

Kimetsu no Yaiba
Demon Slayer

*Important Note - This Document's contents will include manga content. Research beyond watching the show may be required to get the most out of it. You have been warned.

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In an alternate-reality Feudal Japan, a man trying to escape death undergoes a medical procedure which wildly alters his physiology, making him barely immortal while robbing his humanity. Unfortunately for him, he kills the doctor he hired to make him immortal, and in the process renders his transformation incomplete - a side effect of truly callous rage. His attempts to rectify this have led him throughout the land, cursing others with his malevolent blood and making them like him: flesh-craving, ravenous murderous demons. To combat them, samurai and shinobi from all walks of life are being trained in the art of Full Concentration Breathing, a series of techniques which, when practised rigorously, can make the user's muscles tougher than iron and stronger than steel, allowing them in conjunction with sun-forged Nichirin Blades to kill the sun-hating demons. This, however, is not simply the story of a war, but of a young boy who comes back from a trip to town to find his family slaughtered, save for his precious sister… who's now a demon. Unlike the others' she's able to rein herself in long enough to recognize her brother as, well, her brother, and so Tanjire Kamdo's quest to restore his beloved Neziko to normal begins. Of his own accord, he could very well be the one to save this world.

And that, Jumper, for better or worse, is where you come in… Here's **+1000** CP to spend in preparation.

Note for the Color-Blind:
Original B/W doc linked at bottom of page, and/or copy-paste from this doc without formatting

Origins

Regardless of your Origin, you may choose your age and gender freely so long as they are compatible with human lifespans and physiology.

Drop-In (Free): Where exactly you came from is anyone's guess - a wanderer from another land, raised by wolves, grown from a seed...The important thing is, you're a human in a world filled with human-craving demons, with no history or pre-established relationships to speak of. Good thing you're self-sufficient.

Chosen Demon (100 CP): Okay, this is weird...most demons hate humans with a passion and kill them on sight so they consume their (admittedly delicious and power-boosting) flesh, but you? You're...a little different: a demon bound so strongly to either a person or mission that not even your desire to devour can overcome you. There aren't many like you, and it'll be hard to convince people you're on their side, but luckily for you, you're not the only one of your kind who will rise to prominence…

Demon Slayer (Free): Something happened to you - a demon ate someone close to you, someone close to you became a demon, probably both at the same time - and it drove you to the front line of the war against Muzan Kibutsuji and his demon army. You've trained with a master of the blade, proven yourself worthy on Mount Fujikasane, and now, you fight as part of the Demon Slayer Corps to rid the world of the demon menace once and for all.

Vile Demon (100 CP): Now this is a proper demon right here! You not only crave human flesh somewhat fiercely, but you're more than capable of leveraging your raw power to force others to do your bidding. You're now among the apex predators of this world...or at least, you will be, if nothing else. Go forth and slaughter, Jumper; it's time to feast.

Locations

You have free reign over where you begin your adventure here - some more dangerous than others. Choose wisely...

Kamado Mountain: While not an official name, this is the residence of one Tanjiro Kamado and his family, including his younger sister Nezuko. As the site of the opening action, there's a chance you could interfere with the inciting incident of the story...or, at the least, witness how callous and dangerous this world can be. There's a small town a few days' walk down, but closer to the top, the family's residence is the primary structure.

Sagiri Mountain: Home to one Sakonji Urokodaki, a trainer of Demon Slayer hopefuls. There's not a lot of air up here, at least closer to the top, so it's a great place to do some cardio training! Also, you might meet some ghosts of dead children, which is never a bad thing.

Butterfly Estate: The manor of one of the Pillars, the legendary swordsmen (and -women) of the Demon Slayer Corps who take on the most powerful demons. Specifically, this is the residence of Insect Pillar Shinobu Kocho, who allows the Corps to use it as a sort of infirmary and rehabilitation site.

Swordsmith Village: Well well well, how did you end up here? This is a village, who knows where, occupied solely by the various craftsmen of the Corps' signature Nichirin Blades. If you're not one of those folks, well...good luck!

Fujikasane Mountain: The Demon Slayer Corps use this as a proving ground; once their trainers have decided they're ready, future initiates must prove themselves against the mountain's less-than-friendly hungry inhabitants. Those that do will receive the tools of the Demon Slayer Corps - blade, uniform, and messenger crow.

Natagumo Mountain: At the time you arrive, the dread Spider Family of demons reside here. Their leader will likely want to have a word with you about joining them if you're a demon, or just want to eat you if you're not, and they have plenty of ways to track you down to ask...

Tokyo, Asakusa District: Tokyo in this world isn't an exact match, but it still has the luxuries of a city (just, like, the Taisho-era version). Asakusa is the essence of this - bright lights, carriages, food vendors, and the residences of several prominent individuals.

Tokyo, Yoshiwara District: I'm not going to sugar-coat it. This is the redlight district, and as you might expect in a world with demons, there are a few around here you might encounter. Stay alert!

Perks

Origins provide a 50% discount to all Perks listed under them and their 100-CP perk for free.

General

Gotōge's Style (Free): - Whoever designed you clearly is a fan of the exotic, and frankly, they did a damn good job, didn't they? You, as a result, have an appearance that screams "important anime character"- Feudal-era Japan-inspired clothes with brilliant decorations and patterns, eye and hair colours that range the entire visible spectrum (hell, maybe even several at once)...basically, you're encouraged to take it to eleven. Of course, what would be the point of this if you got to look cool, but not look cool? Along with your distinctive appearance, you exude personality, not in the "my enemies know I'm a brash bastard" sense, but the "woah, he looks intense" sense, and in battle, even your mistakes seem choreographed.

Demon-Slaying Tunes (Free): - Every superhero needs their theme music...but you aren't a superhero. Instead, you're an epic swordsman or powerful demon, and as such, your music reflects that, as well as the power of anime music teams. You have a personal soundtrack, including your favourite Demon Slayer songs and some custom tracks in the same style, that you can toggle on and off at-will. Oh, you already have soundtrack perks, you say? Well, no problem - just add these tunes into your playlist whenever you want!

Painting the Battlefield (Free for this Jump/100 CP): - Let's be honest - the thing that makes Kimetsu no Yaiba such a masterpiece, at least in its anime incarnation, is the fight scenes. More specifically, watching the Demon Slayers at work, with their awesome visuals attached to their stylized Breath Techniques. This perk, provided free for the duration of this jump, not only lets you see this amazing stylization, but also lets you distinguish between different fighting styles with a moment's glance! So you know why the Fire and Insect Pillars are actually called those things and demonstrate the fundamental truth that you can look like you're swinging a sword the same way as your friend with a different style, and those swings are completely different. Besides, if you know an enemy's style, you can be better prepared to counter it, right? For ***100 CP***, you get to keep this perk for other jumps; it may not be as awesome when you're fighting a bunch of gun-toting goons, but any character who has their own way of fighting will have amazing visuals to go with, and just a few attacks will be enough to paint a picture of their general style. The effects of this perk can be toggled.

The Demon's Curse (Automatic for Demons, Unavailable to Drop-In/Demon Slayer): - You're a Demon, Jumper, and even if it wasn't entirely your choice, it is your cross to bear. I mean, sure, there are some benefits - strength and speed just beyond the human threshold, immense power growth potential, the ability to strike fear into the hearts of mortals with naught but a glance - but along with it, you can never feel the sun's caress safely again, and there's no mistaking you for what you are. *{Taking this Perk automatically saddles you with the Drawbacks **Here Comes the Sun and Vile Cravings** without granting additional CP.}*

Ghosts in the Fog (100 CP): - Sometimes, you can talk to ghosts. The exact conditions are kind of vague, but the basics are determined by you when you take this perk, as the ghosts need a certain medium to be visible. So, you get three choices of "places ghosts might show up to talk to me," and these can be as vague as "pools of water" to as specific as "clouds of fog rolling through tall mountains while I'm training." If you want, you can even have multiple choices be the same thing, because in and of itself, this perk doesn't toggle; if a ghost could show up, there's a 90% chance there will be a ghost there, and some might not stop following you once they realise you can see them...

Demon Flavour (400 CP): - You know what they say: if you can't beat them, eat them. Or, at least, that's what you say. By devouring the severed parts of a demon, you can temporarily take on their form, gaining strength, speed, and wound regeneration on the level of the demon whose flesh you ate and access to any Demon Blood Arts they may possess while taking on their weaknesses. How long these boosts last depend on the amount of flesh you eat a pound will last you roughly fifteen minutes, while an entire human-sized demon is a day's worth and you can store this time for later use by eating the flesh without activating its power. Last, but not least, not only does demon flesh have an appealing taste to you, but your normal bite can tear it straight off a demon and be used as a natural weapon against them.

Wisteria Blood (400 CP): - For some reason, your blood has the opposite effect on demons - rather than be life-giving nutrient, it is as deadly to them as wisteria, which has been used famously as a weapon by the Insect Pillar and her acolytes against the demon plague. Demons who take this instead become immune to wisteria's effects;
they can't use this offensively like a human, but it does at least remove one of their more annoying weaknesses.

Total Concentration Breathing (200 CP for Humans, 400 CP for Demons, Purchases after the 1st Discounted): - Oh, now it gets interesting. After a certain point, training your body in the classical sense just doesn't make fighting demons any easier. But! Fret not, because with this, you're now a practitioner of a Breath Style; at the core of this technique, whatever it happens to be for you, is specialized patterns of breathing combined with precise movements of your blade, evoking something elemental or natural with each technique. At first, this simply makes you a fair fight for your average. demon - not the Twelve, certainly, but someone who's had a few good meals in their lifetime - thanks to your expanded stamina, heavily-oxygenated muscles, and precisely stylized strikes. You'll never break a blade (or spear, or mace, or whatever else you fight with) because of a bad swing again, and as your lungs grow stronger, so do you. Of course, this baseline assumes you're practicing an established style...but with an additional purchase of this Perk, you develop you'll have achieved Pillar-level mastery of something more unique, a signature style of sword-fighting that may very well be yours and yours alone, and by buying this Perk a third time, you are the progenitor and grandmaster of a complete fighting style on par with the Breath of the Sun itself - hell, it may not even be a sword-based fighting style. This will allow you to teach others your style as well, and like the Breath of the Sun, there will be enough material for other skilled fighters to develop their own variations of it. *{See Notes if more clarification is needed}*

Demon Blood Arts (200 CP for Demons, 400 CP for Humans, Purchases after the 1st Discounted): -
Demons of sufficient power have cool-ass magic powers. You, regardless if you even have that "sufficient power," have cool-ass magic powers. You're welcome. How it works is rather simple - you have an ability, your "Demon Blood Art," which lets you do something awesome. Maybe you can transform your blood into something else (ice, fire, spiders); maybe you can duplicate yourself by tearing off pieces of your flesh and tossing them away from you; maybe you can shift gravity based on a series of chords or rhythms you play. What exactly your power does is up to you, so long as you remember one thing: it has to involve using your body (flesh, blood, bone, what have you) in some way as a sacrifice for the spell's effect. You'll get it back, don't worry...For additional purchases, you can acquire additional Demon Blood Arts.

Drop-In

Feudal Living (100 CP): - Whether it's a life on the road or high in the mountains, you have to be able to take care of yourself and find ways to make use of your time; luckily
for you, actually learning those things won't be something you have to worry about. You come into this jump with all the basic skills you need to live on your own - hunting game, gathering medicinal and edible plants, cooking safe and tasty meals, basic first aid, shelter-making...all the things that make roughing it alone possible. Of course, we're not gonna stop there; in addition, you have substantial experience in a trade skill, whether it be a craft like carpentry or smithing, or an extension of the above, like long-distance tracking or more in-depth medical training.

Not Just a Pretty Face (200 CP): - Because Inosuke's more than just a beautiful boy - seriously, have you seen him arch his back? Whether it's a contortionist's flexibility, a skull hard enough to daze a demon without doing the same to you, or another physical quirk that gives you an edge in a combat environment, you've got it. This comes along with a generally faster, stronger, and tougher body (enough to let you make the cut as a Corps initiate), with a focus on one of those that plays well with your natural advantage and puts you noticeably above the rank-and-fodder in that regard.

Relentless (400 CP): - They'll try to knock you down, stomp you in the dirt, convince you you aren't cut out for the task set before you...but honestly? Whatever they might think your limits are, your will to fight on goes beyond your body's ability to fight, to the point where it will fix itself faster just to keep up. Only when you've been worn to the absolute end of your rope, with wounds that would truly be fatal to another person, do you relent, but you know you'll be able to get back up again. You have to, after all. In short, this increases your injury limit in proportion to your willpower, allowing those of strong heart to fight through toxins and wounds that leave lesser men gasping (just get treated afterward) and cutting your injury recovery by just enough to matter. With a week's rehabilitation, you can go from mortal injury to fighting form again.

Wild Style (600 CP): - You're more than just a warrior - you're a copycat, a mimic, a combat improvisationalist. Not only can you think on your feet in a fight, but your style can accommodate basically any cool technique (or supernatural power, if you could do it with the proper training) you come across. This isn't quite instantaneous; you have to see someone else do it, for one, and you have to try it out, for another, but so long as you're capable of it, you can copy it.

Demon Slayer

Welcome to the Corps! (100 CP): - You've made it through the trial of Fujikasane Mountain, so it's clear you're no slouch in a fight. Consider this a basic survival package; you can follow tracks and live off the land without much difficulty, jump, flip, and parkour with the grace and precision of a ninja, and fight with a blade well enough to fend off freshly-turned Demons. This is a lifestyle as much as a profession, and with all the cardio and aerobics training you've been through, any military or sports team would be happy to have you on that basis alone.

Always Ready (200 CP): - A Demon Slayer has to be ready for anything on the battlefield and willing to accept that their lives, from the moment they choose to join, are a battlefield in and of themselves. As a result, you'll never catch a Demon Slayer by surprise, which now applies to you. You have an uncanny sense of when things aren't as they should be, preparing you for ambushes and traps ahead of time as if they'd never been hidden - should your foes try to catch you off guard, they'll find they've only given you an advance warning. While this won't give you exact information on the danger, it will provide you enough detail to avoid stumbling into harm's way and allow you to react appropriately when the danger is triggered.

A Sixth Fifth Sense (400 CP): - The Corps seems to attract individuals with unusually strong senses; whether it be a sense of smell strong enough to track objects for miles, hearing that can listen to thoughts or distinguish mortal from Demon by differing body rhythms, or touch that can detect a person's gaze through nothing but air vibrations. You have a similarly strengthened sense of (choose one) hearing, smell, sight, taste, or touch, allowing you to predict your opponent's attacks, distinguish between Demons and humans, and intuit the intentions of those around you. Your choice of sense comes with an additional ability, like Tanjiro's "opening threads" or Zenitsu's thought-hearing.

Demon Slayer Crest (600 CP): - At the zenith of a Demon Slayer's power, in one of the most intense battles of their life, they may awaken a power not seen since the creator of the Breath of the Sun, the original Slayer fighting style: the Demon Slayer Crest, a scar-like marking on your face or neck which stylistically matches your fighting style. Simply possessing the mark puts your strength, agility, and endurance in line with the strongest of the Upper Moons, making you one of the most formidable Slayers in the Corps bar none. Additionally, you can see beneath the skin to the blood flow, joints, and muscles of those around you, granting you the keenest of insight into their movements, and the world seems to slow down around you, allowing you to react to attacks the instant your opponent's body begins to follow through. Lastly, you can ignite your weapon with a blazing crimson aura. While not literal fire, this glow is an amazingly powerful tool against creatures with regenerative properties because it substantially slows their regeneration down; enemies which would regrow limbs in seconds take five times as long to repair damage done by such attacks. All aspects of this perk - the appearance of the mark, the increased physical abilities, the "see-through world," and the crimson blade - can be toggled individually. Also, some people might think that bearing the Demon Slayer Crest shortens your lifespan; this is false. Taking this Perk will not negatively affect your lifespan.

Chosen Demon

My Purpose (100 CP): - You're not just a demon, you're a demon who can hold themselves back - which, in this world, is an amazingly rare thing. The willpower to resist even the most instinctual cravings takes focus, of course; you have something, whether it be a bond with another individual, a personal ideal you held before your transformation, or a deep essential innocence, that pushes you to overcome the seemingly impossible obstacle of self-control required to live alongside humans as a demon without devouring them on sight. For those without such cravings, well, a strong mind is still a useful thing to have...

I'm Not All Gone (200 CP): - Your mind is receptive, but only to what you wish it to be. While you cannot simply no-sale every compulsion or instinct, you can be hypnotized (willingly) by another or, given the time, yourself, into altering your mindset so heavily, you can ignore just about any negative mental influence on you, natural or otherwise. Combined with the above, you can be as docile or feral as you like, even switching from one to another as the moment calls for it, without losing control.

Sleep Well, Child (400 CP): - In a truly extraordinary turn, your mind is now so strong that your body has to obey. Firstly, you can "sleep off" injuries, exhaustion, or even the need for sustenance, by going into a coma-like state; a day's calories can be ignored with a full 8 hours rest, while otherwise mortal wounds simply need a few weeks' of being fully out of it to heal. However, this is not the limit of your power - nay, you could say it is the source, in a way. In combat, you have a somewhat sluggish form of regeneration, like other demons, but yours is stronger, in that you grow a little tougher with each blow, a little stronger with each recovery. This is a steadier, if admittedly slower, form of power increase than most demons have, but it'll get the job done.

Truly Wholesome (600 CP): - Alright, so, you have a Demon Blood Art. We'll talk about it later, but...just look at the perk called that and you'll understand. Yours, however, comes with conditions - namely, it only works on demons (and similar evils in future jumps) - but, in exchange, you have something the others never will: immunity to the curse of the sun (or, if you ever find yourself saddled with other racial weaknesses, those). See, sunlight doesn't affect you like other demons, and, if I'm being honest...it's hard to tell you're a demon at all; only the most perceptive will notice your inhuman nature (applies to other forms as desired). You can take walks with your brother, play with small animals in forest clearings, and make small talk with passersby, and the only indicators that you're not quite human are the amount you sleep and your behavior in combat, during which your true nature can't help but be exposed. There aren't many like you, so...be careful who knows the full truth. This Perk negates the effects of Here Comes the Sun and Vile Cravings (without providing you the opportunity to take them for CP).

Vile Demon

Blessed with a Curse (100 CP): - You know, in another life, you might be rather bitter about what's become of you; forced to hide from the sun, to hunt what was once your fellow man to sustain yourself, to live in fear of the Demon Slayers...but honestly? Not having to worry about your own moral high ground can be really liberating. So, you're making the most of it no matter how atrocious an action would be to your "moral code" (something which doesn't usually survive long in a demon's life), you feel no qualms about it, and the universe doesn't seem to find it so unusual either. Your brand of villainy is karmically neutral, for when that matters.

Consumption (200 CP): - Ah, blood. Everyone needs it, but demons need it more than those pesky humans. Well, demons want the flesh, too, I guess, and the bones make a nice crunch to go with the sinewy muscle tissue, and...you get the point. Fortunately, eating people is more than just a lifestyle choice - it's a way for you to grow more powerful. Each human (or in future jumps, any humanoid creature) you devour increases your strength, although the precise amount is...well, there isn't one. The increase is roughly logarithmic, in that it takes substantially more humans to reach new "tiers," but unlike most demons, you don't have a cap on how far this can take you. Hell, who even needs the First Demon's blood to make them stronger; eat enough humans, and you might be able to defeat even them...

Demon-Blood Fortification (400 CP): - A Demon of sufficient power has a degree of control over their environment - at least, in their domains. You can channel your Blood Arts into your hideouts or other locations you control or own; the effects of these Arts on the environment don't have to be directly correlated, but they must share the same elemental affinity, ie a fire-related Art would allow you to control fire and possibly cause small eruptions, while a wind Art would ensure that the wind is always at your beck and call. Post-Jump, you will no longer be limited to just Blood Art-related abilities and can channel any supernatural powers you have into your various domains, whatever those happen to be.

Blood Empowerment (600 CP): - Oh boy. You really want to go this far, huh? Alright, I won't stop you. Somehow, you've undergone the same level of treatment as Muzan, the First Demon, has; your base power level is equivalent to his, making you a challenging fight for all the Pillars working together, with immense durability, speed, and strength. However, that's not the only thing about Muzan that sets him apart... namely, he's the First Demon, and not the Only Demon, for a reason, one you now share - by feeding humans your blood, you make them demons as well, more blood making them more powerful (up to an individual's limit; more than that, and they explode into giblets). This "power" can be as general or specific as you wish, in that you can choose to simply give them an amount of strength that will manifest as best suited for the individual, or you can grant them specific abilities you have access to; for the duration of this jump, this can only be abilities granted by this jump. While Muzan may not be the only demon capable of doing this, you take this to his level, allowing you to kill any demon you bestow power in this manner when you wish. This might have triggers attached to it as well to activate when you're not immediately aware of them. Lastly, but certainly not least, you have an additional 3 Demon Blood Arts at your disposal.

Items

Origins provide a 50% discount to all Items listed under them and their 100-CP perk for free.

General

Money This, Money That (100 CP): - Each purchase of this item gives you enough money per month to supply one person with a lavish lifestyle - as in, "maintain a private estate with full staff and unique amenities" lavish.

Exotic Armaments (100 CP): - While the Corps' blades are certainly special, you have a...different style. You have a weapon (import option available) which is as effective against Demons as a Nichirin blade, but is clearly not one. Whether it's a sword with more in common with a saw than a katana, a gun that fires Demon-piercing bullets, or something else that could conceivably be made with the materials available for the times...just maybe not in Japan proper. Because the local monster populace is best adapted to fighting the blade-wielding Corps, the sheer surprise factor of your choice of armament will give you a noticeable edge against them.

Peaceful Estate (200/300 CP): - You own a shack in the middle of nowhere that has basic amenities and always goes overlooked by hostile parties as long as they're not hunting for you specifically and have some other source of knowledge for its location. For an extra 100 CP, this comes with seven-foot-tall walls around the whole thing, and a backyard that's perfect for things like training, playing with dogs, chasing your friends/coworkers in circles...

Drop-In

A Humble Mask (100 CP): - No one cared who you were, but then you put on this mask, and it's like you're a completely different person. This mask/helmet/whatever headgear you want (or, if you're so inclined, want to import from another setting), has the inexplicable property that, even with everything else being the same, those you don't want to inform of your presence just can't see how the person behind the mask could be Jumper. This does mean, of course, that they now think this Masked Figure is some other entity they have to deal with, so it might not make you less of a target...but it could make you, sans Mask, less of a priority.

Nichirin Supplier (200 CP): - You have someone, either a Swordsmith with some spare stock or a miner working for them, with access to a steady supply of Nichirin Iron formed from Scarlet Crimson Ore and Sand. Every third month beginning from your first day in this Jump, a box containing enough Iron to forge a blade will be delivered to a property you control of your choice; every twelfth month, you will receive enough for three blades instead.

A House in Swordsmith Village (400 CP): - There are many who can say they'd like to know where their swords were made, and a few who have seen for themselves...but you have them beat by far. Whenever you want to get away from the world, and maybe get a few kinks worked out of your sword, you can whisk yourself and any travelling companions you wish away to your house in Swordsmith Village, a location so otherwise removed from the action it might as well be a form of paradise. There, the people are eccentric but amiable once you make allowance for this, the weather is relaxing, and you can get your weapons repaired and ready to go for practically nothing. When you're done, you can simply transport you and your friends back to where you were before; time will have passed as normal, but you and your cohort will never have to rough it in the wilderness again.

Demon Slayer

Slayer's Garb (100 CP): - Every Corps member gets a customary set of equipment - their own Corps uniform, a Nichirin Blade forged by the Swordsmiths of Swordsmith Village fame, and a Messenger Crow. Of course, none of these is your typical starting gear-level item; the Uniform (which can have any clothing you want imported into it, including the clothes you receive from Gotōge's Style) itself is demon-resistant (not true armor, but still better than nothing), self-cleaning, self-repairing, and always looks perfect on you. Your Blade, colored however you wish, is forged from a legendary metal that absorbs sunlight, making it powerful enough to wound demons when used by someone with even rudimentary combat experience if they get a lucky shot in. This, of course, has its limits, as demons have a tendency to grow thicker and tougher skin as they devour more humans, but this is guaranteed to be effective against any demon weaker than the Moons and at least partially effective against even them, before any other factors. Last but not least, you have a crow with a quest sense; they can deliver messages to anyone you've met at least once before within three days' time, but their primary use by the Corps is to give Slayers their missions, and as such, this little guy knows where to find trouble should you be in the mood... or, if it's pressing, even if you're not.

Poisons and Practicalities (200 CP): - Let's face it, not every Slayer can just take a sword, a crow, and some fancy clothes out into the field and become a Feudal Japanese Doom Guy. Or, perhaps, a Slayer finds a group of potential Corps members out in the field and needs to give them some training, or they simply find their own repertoires lacking. Well, for all those reasons and more, there's this package deal: a weekly-replenishing supply of wisteria "poison" (as used by the Insect Pillar and her associates) that deals serious damage to demons, training manuals and material aids for various Breathing Styles' basic moves (enough to teach trained swordsmen how to harness Total Concentration Breathing and guide them towards a style suited for their talents), and spare uniforms and blades (not Nichirin, but sturdy steel, which is better than nothing).

Sun-Forged Blade (400 CP): - There's no such thing as the perfect weapon...but at some point, whether by fate, karma, or the work of some great spirit out there, you obtained a weapon perfect for slaying demons. It's powerful enough to slay any demon with a single stroke, so long as its wielder is a skilled enough combatant. To simplify - this weapon of yours is practically indestructible if used properly, its power scales with your skill with its use, and it qualifies as the "one weakness" of anything supernatural and malevolent you may come across. Won't help you kill unicorns...unless they're evil unicorns! If something somehow happens that causes it to be destroyed, you'll find another one the next time you return to your base of operations, Warehouse or otherwise. Last, but certainly not least, this weapon doesn't have to be a blade; if you have another weapon you want to import (sword, spear, axe, chainsaw...), you can add these benefits to its own, as well as the ability to change its appearance with a minute or so of concentration.

Chosen Demon

Travelling Box (100 CP): - No, this is not a coffin! How dare you make such accusations! It is simply a rectangular wooden box that doesn't attract suspicion, is a comfortable bed-substitute, protects you from your weaknesses and nature's less savory aspects. while inside, and, best of all, it's indestructible!

It's a Living (200 CP): - You have a small business - a personally-run clinic, a food cart, something that basically just provides enough for you and your companions to live off of - that people just assume is totally trustworthy. It doesn't actually have to be, of course, but unless something seriously crazy happens, no one will suspect it as the source of any malevolence, or even that a demon is its proprietor.

Blue Spider Lily Serum (400 CP): - This is the final portion of Muzan's treatment. If given to a demon, this will return their mind to them without robbing them of their abilities; it won't erase their memories of being a demon, or the atrocities they committed, but it will remove their inhuman appearance, dependency on human flesh and avoiding sunlight, and help them cope with what they've done. Administering it can be a bit tricky - you only have one dose (which refills at the end of a year), and the entirety of it has to be applied directly to the bloodstream - but the effects are miraculous and almost instantaneous. Unfortunately, the vial it comes in is just as important as the liquid itself, so simply mass-producing the serum won't be enough to cure every demon effortlessly...but mass-producing the vials and liquid, now there's an idea...

Vile Demon

Token of Another Life (100 CP): - For most demons, all it really takes is one bad day to leave them in this wretched state - after all, whatever they were in their human lives, they're monsters because of a single unfortunate encounter. Because of this, many carry with them something that connects back to their old life, whether it's their clothing, a trinket they carry on them, or a tool that, in conjunction with their enhanced physique, has become an integral part of their combat style. Whatever form this takes for you, while you have it with you, you operate at eleven-tenths power in every faculty- physical, mental, magical, whatever. You can import another object into this, if you so wish.

A Following (200 CP): - Demons have a tendency to be the most powerful creatures in a room, especially if they have steady access to suitable prey. This can lead to more thuggish or desperate sorts making deals, offering services and sacrifices to a Demon.
in an attempt to spare themselves or even get ahead in the world. So it is with you - around a dozen or so individuals, be they a large family or a small group of "acolytes", have fallen in with you, bringing you offerings of humans and riches while sustaining themselves on what's left and what you provide. More may join you as your power increases and, perhaps, if you show yourself to be less cruel than the average monster, but there will always be at least twelve combat-capable (for the average person) individuals ready to serve you as you desire at your beck and call.

Lair (400 CP): - There's a place you call home; you may not have lived there long, but you're still connected to it on a deep level. Your lair can cover anything from a dilapidated two-story mansion to a forest on a mountainside, and while there may be rumors about your presence there, unless you are seen there by someone who lives to tell the tale, you're guaranteed anonymity as long as you want it. Absent-minded travellers will wander within ambushing range on a daily basis, regardless of any reputation it acquires, and should you desire, more ambitious than qualified Demon Slayers will also approach infrequently to test their mettle against you. You can alter its layout at-will-knock trees into people, dig trenches where there were none, and otherwise change it as you see fit. Lastly, with a moment's thought, you can teleport here from anywhere within the same plane of existence.

Companions

Demon-in-a-Box (50 CP): - Kawaii!...? Sorry about that. Anyway, congratulations! Through some twist of fate, you've formed a relationship with a young demon who, unlike just about any other demon you'll ever meet, doesn't want to kill every human they meet and eat them for their tasty flesh! By the end of the first year of this jump, they will have the full Chosen Demon package of Perks, and they come with a Travelling Box for your convenience and theirs; however, their power is not acquired in one fell swoop, unlike yours, so you will need to take things slow with them.

Imp (50 CP): - Not every Demon is terribly strong, you know; in fact, a lot of them are basically just rank-and-file fodder, scraping by on what few loners they can catch and kill. You've managed to overpower one of these vermin, but rather than kill them, you found a way to entice them into servitude. Maybe it's rights to the corpses you leave in your wake, maybe they're simply so grateful to be alive they don't care who they're following, or maybe, just maybe, they weren't so irredeemably weak after all. For you see, Jumper, by the end of the first year of this jump, they will have the full Vile Demon package of Perks, and they come with a Token of their Past Life which seems to inspire them to carry on. Do be careful with them, however, as unlike yourself, their power growth is a steady thing, so don't expect them to be able to fight Demon Slayers willy-nilly from the day you take them under your wing.

Tsuguko (50 CP): - While they may not be officially recognized as such, this Demon Slayer Corps member could very well be a Pillar in their own right... assuming, that is, they survive that long. Luckily, they found you to help them with just that. At the end of the first year of this jump, they'll have the full Demon Slayer Perk package. Of course, as initiates of the Demon Slayer Corps, they'll have their own uniform, blade, and bird when you meet them, but their training has only taken them so far, so watch over them well, as from the get-go, they'll be no match for a Moon by themselves.

Wandering Warrior (50 CP): - Whether they were originally a member of the Demon Slayer Corps who went a little feral, a Swordsmith who got sick of making swords for a bunch of undeserving brats and took up the blade themselves, or someone simply trying to survive in this Demon-eat-Human world they live in, wearing a Humble Mask for their own sake, you've struck upon a wandering soul who could become a force to be reckoned with given time. At the end of your first year in this jump, they'll have the full Drop-In Perk package available to them; until that point, however, their abilities will be on the uptake still, so be sure you're not throwing them into situations above their pay-grade at every turn.

Canon Companion (100 CP): - So, you want to take some friends with you from this world? Go ahead! One of the Pillars, or one of Muzan's Moons, Zenitsu, Inosuke, Tanjiro, Nezuko, the six-armed training robot in Swordsmith Village, hell maybe Muzan...Not long after the jump starts, you'll have an opportunity to make their acquaintance, and for one reason or another, you'll make a favorable impression on them, so much so that they'll come along with you on your future adventures so long as you can convince them it's a good idea. Probably would be a good idea to help them achieve their respective goals in order to do that, of course, but I guess that's why you're the Jumper and I'm just the Benefactor.

Jumper Corps (200 CP): - You can import up to 8 pre-existing Companions; they each get an Origin, 600 CP for Perks and Gear, and can take up to 200 CP in Drawbacks.

Drawbacks

Animal Instinct (+100 CP): - You're a beast on the battlefield...and off it as well. In a culture where manners are significant, your first reaction is to scoff at their pomp and do as you please, usually making more of a mess than strictly necessary in the process because, well, you can. I mean, who's going to stop you, right?

Breathless (+100 CP, Incompatible with Demons): - The unfortunate truth is that not everyone is capable of Total Concentration Breathing, which means they can't learn any of the powerful techniques at the Corps' disposal. For demons, obviously, this isn't much of an issue, but for humans? It might be an issue.

Fiery Temper (+100 CP): - You've got a lot of reasons to be angry, Jumper, and it shows. In the heat of the moment, when the world is throwing problem after problem in your direction, it can be hard to find a moment to breathe, and after long enough, the pressure becomes too much, and you'll lash out at those around you. You might say some choice, vitriol-fueled words to your friends, or you may overextend yourself against a provoking enemy, but one way or another, it won't be pretty when your rage catches up to you.

Just Marry Me, Already! (+100 CP): - In a world where you could die at any moment, companionship is a much sought-after boon...and for one reason or another, you can't find a romance that sticks. Whether it's because those around you are so caught on their ideals of what a partner should be they ignore your positive qualities, your appearance or personality don't sit well with those who do take an interest in the other aspect, you attract nothing but creeps, or you, well, are one of those creeps, love just isn't in the cards for you. Of course, your Companions aren't affected by this, as you've already paid for a place in their hearts.

Ugly as Sin (+100 CP): - Okay, maybe not ugly, but certainly unnatural and more than a little disconcerting. Your eyes are wrong, in some way that can be noticed on-sight, and you have claws, fangs, and horns that you simply cannot hide in combat.

Vile Cravings (+100 CP, Mandatory for No CP for Demons): - For Demons, humans are not only delicious, but like walking sacks of power just ripe for the picking, so why shouldn't they constantly want to eat them? I mean, when all other food tastes like ash and doesn't fill your craven stomach the way it used to, why stick to it, you know? This Drawback enforces these properties - you need to eat people (at least one person per week) to avoid becoming so hungry you go on a wild gorging attack that draws all the wrong attention from all the wrong people, and no other type of food will satisfy you. There's no escaping what you've become, Jumper...okay, with one exception. The perk Truly Wholesome negates this Drawback.

Here Comes the Sun (+200 CP, Mandatory for No CP for Demons): - The light! It burns! Specifically, exposure to the sun will leave you in ashes if you do not have sufficient protection (being inside a sealed-off room or box or underground when it comes up) within minutes. Be careful out there! The perk Truly Wholesome negates this Drawback.

Marechi (+200 CP): - You have a special blood type that is considered a rare delicacy by demons (supposedly because it's "more potent" than normal blood). They can smell it quite a long way off and even worse, your blood is worth a hundred times its amount in more common blood types to a Demon. This applies even if you are a demon yourself, and overrides any other special blood types and blood-carried powers you might have (such as wisteria blood etc.).

Napping Tiger, Sleeping Dragon (+200 CP): - You know about sleepwalking, I presume? Well, what about sleep-fighting? Similar to the electrifying prowess of one Lightning-Style Corpsman, you don't actually fight at your full power while awake, able to call up maybe a tenth of your usual combat skill; instead, when you're knocked unconscious, or simply faint from, I don't know, shock or something, you sleepwalk your way through fights with all your combat instincts and abilities at their full strength. Why this is? Honestly...that's a good question.

Speechless (+200 CP): - For the duration of this jump, you lose the ability to speak in any language or communicate with anything short of body movements, facial expressions, or telepathy. You can vocalize, albeit unintelligibly and only unintentionally, but this does affect any abilities you possess which require you to make sound as a component of it.

Crippling Fear (+300 CP): - The world is terrifying, and you understand that better than everyone else around you...so why is it they're so okay with risking their lives? For the duration of the jump, your mind is constantly assaulted by the horror that is life - potential injuries, illusory threats, anything and everything has a threatening component to it that triggers your flight mechanism. No, I did not leave out a word - your immediate reaction to anything more dangerous than a friend surprising you from behind a corner is to run, as far as you can carry yourself, in the opposite direction. In theory, you can overcome this with effort, but the level of willpower you'll need to push through this is almost superhuman, and more than anything this jump provides can give you alone.

Vengeance Will Be Mine (+300 CP): - You've made an enemy, Jumper. Not a well-known one- in fact, others with similar goals likely don't know about their existence - but this is largely due to the fact that all of their efforts are focused on you, to the exclusion of these potential allies. This doesn't mean they'll work exclusively alone, but truth be told, Jumper, they're already roughly your equal; if you are a Demon, they're a Demon Slayer skilled enough to fight you head-to-head with more than equal odds of surviving to find new prey, while if you are a Drop-In or Demon Slayer, a Demon of equivalent capability will be your hunter. Their attack schedule is seemingly random, their repertoire of abilities diverse and seems to expand alongside yours, and if given the choice between dealing with your allies or inconveniencing you, you will be their target, hands down. However, and here's the lynchpin of this entire scenario: while their arrival can render it impossible to meet your immediate objectives, this adversary refuses to kill you outright. Their intent is to make you feel pain, to suffer as you (hypothetically) led them to, and as a result, you will always survive an encounter with them. Unfortunately, the converse will always be true as well, until your tenth year here, when you will finally have a chance to be rid of them once and for all.

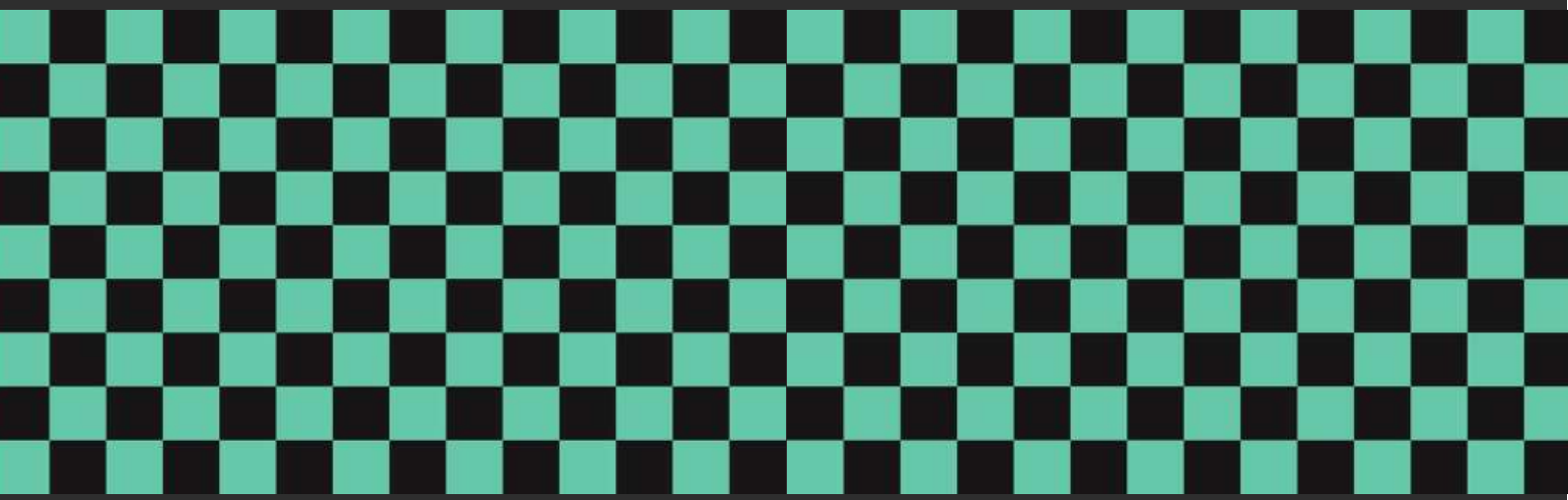
All Bets are Off (+100 CP, Modifies Vengeance Will Be Mine): - That bit about your attacker not being out to kill you? They definitely are now. As per the original, your chance to kill them will still come in the tenth year, but they will be out for blood from day one. Don't say I didn't warn you.

Practice a Single Stroke (+400 CP): - Where most characters in this setting have access to at least a small repertoire of abilities, you have one option and one option only - a particular technique you have exercised to its fullest, ignoring all other options. Choose a single power, spell, or technique from among your Perks and abilities whether from this jump or another; every other ability you have, for the duration of this jump, is inaccessible, as your single-minded focus prevents you from dredging them up.

Muzan's Most Vociferous Prey (+600 CP): - Muzan has made you a priority on his hit list, much in the same way Tanjiro and Nezuko are, and as such is more than willing to unleash his Moons on you, turn bystanders into Demons to distract/dismember you, and even slaughter those with even passing associations with you in the hope of drawing your ire and forcing you to make a mistake. The full, relentless hunger of the First Demon is after you, and should needs be, he won't hesitate to see to it himself that you are destroyed and, if possible, assimilated.

Post-Assimilation (+400 CP, Modifies Muzan's Most Vociferous Prey): - Oh god damnit, why did you think this would be okay?! Muzan now has his own Demon Blood Art versions of your supernatural abilities, including those you obtained in this jump. I mean, he's not getting your equipment, I guess, but- oh. Oh, no, this is bad: he not only has all of your powers, but those of your Companions as well. No gear beyond what he can obtain through his usual means, fortunately, and he doesn't have clones of you and your allies for now, but every ability you or a Companion has obtained, through whatever means they obtained it, is accessible to and understood by him. I wish you all the best with this one.

The HEE HEE Man's Bizarre Adventures (+200 CP): - Welcome to the memes. Muzan is now the HEE HEE Man and with a smooth movement of a popstar, he shall chase you towards your thrilling adventure to hit you with his smooth criminal moves. Nezuko, somehow, gained the power of Initial D and could outrun everyone. Wait, why are they saying Ripple and is that a lamp stand they are using as a weapon? (Is this even comprehensible? No? Well, then, to Google!)



Ending

Stay: Maybe you've come to like this world when you're done with your ten years; if so, there's no reason to go anywhere, is there? Congrats, Jumper - you finally made your peace.

Go Home: Well, it's been fun and all, but you're through with this multiversal madness; time to take your ball and go home. As in, back to wherever you were when you started all this madness.

Continue Jumping: There's so much more to see, so let's go see it! Besides, there are plenty of other worlds that need demon-killing to happen.

Notes

Total Concentration Breathing: - So, the breakdown is this -
one purchase means you fight with a pre-existing Breath Fighting Style at around the level Tanjiro displays against the Spider Demon family; you know how to use several techniques, and by the end of the jump, you're almost guaranteed to have mastered that style and all thirteen of its forms (even if we haven't seen all thirteen in the anime or manga).
A second purchase means your Style is still an offshoot of the Breath of the Sun, but it's not a Style a Pillar exists for, and there's a good chance you're its only practitioner. You could teach others to fight like you, but you don't have any special skill at doing so from the perk alone.
A third and final purchase means your Style, unlike the other styles on offer in this world, doesn't have to revolve around Nichirin Blades - it could be a spear style, or a bow style, or even a gun kata. Furthermore, you'll be able to teach others the fundamentals of this style with ease, and your students will be able to adapt it more easily into derivative forms, like the Corps did with Breath of the Sun.

Reason for this Doc: - This document exists due to the fact that the original one had corrupted text when copying and pasting into a new document. The only difference between this document and the original is slight format/order/layout and the images (aka cosmetic) changes

Original Jump Document:
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