven from a specialized, highly durable fiber, this uniform is incredibly lightweight, breathable, water-resistant, and provides fantastic insulation against extreme heat. More importantly, the fabric is remarkably tough. It acts as excellent light armor, capable of completely resisting the sharp claws and fangs of lesser demons without tearing. Naturally, this outfit comes tailored exactly to your liking. And as a bonus, the fabric will automatically keep itself clean and slowly repair minor tears over time.

Nichirin Weapon [100/200]

Forged from sunlight-absorbing ore, this specialized Nichirin weapon is an absolute necessity for any aspiring demon hunter. It does not have to be a standard katana; you may freely choose its form, whether it be a flexible sword-whip, a heavy spear, a massive claymore, or an even more exotic melee weapon tailored entirely to your unique fighting style. The blade itself holds a powerful supernatural bane effect: a clean decapitation strike will permanently kill almost any supernatural creature, bypassing standard regenerative abilities and rendering them instantly dead. However, while it is lethally effective against standard demons, vampires, and monsters, it is not an absolute instant win. Truly godlike creatures or beings of immense supernatural power may possess enough raw strength or alien biology to actively resist the decapitation effect, requiring other methods for you to kill them. For an extra **+100 CP**, the weapon you purchased is indestructible.

Modified Wisteria Saplings [200]

This is a large, enhanced supply of Wisteria saplings that have been biologically modified to bloom vibrantly all year round, completely ignoring the usual constraints of the seasons. Once planted, these incredibly hardy trees grow rapidly, forming a stunning canopy of purple flowers that serves as an biological and spiritual barrier against creatures of the night. The scent and pollen possess a highly repulsive effect on demons, undead, and other inherently evil supernatural entities, causing them intense physical discomfort, disorientation, and weakness. Planting these in a perimeter around your base will effectively ward off lower-level monsters entirely, while even incredibly powerful demons will find themselves severely hindered and disgusted by the area. They can be transplanted into any soil.

Wealth [200/400]

You receive a reliable and ever-replenishing supply of money that ensures you can comfortably live a life of luxury without ever needing to work a single day in your life again. This baseline income is more than enough to effortlessly sustain a sprawling estate, provide top-tier care for a large extended family, and handle any mundane expenses that come your way. However, for an additional cost of **+200 CP**, this stipend dramatically upgrades into a vast well of financial resources completely equivalent to the legendary hidden fortune of the Ubuyashiki clan. You will never need to worry about the trivialities of money again, possessing the raw economic power to privately fund, equip, and sustain an entire secret military organization on the scale of the Demon Slayer Corps all by yourself. You can buy politicians or purchase entire city districts without making a dent in your treasury. In future jumps, this converts to the top currency of whatever setting you are in.

Nichirin Ore Supply [200]

This is a genuinely staggering, warehouse-filling supply of Scarlet Ore and Scarlet Crimson Iron Sand, the legendary metals harvested from mountains bathed in eternal sunlight. These highly sought-after materials permanently absorb the power of the sun, making them the fundamental ingredients for crafting demon-slaying Nichirin blades. The sheer volume provided here is enough to outfit an entire army for decades. Beyond merely forging traditional weapons, this unique metal can be utilized in incredibly creative ways depending entirely on the skill, imagination, and technological prowess of the blacksmith handling it. A master craftsman could forge highly durable Nichirin armor to protect against supernatural claws, or even construct highly advanced, sun-infused clockwork robots and mechanical battle dolls capable of murdering demons all by themselves.

Pacifying Bamboo Gags [200]
Originally inspired by the restraint worn by Nezuko Kamado, you receive a steady supply of specially crafted gags made from a unique, alchemically treated blend of durable bamboo and concentrated wisteria essence. These gags are highly effective pacification tools; if you can successfully force one into a demon's mouth and secure it, the item actively suppresses their bloodlust. While worn, the gag renders them completely unable to bite or consume human flesh and aggressively reduces their innate hostility to the manageable level of an ordinary human. The restraint is virtually unbreakable from the inside for standard demons. Only the absolute strongest, upper-echelon demons possess the raw physical might or blood arts required to shatter it. However, a profoundly skilled doctor with a deep understanding of demon biology could potentially reverse-engineer and upgrade these gags to pacify even the most formidable of demons.

Nichirin Double-Barreled Shotgun [200]
Sometimes, complex sword katas and ancient breathing techniques are entirely unnecessary when you have the overwhelming power of gunpowder on your side. Yeehaw, my friend, you are now the proud owner of a remarkably durable double-barreled shotgun. While it functions flawlessly as a standard firearm, its true value lies in the heavy leather bag it comes with. This bag provides a seemingly infinite, daily-restocking supply of specialized Nichirin buckshot and slugs. These bullets hit with powerful force, severely damaging demonic flesh upon impact. If you can accurately shoot a demon directly through the neck, blowing their head completely off their shoulders, the pellets will permanently kill them just as effectively as a master swordsman's decapitation strike. It is the ultimate equalizer for those who prefer to keep their distance.

Breathing Styles Compendium [200]
This unassuming leather book contains an absolute treasure trove of martial arts secrets. Within its incredibly detailed pages lie the flawless instruction manuals for every single officially developed Breathing Style: Water, Flame, Wind, Stone, Thunder, and all of their subsequent derivatives like Sound, Insect, and Mist. The book meticulously details the complex breathing patterns, footwork, and sword katas required to master these superhuman techniques. The instructions are so perfectly written and easy to comprehend that they can be used to successfully teach these magical combat arts to absolutely anyone, provided they have the physical stamina to endure the training.

Wisteria [200]
While having trees is nice for a defensive perimeter, sometimes you need immediate, concentrated raw materials for mass production. You have been granted a truly absurd, warehouse-filling stockpile of freshly harvested Wisteria flowers, heavily concentrated Wisteria sap, and finely ground Wisteria poison powder. We are talking about literal tons of stuff. Perfect for anyone planning to make wisteria bombs or to upgrade the equipment of a demon-slaying army with poison weapons.

Luxurious Establishment [200]
You are the owner of a phenomenally successful and incredibly luxurious establishment - such as an Oiran house, a casino, or a tavern - located in a major population center. Beyond generating a very comfortable passive income, this business is actually a flawless front for information gathering. The staff are trained spies who discreetly gather gossip and secrets from wealthy patrons and drunken travelers alike. If a demon or a specific target is operating anywhere within the region, rumors of their activities will invariably find their way to your desk within days.

Hashira's Obstacle Course [200]
An attachment to your Warehouse, this massive, magically expanding training ground is the ultimate crucible for physical improvement. The course is entirely dynamic, automatically shifting and scaling its difficulty to be just barely survivable for whoever steps inside. It features swinging logs, intense heat chambers, falling boulders, and mechanical dummies swinging blunted swords at lightning speeds. Training here pushes the human body past its absolute breaking point without actually killing you, allowing you (or your companions) to reach your absolute physical potential faster and more thoroughly than any conventional method of training ever could.

Muscle Mice Squad [200]
Why carry your own weapons when you can have a team of professionals do it? You are now the proud owner of a squad of twelve extremely muscular, highly intelligent mice. Despite their tiny size, each mouse possesses the proportional strength of a bodybuilder, capable of easily carrying heavy swords, hauling giant bags of explosives, or picking locks. They can seamlessly sneak through tiny gaps to deliver items to you mid-battle, gather intelligence, and are intensely proud of their bulging biceps.

The Sinner Dungeon [200]
Attached to your Warehouse is a secure subterranean prison populated by the absolute worst of the worst. This dungeon automatically captures and incarcerates the most irredeemable human scum from your setting, including serial killers and cruel tyrants. These iron cells constantly replenish themselves with new, thoroughly despicable inmates. For an ethical doctor, this facility provides an infinite supply of disposable test subjects for dangerous biological experiments or poison testing. Alternatively, if you are a demon attempting to retain your humanity, these vile prisoners serve as a steady, morally acceptable food source so you will never hunt innocents.

Tamayo's Concealment Charms [400]
A pouch containing a daily-restocking set of paper talismans inscribed with intricate, blood-drawn sigils. Originally developed to keep safehouses hidden from Muzan Kibutsuji, applying one of these talismans to a doorway, wall, or person completely masks their presence. It twists perception around the target, rendering them entirely invisible to ordinary sight, smell, and supernatural tracking abilities. Unless an enemy directly bumps into the concealed target, they will pass right by without noticing a thing. If used on a person, it has a time limit of 30 minutes.

Sound Shinobi Tool Kit [400]
Inspired by the gear of Shinobi Hashira Tengen Uzui, this is a replenishing pouch filled with specialized ninja equipment tailored for monster hunting. It contains an infinite supply of wisteria-coated kunai, flash bombs designed to blind creatures sensitive to light, and heavily packed explosive beads that detonate with immense force upon physical impact. The explosives are strong enough to blow off demonic limbs and disrupt regeneration, making them an ideal tactical tool for disorienting physically superior foes.

The Restorative Hot Springs [400]
Nestled in an outdoor courtyard attached to your Warehouse is a serene, steaming natural hot spring. The water here is infused with immense, mystical restorative properties. Submerging yourself in these waters will restore your vitality, help heal wounds, and instantly purge toxins or fatigue from the body. An hour in these springs feels like a full week of deep rest. Furthermore, prolonged daily use over several years will slowly and permanently raise a person's maximum physical potential, making their skin tougher and their muscles denser.

Advanced Medical Laboratory [400]
Every doctor needs a good lab, and absolutely no expense was spared in constructing this masterpiece. This medical sanctuary is decades ahead of everything available in the Taisho era, boasting highly advanced facilities, modern microscopes, chemical synthesizers, and surgical tools perfect for any physician seeking to unravel the deepest secrets of poison, disease, or biology. With this facility, a talented doctor possesses everything required to engineer devastating plagues, synthesize miraculous cures, and discover the very secrets of life itself. Furthermore, it comes stocked with an invaluable supply of rare research materials: unique plants like wisteria, vials of blood taken from diverse ''freaks of nature'' possessing useful genetic mutations, and even demon blood for experimentation.
Post-jump, this stock automatically updates, providing a fresh, generic supply of uncommon supernatural, biological, and mutated materials from whatever new setting you find yourself exploring.

Yoriichi Type Zero [400]
This is the Yoriichi Type Zero, an incredibly advanced mechanical battle doll constructed with technological and clockwork advancements completely alien to its time period. Modeled after the greatest swordsman in history, this automaton is a terrifying force on the battlefield. Equipped with six arms to replicate the impossible speed of its namesake, the doll is genuinely powerful enough to effortlessly defeat a Kinoe-level Demon Slayer and can even contend on equal footing with an elite Hashira for an extended period. It is completely loyal and will flawlessly follow your tactical commands, serving as either an unstoppable sparring partner or a lethal bodyguard. If destroyed, it restores itself after one month.

The Grand Estate [400]
You are now the undisputed owner of a breathtakingly massive, traditional Japanese estate easily rivaling the famous Butterfly Mansion in both size and beauty. This sprawling compound is hidden away from prying eyes, surrounded by tranquil koi ponds, perfectly manicured zen gardens, and towering bamboo forests. It features dozens of beautifully furnished living quarters, expansive dojos with reinforced wooden floors and equipment for intensive combat training, and fully equipped medical wards designed to treat catastrophic injuries. The estate is meticulously maintained by a fiercely loyal staff of attendants who handle all cooking, cleaning, and basic medical care. Whether you intend to use this compound as a serene personal retreat, a highly efficient recovery base for grievously wounded warriors, or the central headquarters for your own private army, it provides everything you need.

The Blacksmith Village [600]
Nestled within a concealed, heavily warded mountain valley is your very own Blacksmith Village. This secret settlement is populated entirely by a community of deeply eccentric, masked artisans who dedicate their entire existence to the flawless perfection of metallurgy and weapon crafting. These craftsmen are absolute masters of their trade, capable of forging almost indestructible Nichirin blades, custom armor sets, and many other things you may require. The village is completely self-sustaining, featuring its own schools, massive blast furnaces, and storehouses of common ores. They are unconditionally loyal to you, acting as a dedicated research and development division. As long as you provide them with blueprints and materials, these obsessive smiths can forge nearly anything.

The Infinity Castle [600]

You have gained ownership of an entire pocket dimension perfectly mirroring the original Infinity Castle. Directly connected to your Warehouse, this realm is an absolute architectural nightmare consisting of endless sliding shoji doors, upside-down staircases, and shifting wooden platforms that completely defy all known laws of physics and gravity. Unlike the original construct, this dimension is not tied to a specific minion's Blood Demon Art; it is entirely yours to control. You can instantaneously rearrange the layout to isolate intruders, crush enemies between violently shifting rooms, or create inescapable labyrinthine traps to confuse invaders forever. Sadly, because you do not inherently possess the specific Blood Demon Art of its original owner, you cannot naturally summon the portal doors out in the real world, meaning this dimension can initially only be accessed directly through your Warehouse, or by turning any physical door you enter into a temporary portal to this realm. However, there is a workaround: should you acquire any spatial-manipulation abilities, they will automatically synchronize with this dimension, granting you the ability to summon the doors anywhere you wish, dropping enemies into your domain at will.

The Demon Cure [600]

Lady Tamayo spent centuries agonizing over its creation, but you have bypassed all of that and acquired the fully realized, perfected version of the legendary Demon Cure. You receive a medical case containing several dozen vials of this miraculous serum, which will restock over time. When injected into a demon, the cure destroys Muzan's cells and immediately reverts the demon back to a healthy human. It even restores their human mind. However, this transformative process takes considerable time. For immensely powerful creatures like the Upper Moons, it may take several days to fully process, during which their highly adaptable bodies could develop a cellular resistance to the drug. Therefore, it is absolutely necessary to severely weaken or exhaust the demon first in combat, allowing the serum to act much faster and take root before they can fight it off. Post-jump, this serum automatically adapts to work as a "universal supernatural cure" for all types of monsters like vampires, werewolves, genetically mutated abominations, or magically corrupted individuals, restoring them to their original mortal states.

The Demon Slayer Corps [800]

Why fight a one-man war when you can command an entire army of superhuman swordsmen? You are now the supreme leader of an organization perfectly mirroring the Demon Slayer Corps. This grants you the absolute loyalty of hundreds of highly trained, breathing-style-wielding combatants, ranging from low-ranking grunts to a personal guard of elite ''Hashira'' level warriors who possess superhuman speed and strength. The Corps comes complete with its own deeply entrenched intelligence network, specialized cleanup crews to erase evidence of supernatural battles, and messenger crows to relay instant communications across the country. They view you with a near-fanatical level of reverence and respect, willingly laying down their lives to execute your orders. Post-jump, this organization follows you, dynamically adapting its training and recruitment to combat whatever new supernatural threats plague your future worlds.

Dark Legion [800]

For those seeking to conquer the night, you are granted absolute command over a fully realized demonic military force sworn eternally to your will. This item provides you with a personal army of exactly one hundred and twelve demons, all of whom are completely severed from Muzan Kibutsuji's control. At the pinnacle of this dark vanguard stand your very own Twelve Kizuki, meticulously divided into six Upper and six Lower Moons. They rival the Hashira in power and talent. Beneath these commanders march a hundred subordinate demons of varying strengths, tiered identically to match the standard swordsmen of the Corps from the entry-level Mizunoto all the way up to the veteran Kinoe ranks. If you have bought the Blood of the Sovereign perk, they count as your direct spawn, granting you telepathic control over them and the ability to share your Vegan Demon perk if you have it.

The Blue Spider Lily [800]

Muzan Kibutsuji has spent over a thousand years tearing the country apart in a desperate, blood-soaked search for this exact plant, and now it rests casually in your hands. You receive a thriving, perfectly preserved specimen of the mythical Blue Spider Lily, kept securely in a specialized, climate-controlled terrarium. This incredibly rare, legendary flower possesses unparalleled miraculous properties. It is the fundamental biological key to achieving true, flawless immortality, conquering the sun, and transcending the limits of the physical body. In the hands of a genius physician or an alchemical master, the petals of this lily can be synthesized into elixirs that cure completely incurable diseases, rewrite human genetics, or grant demons absolute immunity to sunlight. It is a genuine holy grail of biology. You gain a new flower each year.



Companions

Recruit Anyone [Free]
Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 CP** to spend. They do not get Item Stipends. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

The Devoted Kin [50]
Tragically transformed during a dark night of tragedy, your precious younger sibling managed the impossible: through sheer, overwhelming love for you, they completely conquered their demon instincts. Wearing a bamboo muzzle to keep their impulses sealed away, they retain their sweet, gentle soul and view protecting you as their sole purpose in existence. They can alter their body size at will: often shrinking down to fit comfortably inside a light wooden travel crate so you can carry them during the day. In battle, they fight fiercely at your side, unleashing unique crimson flames that burn demons to ash while leaving you completely unharmed. They love you beyond measure, eagerly seeking head pats, nuzzling against you for comfort, and risking life and limb to ensure their beloved older sibling stays safe.

The Sun-Breathing Foreigner [50]
"OH NOOO!" is the battle cry most commonly heard from this incredibly lost, remarkably boisterous foreigner. Standing at a massive height and possessing the physique of a Greek god, this bizarre traveler seems entirely out of place in Japan. He utilizes an incredibly unique, highly rhythmic breathing technique that miraculously channels the literal energy of the sun into his attacks. However, he adamantly insists that he doesn't use what the locals call "Sun Breathing," repeatedly claiming it's an entirely different martial art involving "Ripples" and ancient Aztec vampires. Armed with a pair of metal clackers infused with his solar energy and an uncanny, almost supernatural ability to perfectly predict what his opponents are about to say next, the guy is a tactical genius capable of outsmarting the oldest demons. A great friend to have.

The Royal Guard [50]

Looking like a horrifying amalgamation of a human and a predatory feline, this fiercely loyal demon exudes a terrifying, overwhelming aura of pure malice. Born with an innate desire to serve a powerful "King," she has imprinted on you as her supreme master. She possesses a deeply playful, almost childlike curiosity, but this innocent demeanor sharply contrasts with her brutally sadistic combat style. Using her unique Blood Demon Art, "Terpsichora," she can summon a spectral puppeteer that connects strings to her own limbs, forcibly pushing her physical limits far past the breaking point to dance through the battlefield in a blur of lethal claws and severed heads. Furthermore, she can use these same phantom strings to reanimate the corpses of the fallen, forcing dead demons and slayers alike to fight for your cause as mindless, flesh-and-bone marionettes.

The Immortal Serpent [50]

This pale, slithering physician is a brilliant but profoundly twisted mind who willingly converted himself into a demon purely to secure the time needed to study the secrets of life and death. Obsessed with achieving true immortality and mastering all forms of biology, he possesses no moral compass, casually engaging in horrifying, unethical experiments on both humans and demons alike. He utilizes snake-themed Blood Demon Arts, allowing him to shed his skin to avoid lethal damage and summon massive venomous serpents from his own flesh. Despite his utter lack of empathy and treacherous nature, he finds himself genuinely intrigued by you. What he desperately needs is a true friend: someone possessing the strength and charisma to either rein in his most heinous atrocities and teach him the value of life, or completely enable his darkest ambitions and push him beyond the limits of this world's science.

The Mad Forger [50]

Most swordsmiths in the hidden village forge noble blades meant to sever demons with clean, elegant strikes. This grumpy, shirtless old man, however, is a different breed entirely. He is a master artisan obsessed with forging cursed weapons for genocide. He exclusively crafts "cursed" Nichirin blades that are permanently locked in a searing, bright red state. These demonic swords are obscenely lethal, capable of burning through an Upper Moon's regeneration as if they were made of butter. However, they are incredibly dangerous to their wielders; the cursed blades actively drain the life force and stamina of the user, demanding to taste blood and pushing the swordsman toward absolute physical exhaustion. He will gladly act as your personal blacksmith, hammering away to forge you weapons of mass destruction, provided you have the monstrous constitution required to survive wielding his masterpieces.

The Phantom Flower [50]

Even in death, this beautiful, compassionate swordswoman refuses to abandon the living. Formerly a cheerful, high-ranking Hashira who utilized a graceful, flower-themed breathing style, she met a tragic end at the hands of the Upper Rank Two demon. Now, she lingers in the mortal realm as a benevolent, invisible phantom bound to your side. Clad in a butterfly-patterned haori, she serves as an ever-watchful guardian spirit. Though she cannot directly interact with the physical world or strike down demons herself, her gentle presence constantly bolsters your resolve. She whispers tactical advice during chaotic battles, helps you sense the emotional states of your enemies, and sings soft, comforting lullabies to soothe your physical pain and mental trauma. She harbors a tragic hope that humans and demons might one day coexist in peace, but she fully supports your violent duty to protect the innocent.

The Hidden Village Sisters [50]

Hailing from a secretive shinobi village that operates adjacent to the Demon Slayer Corps, this trio of inseparable kunoichi offers unparalleled utility and combat prowess. The first sister channels her breathing techniques entirely into her musculature, generating truly monstrous, earth-shattering physical strength that allows her to punch through demon bone with her bare fists. The second sister possesses a unique skillset related to hallucinogenic drugs, which she uses to influence the minds of her enemies. The third sister is a shy, soft-spoken girl who has permanently unlocked the "Transparent World." Her pale, pupil-less eyes can effortlessly track the microscopic movements of muscles, blood flow, and spiritual energy, making her an absolute master of intercepting enemy attacks and decapitating demons with singular kunai strikes. Together, they will serve as your ultimate covert strike team and bodyguards, treating you with the utmost devotion and following your orders to the very ends of the earth.

The Healer [50]

Beneath the gentle, maternal smile of this soft-spoken woman lies the dark history of the most bloodthirsty warrior ever to walk the criminal underworld. Decades ago, she was a terrifying swordswoman who found no joy in anything but the visceral thrill of endless combat, mastering a thousand different sword styles just to prolong the slaughter. However, a profound shift in her worldview led her to abandon her violent ways. Seeking to atone and prolong the lives of those she once sought to break, she fundamentally reinvented her combat techniques, creating her own unique "Medical Breathing." This specialized style allows her to rapidly perform surgeries and knit flesh, which she uses to heal grievous wounds from demon slayers who survive being attacked by demons. Now serving as your personal physician, she is an absolute miracle worker capable of pulling your allies back from the absolute brink of death. Yet, despite her serene and polite demeanor, her terrifying, blood-soaked aura still occasionally leaks out. A single, deeply unsettling smile from her is enough to instantly silence rowdy patients, freeze cowards in their tracks, and make even the most arrogant demons instinctively back away in sheer, existential dread. She will dedicate her life to keeping you and your companions healthy, but heaven help the monster that ever forces her to unseal her blade and remember the thrill of the slaughter.

The Wandering Swordswoman [50]

Hailing from lands far beyond the borders of Taisho-era Japan (or perhaps from a completely different world altogether), this cheerful, open-hearted traveler might just be the greatest swordsman currently alive. She possesses a remarkably relaxed, breezy attitude, having absolutely no interest in prestige, lofty titles, or grand conquests. Instead, she is proudly slovenly with alcohol, a massive sucker for cold hard cash, and hilariously weak to the temptation of free food - especially a warm, hearty bowl of udon. She falls in love at the drop of a hat, thrives on being depended upon, and hides a distinct, brawl-loving disposition beneath her striking beauty. Yet, do not let her carefree complacency fool you. Because she is a true master of the blade at her very core, she becomes bone-chillingly dry, severe, and utterly pragmatic the moment a life must actually be taken. She will gladly travel by your side, dual-wielding her blades to cut down impossible horrors with a lively laugh, just so long as you keep her well-fed, adequately flattered, and pointed toward the next grand adventure.

The Fortress Musician [400]

This serene, fiercely loyal demon serves as your ultimate base of operations and transport specialist. She possesses a Blood Demon Art that grants her absolute control over a vast, seemingly endless extra-dimensional fortress - your very own personal Infinity Castle. With the simple strum of a biwa, she can manipulate the gravity, architecture, and layout of this wooden labyrinth at will. More importantly, she can summon sliding shoji doors directly to your location, allowing you to instantly retreat into her fortress from anywhere in the world. She can also deploy these doors to drop you off at any destination you desire, making travel, retreats, and ambushes completely trivial while she quietly watches over you.

"The Demon Queen" [400]

Turns out, the same medicine that created demonkind was used on someone else. Before Muzan became the Demon King, this woman was the test subject for the miraculous medicine, but nothing changed until Muzan transformed, and as if linked by fate, she turned into a demon at that exact same moment. Luckily, her willpower allowed her to get a grip on her new demonic nature, and she decided to leave her family to live in solitude. Over the following 1,000 years, she would find a way not to prey upon innocent people. In fact, she hadn't lost all of her humanity, training her abilities (Making her on par with Muzan himself) to fend off any evil demon that would make her kind enemies with humanity, threatening her peaceful immortal existence. Upon finding you, her hardened heart began beating like when she was human, and now she takes you under her wing, potentially developing romantic feelings if you pursue them. With her powerful blood, not only can she eliminate Muzan's influence if you're bound to it (in case you are a demon), but increases your strength to the level of the weakest Upper Moons. She will never betray you and never abandon you, gladly joining your multiversal journeys to forever remain by your side as a protector (And potential lover). Besides the innate powers of all demons at the level of Muzan, she also has the benefits of "Vegan Demon" (She can gift it to other demons through sharing her blood), "Blood of the Sovereign" and "Flesh-Eater".

Drawbacks

Early Start Toggle [Free]
Want to jump in before the main plot kicks off? Go for it. You can drop into this jump at any point prior to canon, all the way back to the birth of Yoriichi Tsugikuni.

Fanfic/AU Toggle [Free]
Not feeling the vanilla canon timeline? With this toggle, you can ditch the original story and hop straight into any fanfiction or Alternate Universe of Demon Slayer you want.

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separated between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to, but only give points for the supplement. You also have the choice of fusing both universes.

Canon Replacement [Free]
You can replace any canon character you wish, as long as they are connected to your origin.

Extended Stay [+100]
You can extend your time in the jump by five years with this option. It can be taken multiple times, but you can only get **+200 CP** total from it.

Busted Lungs [+100/+200/+400]
In a world where magic breathing is the key to fighting, your lungs are absolutely trashed. And yes, this affects you even if you're a super-regenerating demon. For **+100 CP**, you've got severe asthma that leaves you wheezing and completely ruins your breathing styles in long fights. For **+200 CP**, it's bumped up to chronic tuberculosis, having you cough up blood under stress. For **+400 CP**, you straight-up have terminal lung cancer. You'll be in constant pain, your stamina will be garbage, and you're going to need to find a miracle to survive.

Masked Anonymity [+100]
You must wear a traditional Japanese mask at all times around others. If your mask is removed or broken in the presence of anyone else, you will be overwhelmed by crippling anxiety and extreme shame, completely unable to focus on fighting, crafting, or healing until your face is covered again.

Thunderous Simp [+100]
For some completely inexplicable reason, Zenitsu Agatsuma has developed a massive, obsessive crush on you. Yes, **you**. Prepare for a daily routine of him loudly sobbing, clinging to your legs, begging you to marry him, and screaming about how he's going to die on his next mission. His whining is relentless, loud, and incredibly annoying. If you happen to be a demon, it doesn't even stop him; it just makes him dramatically cry about your ''forbidden love'' while awkwardly trying to convince people not to behead you.

Boar-Headed [+200]
Channeling your inner Inosuke, you now have absolutely zero understanding of social graces, basic human etiquette, or any kind of modern technology. You will probably think a standard steam train is a giant, roaring beast that needs to be slain on sight. You are incredibly crass, highly aggressive in completely casual situations, constantly prone to mispronouncing the names of your closest allies, and you vastly prefer to solve every single problem you encounter by either headbutting it very hard or aggressively challenging it to a fight to the death. Don't expect to make good first impressions anytime soon.

Power Loss [+200]
All your out-of-jump powers, perks, and abilities are disabled for the duration of this jump.

Bladeless Brawler [+200, Cannot be Taken by a Demon]
You absolutely suck at using swords. Seriously, you cannot use a katana, knife, or any bladed weapon to save your life. You'll have to rely on blunt weapons, guns, or throwing hands to kill demons, and we both know how effective they are at killing immortal demons.

Butterfingers [+200]
I don't know if you're cursed or just incredibly unlucky, but any piece of equipment you actively use is basically made of glass. Stuff is just going to break on you constantly. If you're a Demon Slayer, your Nichirin blades will shatter mid-swing. If you're a swordsmith, your favorite hammers will snap in half. Even if you're just a doctor, your scalpels and vials will randomly break in your hands. You'd better get used to carrying around a massive stash of backup gear, because you are going to go through it fast.

Hella Trauma [+200]
Look, it's an anime about fighting demons, so naturally, you've got to have an incredibly tragic, fucked-up backstory. You suffered through some major horrors before the jump started, giving you absolute hella trauma. Maybe a demon ate your family in front of you, or you were raised in a sadistic cult. Whatever it is, you've got serious baggage now. I'm talking severe PTSD flashbacks, crippling nightmares, and deep emotional issues that will absolutely mess with your head and distract you when you're in the middle of a high-stress, life-or-death situation. Luckily for you, with therapy and time, you can eventually treat this problem.

Munchies [+200]
You've got an appetite that just won't quit, and it's going to be a huge problem. If you're a demon, your hunger for humans is turned up to eleven: way greater than most of your demon kin. Skipping a meal isn't just uncomfortable; it'll drive you into a feral, rabid frenzy. Now, if you take this as a human? That's almost worse. You've developed a dark, psychological hunger for raw flesh. You're going to spend the whole jump constantly fighting off these seriously messed-up, cannibalistic cravings just to stay sane.

Sensory Overload [+200 /+400]
Just like Tanjiro's incredible sense of smell or Zenitsu's superhuman hearing, one of your five senses has been cranked up to an absolute, blistering extreme. Unfortunately for you, you completely lack the mental filter necessary to tune any of it out. Walking through a crowded market will completely deafen you with overlapping noise; the potent smell of spilled blood will make you violently nauseous right in the middle of a fight, or bright sunlight will give you splitting, debilitating migraines. For an additional **+200 CP**, instead of just being overwhelmed, you completely lose that primary sense entirely and will have to adapt to a dangerous life fighting demons without it.

Tensen [+400]
Think Muzan is the only threat on the planet? Think again, buddy. Tucked away on some uncharted, hidden islands right near Japan, there is a terrifying group of immortal, plant-based beings who are utterly obsessed with finding the perfect, flawless form of immortality. The big problem for you? They've officially run through all of their local test subjects, and now they want to head straight over to Japan to harvest some fresh material. To make matters so much worse, each and every one of these weird plant immortals is physically stronger than your average Hashira and possesses bizarre, esoteric abilities as powerful as Blood Demon Arts. The clock is ticking on this one, Jumper: they will reach Japan in exactly one year, and they are incredibly eager to start dissecting whatever breathing-technique swordsmen or weird demons they can get their hands on.

Age of Prodigies [+400]
The power scaling in this world just went completely off the rails. Demons now mutate and grow stronger insanely fast, resulting in a terrifying wave of random combatants casually reaching Lower and Upper Moon levels of power. If you're a demon, this happens to the Demon Slayer Corps instead, with absolute geniuses and Hashira-level prodigies popping up left and right. Basically, the main cast, the villains, and every random mook you meet will be drastically buffed. You're going to have to fight tooth and nail just to survive this ridiculous power creep.

The Master's Burden [+400]

Being the leader of a sacred bloodline sounds great until the generational curse kicks in. You are now afflicted by a horrifying, magical genetic curse that slowly and agonizingly degrades your physical health over the course of the jump. A creeping, purple scar-like affliction will slowly spread across your face and body. Over the months, this curse will steadily erode your physical stamina, eventually robbing you of your eyesight entirely and leaving you practically bedridden, forcing you to rely entirely on your mind, your charisma, and your subordinates to fight your battles. However, if Muzan dies by your hand (or influenced by your actions), this curse is lifted.

Curse of the Sun [+400, Cannot be Taken by a Demon]

You suffer from an extreme, unnatural sensitivity to sunlight. While stepping into the sun won't instantly turn you into a pile of ash like it would a demon, it's still going to suck. Direct exposure will immediately inflict burning pain across your skin, spike a terrible fever, and sap away all your physical strength. You're basically forced to live like a vampire, completely wrapped up in heavy clothes if you want to step outside before dusk.

Escort Mission [+600]

Congratulations, you have a sibling! The bad news? You have to protect them with your life for the entire duration of the jump, kind of like a Gyutaro and Daki situation. Your sibling is incredibly vulnerable, makes terrible decisions, and naturally draws the attention of very dangerous enemies. You have to constantly look out for them and keep them safe while trying to survive yourself. If your sibling dies, the emotional devastation breaks you completely, and you instantly fail the jump. Hope you're ready for the worst escort mission of your life.

Mandate of Heaven [+600]

The tapestry of fate in this world is not a passive thing; it is a living, breathing mechanism designed to forcefully correct unnatural imbalances. Just as the heavens birthed Yoriichi Tsugikuni with the sole, undeniable destiny of eradicating Muzan Kibutsuji, the universe has now ordained an executioner born specifically to kill you. If you are a demon, they are a terrifying, Hashira-level prodigy of a Demon Slayer. If you are a Demon Slayer, they are a nightmarish anomaly of an Upper Moon. This fated nemesis scales perfectly to the exact level of power you possessed the moment you entered this jump, matching your powers with powerful strength. While you can train and grow over the course of your time here to eventually surpass them, it is going to be an absurdly difficult, grueling road. They will hunt you relentlessly, and when you finally clash, it will hands down be the hardest, bloodiest, and most desperate fight of your life.

The Rational Demon Lord [+600, Cannot be Taken by a Demon]

Canon Muzan is kind of an arrogant, paranoid man-child who fumbles his own bag constantly. Not anymore. You're dealing with a highly rational, hyper-competent Demon Lord now. He's going to pump out dozens of weak demons purely to act as a massive intelligence-gathering spy network. He actually coordinates his Upper and Lower Kizuki to fight as teams instead of leaving them isolated, and he completely stopped underestimating his enemies. If you pose a threat, he won't play with his food: he will send Upper Moons to murder you immediately. And if that doesn't kill you, he'll come by himself to finish the job.



Ending

The Break of Dawn



Ten years is a long time, especially in a world where the nights are this dangerous. Whether you spent the last decade hunting down demons, ruling the shadows yourself, or simply trying to carve out a quiet life away from the bloodshed, your time in Japan has officially come to a close. As the sun rises on your final day here, you are given one last choice:

Return Home

You've seen enough bloodshed, tragedy, and fighting for one lifetime. If you're ready to step off the cosmic stage, you can head right back to your original Earth. You get to keep every perk, item, and ability you picked up along the way, so your old life will definitely be a lot more interesting. Your chain ends here, but you get to walk away to a peaceful, quiet retirement.

Stay

You've grown attached to this world and the people in it. Maybe you want to settle down and watch the surviving Hashira and the Kamado squad grow old in peace. Or, on the flip side, maybe you've successfully taken Muzan's place as the undisputed apex predator of the planet and want to rule your new empire. Whatever your reasons, your chain ends here, and the Kimetsu no Yaiba universe becomes your permanent home. You will never spark or travel to another world, but your legacy here will last forever.

Go Forward

You didn't think one little demon infestation was the absolute peak of the multiverse, did you? There are way weirder, much more dangerous worlds out there, and you've still got a lot of exploring to do. Dust off your haori, sheath your sword, and make sure your companions are packed and ready to go. It's time to head to your next Jump!



Changelog and Notes

V 1.0 - First Edition.
V 1.1 - Added the Demon Slayer Uniform and the Dark Legion items, edited the Rational Demon Lord drawback to be exclusive to Humans, edited the Infinity Castle, edited the Master's Burden drawback to disappear if you help kill Muzan, edited the price of Uncorrupted Soul to 400cp

Some of the companions were based on Nezuko, Joseph Joestar, Musashi, Ino, Sakura, Hinata, Orochimaru, Pitou, and Unohana.

Nakime's Infinity Castle is limited in scope compared to the Infinity Castle item, which is truly infinite.

The free Breathing Style you gain from the Demon Slayer origin can be used as a discount for the second tier (400cp) of the Breathing Style perk. The same applies to the Blood Demon Art perk.

Your demon origin becomes an alt-form after this jump if you wish. Demonic perks taken as a human may be justified as mutations, just like Genya Demon-Eater ability.