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Welcome Jumper to a world almost like your own, a world where humans live in blissful ignorance of the Psychics, Demons, and Spirits who work in the shadows and guide this world's fate. A world where a strong will and love for your friends can allow a mere delinquent to reach the very top.

But this world is not without dangers, many of which are directed at the same poor humans who are mostly unaware of its true nature- Demons regularly defy the Spirit Realm's Laws entering the Human World in order to pursue their own dark agendas- these Demons are opposed by the Spirit Detective (in this time Yusuke Urameshi) a human agent of the Spirit World tasked with protecting Earth from Demonic Threats.

Take these **1000 CP** and let's see what you can become.

Origin

Spirit Detective (Drop-In)
You may choose whether you replace Yusuke as the current Spirit Detective or if Koenma decides to pick a second agent this time. You are a human who acts on the orders of the higher ups of the Spirit World in order to fight Demons and protect the people. Some people find this job difficult to bear, breaking mentally under the strain of all the violence they're asked to inflict on the Demons they fight- doing this job requires moral flexibility and an ability to act without thought that's in rare supply among Psychics, hopefully you can meet that standard.

Assistant
You assist the Spirit Detective in some way, maybe directly like the Soul Guide Botan, or maybe in a more distant and authoritative role like Koenma, but whatever the case you don't do much direct fighting. However you provide valuable aid and direction to Young Urameshi and hopefully will be helpful in keeping him on the right path.

Psychic
You're a Psychic, a human born with Spiritual Awareness and the aptitude needed to potentially manipulate your Spirit Energy even without the interference of Spirit World. You've most likely seen apparitions for as long as you've been alive and with training you'll likely find a few unique techniques of your own, though they're unlikely to have anywhere near the versatility of Demon Techniques.

Demon
You're a Demon, one of the countless varied species found within the Demon World, you naturally possess Demon Energy which is much more versatile than the Spirit Energy used by Humans capable of feats like manipulating the elements or perfect cloning with enough time and effort. Demons are highly regulated by Spirit World and it is considered a serious crime for a Demon to take a human's life regardless of the circumstances.

Crime Boss
You're a Greedy Human, one more concerned with the power of money and the acquisition of status than anything so gauche as Spirit Energy or Martial Arts. Your kind regularly traffics in Demons, both employing them as mercenaries and cruelly exploiting them as slaves, one of their favored hobbies and one you'll surely get an invite for this year is The Dark Tournament, a martial arts competition where teams of Demons battle for bloody supremacy for your amusement, all the while fortunes are won and lost by betting on the matches.

Race:

Human (Free)

You are a human, and while I'm sure you're fairly familiar with what that entails there's one thing about you that's unique in this world- the ability to tap into Spirit Energy in order to use Psychic Powers. While every human has Spirit Energy only people who are naturally gifted are able to learn to use it or perceive apparitions like Demons. While Humans are generally weaker than Demons some among this race have managed to attain great power in spite of their limits.

Demon (Free/Mandatory Demon)

You're a Demon, your appearance can be anything you like though most Demon Species tend to default to humanoid creatures. You have the ability to tap into Demon Energy which- while similar to Spirit Energy in some ways is much more versatile. When combined with your race's long life span you tend to be incredibly powerful. As a Demon you're also capable of devouring the souls of others in order to restore your Energy and heal your body if you get into a difficult situation.

Shinigami (Free)

The Bureaucrats and administrators of the Spirit World, while you may be a true Soul Reaper/Psychopomp like Botan you may also be one of the administrative ogres or even something like Koenma or his father King Yama (although you won't get any extra power) You were born in Spirit World and so you don't have a life to live in the Human Realm, all your energy is able to be focused on the affairs of Demons and the Dead.

Location

[Earth]

Earth is very much like the one you know, but there is a mysterious underbelly that most aren't permitted to see- first is the world of Psychics, mysterious humans with Spirit Awareness who wield it to perform strange techniques, and the Criminal Underworld which exploits Demons for profit and illicit thrills. Earth may seem familiar but there are horrible dangers around every corner.

[Spirit Realm]

The Afterlife which is administered by Koenma, the son of the all powerful King Yama, it is here Souls receive their final judgement and fates after death, and it also the realm of Shinigami like Botan and the numerous ogres that support Koenma. If you're here and not dead I would hope for your sake that you have a good reason.

[Demon World]

The blasted and desolate realm of the Demon Races, this world is run on the law of brute force, with Great Demons gathering immense followings and enforcing their brutal will upon their lessers. It is perhaps this dark culture that leads to Demons regularly escaping into the Human World where they are hunted down by the Agents of Spirit World or enslaved for sport. The Demons who endure and protect their freedom are most commonly the worst monsters of all leading to the species as a whole gaining a reputation as evil creatures.

Perks

Perks are **Discounted** to the origin they're associated with, costing 50% of the listed price with **100 Point** Perks being Free. Demons are slightly different however, they only get **2 Discounts** Per Price Tier due to that origin having more Perks associated with it.

Spirit Energy (Free For Humans and Shinigami)
Spirit Energy is a fundamental force that exists within all Humans, when someone is aware of it they're able to perceive Spiritual Presence like Demons or manipulate it to perform strange and supernatural abilities. If you're a Human or one of the beings of Spirit World you have access to this energy and a basic awareness of it immediately, you also have access to the **Spirit Energy Table** later in this Document that will allow you to customize some of your more individual talents.

Life-Energy Affinity (Free)
Humans and Demons alike have more than one pool of energy within themselves, once they burn through all of their Spirit or Demon Energy they are able to tap into their very vitality and life force to continue using their powers. This comes with risk of course, as overusing your Life Force can result in permanent damage or death. As everyone has access to this power you'll receive access to the **Life Energy Table** later in this document that you can use to customize your own access to Life Energy.

Demon Energy (Free For Demons)
Demon Energy is similar to Spirit Energy but innate to the Demon Races of Demon World, it can also be manipulated to perform unique Techniques but it is much more versatile than Spirit Energy allowing for strange and esoteric techniques that would be almost impossible to learn with Spirit Energy alone. As a Demon yourself you gain access to the **Demon Energy Table** later in this document that will allow you to learn more about your individual abilities.

Spirit Detective

You Jerk! (100)
From flipping up a girl's skirt to ditching her on your first date there are a lot of ways you can ruin your relationships if you're not willing to clean up your act… or at least that's how it was, now as long as you genuinely care about a person you can get away with stunts in line with the ones mentioned above with no permanent hard feelings.

Atonement (100)
But some Sins can't be so easily forgiven, and the blood on your hands won't go away no matter how sorry you are. If you ever truly desire to be punished you'll find someone capable of doing so that meets whatever criteria you have. Be it a Demon strong enough to kill you in recompense for spilling the blood of their kind, or the last survivor of a massacre you perpetrated that you can beg for forgiveness from. This is not a pleasant power… but perhaps it can bring you peace.

Humans Are Ugly (200)
Not all Demons are Evil, and not all Humans are Good or worthy of protection, the realization of this truth is what mentally destroyed the previous Spirit Detective Sensui, you hopefully will not suffer a similar tragedy. You can see the truth of people around you, if they're good you'll be able to tell, if they're evil you'll also be able to tell

Street Fighter (200)
Like the infamous Urameshi you're a natural street fighter of immense talent, without any effort to train or learn a martial art you'd be able to dominate in any mundane street fight, and your skill only deepens with each clash, your instincts sharpened and honed by battle. If you engaged in formal training as well you'd become a truly terrifying fighter.

Morality Tale (400)
In this world good fundamentally begets good, and evil fundamentally begets evil. By internalizing this and acting in a good and moral way you'll find your life made easier, the consequences of a sacrifice for others will be undone, ancient beings and relics will become impressed with your good qualities and grant you rewards, and otherwise your acts of goodness will be rewarded. In the meantime you'll find your foes suffering karmic consequences for the harm they've done, their punishments often directly assisting you in your efforts against them.

Strength From Desperation (400)
Your soul has a unique wavelength, one that grows stronger the more desperate a situation becomes, this won't create new Spirit Energy from nothing, but it will allow your abilities and blows to hit harder for less Energy. This scales faster the worse the circumstances and does especially quickly if people you care about are in danger. This effect applies to any of your abilities from other worlds.

Many Minds (600)
You have contracted the strange and fictitious form of DID possessed by the Ex-Spirit Detective Sensui, this allows you to deliberately create new minds within yourself to fulfill any function you can imagine, from a Social Self to a version of yourself created specifically for murder. These other selves can also train your supernatural powers in sync. Sensui was able to circumvent the 40 years of training required to unlock Sacred Energy by having all his selves train, reaching that level in a mere 6 years.

Demon Descendent (600)
You are descended from a Demon despite being a human, this will allow you to tap into Demon Energy eventually if you train and will also give you access to a much more powerful form that you can take on when the situation is dire enough which will empower you dramatically. If you wish your ancestors mind may exist within yours as a source of training and wisdom for mastering your new abilities.

Assistant

Non-Combatant (100)
You're no Fighter, and as long as you intend to have that remain the case you won't be sucked into battle, your enemies won't come for you until all your allies have been defeated and otherwise avoid targeting you as much as possible. If you're someone's specific target this won't help you at all however.

Dignified (100)
You may look like a baby but you're one of the Spirit World's Higher-Ups you know! No matter your appearance you'll always command respect worthy of your station and status- though you can still lose that respect with your actions people at the very least won't judge you before they get to know you.

Disguise (200)
With a mild exertion of your Spirit Energy you can change your shape, taking on any kind of form you can imagine as long as it's within the limits of biological plausibility. The benefits of this ability are more social allowing you to wear the body you'd prefer where needed.

Avoiding Punishment (200)
Like Koenma you'll always have a brief window after some failure of yours to make things right, as long as you manage to act quickly you can avoid the worst of your punisher's wrath and avert the majority of the consequences- you may still get spankings if your failure was severe enough though.

Resurrection (400)
You have the ability to see the souls of the dead and can create for them a Golden Egg, this egg will feed off their energy for several days before hatching, if it was fed on positive energy and a good heart it will become a kindly guide who will lead them back to their bodies, if they fed it on a negative or evil heart it will hatch into a powerful monster that will devour the unfortunate soul.

Sentencing (400)
Perhaps Koenma is passing some of his extra duties off to you? You've been granted authority over sentencing and Karma, allowing you to grant good outcomes 'miracles' to those who perform good and moral acts, and issue punishments to those who commit wrongdoings. These can allow you to avert great personal tragedies, skirt the consequences of great sacrifices, or on the negative side cast devastating Curses or condemn someone to billions of years of torture. These things are not sourced from your own power but rather the Karma of your target, and cannot be applied unless the recipient is willing or subdued- which naturally makes punishing those acting against you difficult.

Spirit Guide (600)
Like Botan you're a Spiritual Guide meant to guide the souls of the Dead to the Spirit World for judgement, in addition to the abilities you need to perform your duties such as traveling to and from the afterlife (an ability you'll retain in future worlds) you also have the unique ability to awaken others to their Spirit Energy, even after leaving this world behind- while talent varies users will be broadly capable of techniques associated with the humans of this world.

Absolute Barrier (600)
Like the Great King Yama you can cast almost impenetrable barriers strong and expansive enough to separate even entire dimensions, though you can naturally use them on a much smaller scale if you feel the need. Barring exceptional uses of Energy no one will have any ability to cross your Barriers, and even the portals that can be created can only take beings with enough energy for them to handle, typically very weak specimens. The only way to truly cross your Barrier short of a powerful enough force shattering it completely is with your special permission, which can allow anyone to pass through any border you've created.

Psychic

Age Regression (100)
Whenever enough Spirit Energy is used the bodies cells reprogram themselves, restoring the body to the point it possessed the most strength, typically their youth. This is mostly a cosmetic change however for you it will allow you to truly recapture your original power for a time. The more energy you use the longer you'll spend in your prime before your body returns to its natural state.

Telepathy (100)
You are capable of using your Spirit Energy and innate psychic talents to mentally communicate with others, if they're friendly towards you or need your help you may even see glimpses of their memories as their subconscious tries desperately to inform you of their distress.

Legacy (200)
When you find someone you truly wish to take as your successor you can grant them the ability to inherit your strength in full, transferring any powers you possess to someone else in their entirety. Naturally this will prevent you from accessing them again unless you can regain them through some means, but it will allow your student to carry on your will with much greater fervor than they could manage on their own.

Spirit Wave (200)
You understand the very fundamentals of Master Genkai's Spirit Wave Technique, a seemingly all powerful technique that transforms the entire body into a conduit for Spirit Energy and releases it all in a single blow. This technique turns all the Evil in a person's heart against them striking them with the full force of all their wickedness. If you use this technique on an evil individual or a wicked Demon they'll be destroyed from within- and even if they're not all that bad striking someone with the full might of your Spirit Energy still ought to sting. There's one downside however, the Spirit Wave is truly a final move, once you use it you won't have a drop of energy left in your body unless you start burning through your life.

Chants (400)
Some people choose to simply hone their techniques the hard way, by training until they can use more Spirit Energy, but there are other ways to refine your techniques, ways that yield faster dividends in exchange for just a little inconvenience. By adding chants and hand signs to your powers you can make them stronger and more versatile, effectively boosting the power and flexibility of your Techniques. Be warned however that any ability that uses a Chant is only effective as long as the victim can hear it, the power of your abilities improved by this Perk can be easily blocked simply by a fighter covering their ears.

Who Decided That? (400)
Who is it who says that Humans are weak? Who is it that says Energy is all that matters in a fight? You are the one who decides such things- even if you've lost all your powers and are running on the tiniest embers of energy left in your soul there's one trick that still remains, taking their power for yourself, and showing them that their 'Absolute Strength' means little in the way of Mastery and your well honed techniques. By fully harmonizing and comprehending the wavelength of someone else's energy (something you have a great deal of talent for) you can drain the Energy from their moves and use it to fill up your own reserves, replenishing your own spent strength and taking away one more of your opponent's weapons.

What Does A Man Do? (600)
When his friends need him? He gets back up, no matter how many times it takes. Every time you are 'defeated' you'll have a brief window in which you can choose to continue, if you can push past unendurable agony you'll be able to stand up again, healed just enough to fight and with just enough Energy for one more big move. In moments like these you'll find the roaring of your Soul massively empowers your Spirit allowing you to progress months in mere seconds, just by standing when no one else could. Be warned however- while there's nothing stopping you from standing up again more than once per fight each time you do you'll suffer more, and even if you can endure it going too far may lead to you dropping dead as soon as the fight is done.

Territory (600)
Normally the phenomenon known as 'Territory' would only begin to manifest after a new wave of Psychics were awakened by a portal being created between the Human and Demon Worlds. These powers are innate to the User and allow them to impose their 'Rules' upon the space around them, anything from prohibiting violence within a certain radius to cutting through dimensions themselves. By taking this Perk you've become an awakened Territory User much earlier than expected. Taking this Perk gives you permission to purchase a Territory later in this document.

Demon

Cheater (100)
In a real battle it doesn't matter who's right, it only matters who's left. You've long since learned how to fight like a Demon- you know countless little tricks to fight dirty and engineer battles to give yourself an unfair advantage, and your cunning mind makes it easier for you to come up with more.

Human Disguise (100)
When the Demon Races take up residence in the Human World it is often by taking on new guises so as to appear more human to those around them and not arouse suspicious, you have ability to make yourself appear human in any alt-form that you possess, losing some small amount of your physical power but gaining the ability to blend in. You can regain your full physicality with ease by shedding your human disguise, something you can do in an instant.

Healer (100)
You have access to a rare and compassionate use of Demon Energy, the ability to heal the wounds of others. The more energy you invest the faster and more completely the damage is restored, up to and including healing injuries like a severed spinal column or a severed limb. This ability will work better the more positive feelings the person you're healing has towards you, making you best at healing those who care about you in turn. You're also capable of healing yourself but you're less talented at it requiring more energy for the same results.

Valuable Tears (100)
Like the Ice Maiden Yukina your tears transform themselves into incredibly valuable gemstones of unsurpassed beauty and quality. While this makes you a target for greedy humans who covet your jewels as valuable treasures it will surely also benefit you.

Percent (200)
You have incredible precision with your use of your powers, allowing you to control the exact amount of energy you use to a point where you can easily say off the top of your head the precise percentage of your total power you're using. This incredible control also improves your stamina, allowing you to fight far more efficiently than your peers.

Team Leader (200)
You are adept at gathering allies and forcing them into submission, this is most often done using strength and fear in order to force them to obey, but friendship and camaraderie has been found even among Demons at times- and if all else fails the allure of money never does. Once you have your team you're a fantastic strategist, able to manage the unique abilities and temperaments of your allies in order to create a smooth and highly professional unit to pursue your agenda.

Last Resort (200)
When your life is on the line and you're staring down your untimely death you may choose instead to reincarnate, taking on a human body and being born from a human mother. This will, for all intents and purposes make you a human and weaken your powers greatly, but it is definitely a better option than death.

Speciality (200)
Not all Demons are created equal, like some of your kin you have one specific physical speciality that is *far* stronger than what your actual power level would suggest, if you choose Speed for example you'd be able to effortlessly speed-blitz your nominal equals, or if you chose strength you'd find your strikes able to hit far above your weight class.

Hellish Science (400)
You're a Master of using the Scientific Method, Technology, and Chemical Treatments to manipulate Demonic or Spiritual Energies. The exact abilities and technologies you'll derive from this? Who knows, one of your peers the good Doctor Ichigaki was able to create elixirs that transformed him into a powerful beast, and strange treatments that turned humans into powerful warriors who were unable to resist obeying his every whim. If your field of study goes down a similar path you could achieve similar things- but the only limit is the time and research you're willing to put into pushing boundaries and breaking limits on what these powers can achieve.

Trickster Fox (400)
You have the cunning mind of the Trickster Demon Kurama, this allows you to rapidly adapt to any abilities or strategies you observe, quickly dissecting them for limitations or vulnerabilities. The more you fight with someone the more completely you'll understand them and the more you'll be able to work against and counter them. This also works interpersonally, you'll learn more about a person the more you interact with them, learning all the ways to trick, manipulate, or predict them until eventually you know them better than they know themselves.

Absolute Strength (400)
'Techniques' are useless in the face of actual power, mere tricks used by the weak to pretend to have the might of the strong. You're more immune to such things than most. The more raw power (be it Demon Energy or physical strength) you possess the more resistant you become to abilities that should ignore strength, things like poison, curses, or other effects that should be able to kill or harm you regardless of your power, these kinds of abilities will find it very difficult to find purchase unless their user is of a similar level of power to yourself.

Here For The Laughs (400)
'Fighting is serious business' some might say, but that's boring isn't it? Battle is a chance to meet new and interesting people, kill them, and show off the powers you worked so hard for- what's serious about something that fun? And as Energy of all sorts responds to emotion above all perhaps it shouldn't be surprising that the more you're genuinely enjoying a battle the more powerful you'll grow. This boost will only last until the end of your current fight, but for a price as small as having a good time? Seems like a bargain.

Spirit Tools (600)
Objects can interact with Spirit Energy in a rather marvelous way, be it on the small scale like the Detective Tools entrusted to the Spirit Detective that allow them to sense Demons or amplify the power of their Spirit Energy- to great Relics like the Forlorn Hope that can grant any single wish at the cost of the petitioner's life. You are one with the immense body of knowledge needed to recreate relics like this, or to create new ones of your own design. Be warned that while your greatest creations could grant untold power they will take decades if not centuries to complete, and may consume rare resources worth a king's ransom.

Thief (600)
Like the Human Hunter Demon known as Rando, you're able to copy techniques simply by seeing them performed once or twice- even if the abilities you witness are performed with Spirit Energy instead of the Demon Energy used by your kind. This talent for thievery applies even in future Jumps allowing you to learn to use the techniques of others at an incredible speed as long as they're something that anyone could theoretically learn. Even if you witness an innate ability that you can't copy directly, your brilliant mind will help you to reverse engineer it using your own abilities in order to create the closest replica possible. While you're able to easily understand the mechanics of copied techniques you'll need to acquire battle experience in order to fully master them

Climactic Reveal (600)
Not every opponent deserves your full power… but you have an interesting trick that helps make those things you hold back better when you find someone worth your time. By deliberately sealing away a technique, a transformation, or even a certain percentage of your raw power you store up power and shock, when you eventually stop holding back your enemies will be overcome with surprise at the full extent of the power you'd hidden from them. In addition to this the longer you spend holding back the more powerful you'll be when you fully reveal yourself, almost as if the power was compressed and pressurized by its time contained.

Pain Is The Best Teacher (600)
Some teachers believe in giving time and care to help their students grow, but such things are not the way of the Demon World. The more pain you cause someone, emotional or physical, the faster they'll grow hoping to avenge themselves upon you. While this won't let someone push past the limits of their potential you could easily polish an imperfect but promising opponent by killing their beloved master in front of them, or simply by breaking every bone in their body. It's doubtful they'll ever thank you for the growth you led them to, but they'll reach the level you expect from them, or die trying.

Crime Boss

Like Recognizes Like (100)
You're good at recognizing people you can get along with, in fact you can tell that about someone with a glance- and if you allow it they'll get the same impression about you. This sense of easy camaraderie will naturally make socialization easier- I imagine you'll be popular, unless you're truly difficult to like.

Your Tastes (100)
You're always able to find 'products' that fit your specific needs and desires- you want an attractive little number to be the announcer for a little tournament you're putting together? You can find a guy selling in bulk. Need a big monster for unwelcome guests? Naturally easy to find but pricier, the more rare or niche the thing you're looking to buy the more expensive it will be.

Give Up Hope (200)
You're very adept at recreational torture and breaking the minds of those unlucky enough to fall into your clutches. You're particularly good at inspiring obedience and fear and you'll also find that your cruelty will never inspire resistance or revolt, instead fully cowing your captives, with time they may even try learning to do what you desire from them better in order to make things easier on themselves

VIP (200)
The Dark Tournament is the social event of the season! It would be an intolerable snub if you weren't to receive an invite, fortunately for you you'll find that you're always on the guest list for such major events- and tended to quite luxuriously without you needing to pay a dime as well.

Spread Your Stink (400)
Money can buy many things, the most important of which is access. The more money you have the more you'll be welcomed into places like the Criminal Underworld, allowing you to begin to build a lucrative career in the highly profitable Demon Market.

Gambling Man (400)
High Stakes Bets are one of the more common forms of recreation for people in your line of work, something about the risk is capable of igniting excitement even in the most cold hearted men around, not to mention the utility of the resources you can acquire if you win. You have a slight advantage over your peers, namely the more you have riding on any given bet the less likely you'll be to lose. This will never make any bet a sure thing- you'll need to cheat a bit more for something like that, but it will make you feel safer at the high stakes tables.

Highest Law (600)
Spirit World's Laws state that it is a serious crime for a Demon to harm a Human *regardless of circumstances.* You catch that last bit? No matter what you do to one of the little freaks, they're the ones who are going to get punished by the ones on high in the end, leading most to spare you even after suffering intensely at your hands, eager to avoid the wrath of the Spirit Detective. In future worlds you'll find that the highest authority tends to think the same way, prohibiting supernatural entities from harming you under the risk of harsh penalties. Some won't care naturally, those who are criminals already for instance, but it will keep you safe from the weak willed and law abiding.

Money Can Buy You Magic (600)
Turns out even Demons need money, if you can pay a supernatural being enough cold hard cash they'll become your servile mercenaries becoming more obedient the more they're paid- particularly well paid Demons won't even have an issue killing or enslaving their own kind on your orders. If they weren't hypothetically open to having their loyalty bought to begin with this Perk will have no effect, but even in future Jumps you'll find non-human creatures accepting human currency as payment and being surprisingly servile if you pay them properly.

Spirit Energy

Spirit Energy is the power of Humans and Psychics, while it functions similarly regardless of the User it does have three categories that vary between Users that determine their specific talents. These are their natural Spirit Awareness, Spirit Strength, and Spirit Flexibility. By default you are average in all these categories with no specific area you're talented in, this would prevent you from passing the second phase of Genkai's testing and limit your potential even if you manage to cultivate an incredible amount of raw energy.

Spirit Awareness (100/200/300)

Your ability to sense Spirit Energy, this allows you to see apparitions and sense the energy of others, but also to locate your own energy within yourself making it much easier to manipulate and learn techniques. For **100 Points** you experienced a tingle in the presence of the Supernatural even before you awakened to your Spirit Energy, the quintessential 'sixth sense' that's so common in human pop culture, this level of talent will allow you to awaken to Spirit Energy much quicker and make your techniques more versatile as you adapt quickly. For **200 Points** you've been able to perceive and interact with Demons and other apparitions from the day you were born, because of this incredible level of Spiritual Sensitivity you're able to master even complicated techniques in only a fraction of the time it would take a normal person, this is the level where you would begin to be considered a genius Psychic. For **300 Points** you were born aware of your Spirit Energy, and you're able to use it as easily as breathing- creating new and complex techniques on the fly and reading your opponent's every move like an open book.

Spirit Strength (100/200/300)

The Strength of your attacks, or in simple terms how much oomph you get for the Spirit Energy you invest in every technique, this improves your strength of course, but also your stamina allowing you to use less energy on your techniques while retaining their power. For **100 Points** you possess above average Spirit Strength, enough that even a newly awakened Psychic could deal serious damage to powerful apparitions as high as D-Rank Demons, though such a technique would exhaust them completely. For **200 Points** to innate strength of your Spirit becomes much more impressive, allowing every attack made to hit with double the force it should going by Spirit Energy alone, making your attacks a nightmare to block even for your superiors, and suicide for your nominal equals. For **300 Points** every unit of Spirit Energy you use is worth triple when fueling techniques producing powerful attacks for a fraction of the normal cost- or hitting way beyond what should be your limit.

Spirit Flexibility (100/200/300)

The Flexibility of your Spirit reflects your Spirit Energy's ability to grow in response to strong emotions. This can refuel your energy reserves but also increases your Spirit Awareness and Spirit Strength temporarily in response to intense stress. For **100 Points** your Spirit Flexibility multiplies your Spirit Energy and other traits by 1.1x whenever you feel intense emotion during a fight. For **200 Points** your Spirit Flexibility multiplies your Spirit Energy and other traits by 2x whenever you feel intense emotions during battle. For **300 Points** your incredible Spirit Flexibility multiplies your Spirit Energy and other traits by 5x when you're pushed to the heights of emotion.

Techniques

While with time and effort any Psychic can learn any of these Techniques (except for Territory) by paying for them here you'll be able to do them right from the start, in addition you'll find it easier to develop and hone purchased Techniques compared to ones you acquire later.

Materialization (200)
You're skilled at forming objects from your Spirit Energy, with a speciality for one specific kind of construct such as Kuwabara's ability with his Spirit Swords. The more Spirit Energy invested and the greater your Spirit Strength the more powerful the resulting weapon will be, with time and training you'll be able to manipulate other properties of your tool such as its length or flexibility.

Manipulation (200)
You're able to control objects remotely using your Spirit Power, with uses up to and including programming those objects to track the energy signatures of specific people and acting as homing missiles. You can also enhance the durability and striking power of manipulated objects to make them better weapons.

Spirit Gun (200)
A simple but incredibly potent technique, you're able to concentrate your energy in a single point before releasing it as a powerful energy blast. This strikes several times harder than your normal power level but also consumes a truly exorbitant amount of Spirit Energy.

Healing (200)
You have the ability to heal others or yourself using your Spirit Energy, this power requires more focus and will prove difficult to use during stressful moments such as combat making it more suited as a support.

Augmentation (200)
You have the ability to directly empower your own body using your Spirit Energy, massively increasing your physicality proportional to the energy invested and your Spirit Strength. This technique requires time to charge and focus in order to properly activate at first, with the requirement decreasing with training.

Sacred Energy (400)
You have somehow unlocked the pure and evolved form of Spirit Energy known as Sacred Energy without the needed 40 years of hard training. This allows you to enter a state where your Aura turns golden and becomes *vastly* more powerful. In addition all of your Spirit Stats listed above increase by one category while this is active making you an overall stronger Psychic. A person who already possessed tier 3 abilities would become a truly incredible being under the effects of Sacred Energy. You'll find it draining to use at first but it will get easier with time and training.

Territory (200/400/600 - Exclusive To The Territory Perk)
You have a Territory, a unique Psychic ability formed through exposure to Demon Energy that enforces a 'rule' on the area around you. For **200 Points** you may have an ability like Taboo that bans a certain action within your range under penalty of Death or another similarly absolute consequence, or another power of a similar tier. For **400 Points** you may use your Territory as a powerful 'Demon-esque' technique such as one that allows you to summon water minions or create attacks that cannot miss when targeted at people within your range. For **600 Points** you may have a powerful and absolute/conceptual ability, such as Kuwabara's ability to augment his Spirit Sword with the power to cut through Dimensions.
For all tiers it should be noted that any uses of your powers or your territory itself are counted as 'another dimension' with all the benefits or negatives that may entail depending on setting or power match ups, minions created with your territory may be almost invulnerable due to essentially being a tiny piece of an entire dimension- but then be cut down far easier by an ability capable of cutting through such things.

Life Energy

Life Energy Manipulation is a technique of last resort, whereby the User draws power from their own life force instead of from their Spirit or Demon Energy, overusing this power can cause death or permanent injury. By trading a portion of your life great power can be gained, this section determines how much life force you have to give.

Vitality (100/200/300)

For **100 Points** you have an above average amount of Life Energy allowing you to fire one additional attack at full force before endangering your life when you tap into it. For **200 Points** your Life Energy that you can safely draw on is equal to your Total Spirit/Demon Energy allowing you to essentially fight fully refreshed once you begin to tap into it. For **300 Points** your Vitality is incredible allowing your 'weapon of last resort' to be used almost freely, you can safely tap into Life Energy roughly twice as large as your Spirit Energy pool before you begin to suffer permanent consequences, and even without tapping into it your physicality is impressive due to this over abundance of Life Force.

Demon Energy

While Demon Energy is very similar to Spirit Energy in some ways, it can intuitively be used to enhance the body or heal oneself, and it is improved by strong emotions; it also tends to be far more versatile and individualistic than its human counterpart, with most strong Demons having unique abilities that reflect them and their personalities, and even occasionally more than one.

Theme (Special)

There is nothing preventing a Demon from having multiple vastly different techniques, something like the ability to clone themself combined with the ability to manipulate lightning, or other thematically separate abilities. You may optionally choose to limit yourself and your abilities to a single Theme, doing so will discount any purchases of **Technique** below but it will restrict your options significantly.

Talent (200/400/600)

While Demons gain their incredible strength over their long lives, talent is certainly a factor. How else would a Demon like Toguro rise to become the Strongest Demon in the human world in a mere 70 years of life? For each tier of this option you purchase you'll find your energy pool growing faster and your mastery of your techniques progressing at an accelerated rate. For **200** Points you'll find that a week of training for you is worth a month for lesser Demons, for **400** Points your talent will be immense, allowing a single week of hard training for you to match the fruits of a lesser Demon's year. And lastly for **600** Points your talent becomes transcendent, a single month of training matching a lesser Demon's decade. With this level of Talent it is only a matter of time before you become a truly transcendent being within the Demon World.

Technique (200/400/600)

The Powers of a Demon are unique, versatile, and often correlate directly with their personalities. While you can theoretically develop any number of techniques with enough time and training you'll be at the mercy of your aptitude, some ephemeral quality that prevents even powerful Demons like the Younger Toguro from developing more techniques than basic Muscle Enhancement. You can avoid that gamble by paying for techniques here that will come 'pre-loaded' for **200 Points.** You have a simple Technique that while potentially powerful is pretty much solely effective based on the amount of Energy used by its owner. Something like Younger Toguro's muscle augmentation or manipulation of an element- powerful, versatile, but not possessing the surpassing ability of more expensive Techniques. For **400 Points** you have a more interesting ability, something more in line with Byako's ability to 'eat' the energy from attacks, or his ability to create monsters from his hair. More Esoteric Abilities that could increase the danger level of even weak fighters. For **600 Points** you possess a Technique of immense power, something like the Elder Toguro's shapeshifting abilities and regeneration so potent he is truly unable to die, or Suzaku's perfect cloning ability that allows him to consume the souls of his copies to replenish his body and spirit completely provided all seven of them are not destroyed in a single blow. You possess a Technique that makes you almost impossible to kill, or one that would be coveted throughout all of Demon World for its immense power.

Items

Chapter Black (100)
A forbidden artifact from Spirit World, this tape contains a full and complete record of all human atrocities, recorded in vivid detail as if by a professional film crew who was on site for each event. It is said a normal man would go mad and desire the death of all his kind after watching for only a mere five minutes. You have ownership of a copy of this tape, as a courtesy you'll find it updated to contain all the worst deeds of all humans in any universe you enter, consider it a gift.

Orb Of The Beast (200)
This Orb is a dangerous Demonic Artifact that can instantly extract the souls of anyone without Spiritual Awareness. These souls can be stored within the Orb or used for any other purchase you imagine, one of their users enjoyed using it to collect the souls of children suitable for his… refined palate. In future Jumps you'll find this can't affect anyone with any kind of Supernatural Energy unless you massively weaken them first but on 'normal' people? Over in seconds.

Shadow Sword (200)
A powerful Demonic Blade that can turn any human cut into a mindless slave, technically a Demon but the lowest and most debased form. These lesser demons are unfailingly obedient but useless for any tasks that require any level of sophistication.

Makai Whistle (200)
This large and unwieldy Demonic Whistle allows you to summon and manipulate the Makai Insects, a Demonic Parasite that can attach itself to a Human and force their Darkest Natures to take control. The resulting 'Zombies' will be fully subservient to your will but possess their human mental faculties. Once the whistle is destroyed or taken from you its power will be broken and all its victims will be restored.

Cape Of No Return (200)
A Artifact created by the Beautiful Suzuki, this cape can transport anyone enveloped with it to a random point within the Three Worlds, however it will always transport the same person to the same place no matter how many times it's used on them. In future jumps it will send its targets to a random inhabitable location somewhere in the setting that its residents are able to reach, even if it would be extremely difficult.

Trial Sword (400)
This artifact takes the form of a Sword Hilt, when fueled with your Spirit/Demon Energy the hilt will transform into a unique enchanted blade suitable to your personality and fighting style. While the abilities of the sword you create are largely random there is a risk. If you overuse your sword you may lose your Spirit Energy for an indeterminate amount of time- possibly causing it to only return in a time of dire need.

Jagan Eye (400)
This Artificial Eye has been implanted into your forehead, the Osteropath taking these points in lieu of his normal payment. The Eye has many powers, the first and hopefully most obvious is the incredible sensory powers it bestows, even covered with a cloth you could see the world clearly enough to notice delays of a fraction of a second, or follow battles that should be far beyond your level. The second ability of the eye is Telepathy, you can send and receive mental messages as well as read the thoughts of others if you're familiar with them, even from a distance. However the most dangerous ability of the Jagan Eye is its ability to call upon the Dragon of the Darkness Flame, a terrifying creature from the Depths of the Demon World. By using your own Spirit Energy as bait you can call upon the creatures terrifyingly strong black flames, though using this ability without refinement will result in the part used to bait the Dragon becoming horribly burned and unusable until you receive healing. You also have a transformation state that allows you to manifest dozens of eyes across your body, in this state all the powers of the Jagan Eye are amplified.

Forlorn Hope (400)
A mirror that can grant wishes at a terrible cost, by sacrificing their life the petitioner can receive any wish of their choosing- up to and including reality warping alterations. However the cost cannot be cheated due to the mirrors sentience it will always kill its user unless someone else willingly gives up their life in exchange, at which point both will be spared and the wish will be granted- this will not function if the User is aware of this trait of the Forlorn Hope ahead of time.

Idun Box (400)
A box made with extract from the fruit of past life, this box emits a smoke when opened that causes anyone but the user who breathes it to revert to a much younger age. Buyer beware if the target's younger self is stronger than the one you've faced before.

Steaming Spheres (600)
You have one of these small yellow spheres and will receive a new one every month, when you crush one of these you'll take on a new animalistic form and gain an immunity to the last attack type you were able to endure. These forms and the immunity they offer are temporary but can be a powerful tool if your opponent is a one trick pony.

Incredible Wealth (600)
You have an Economic Output well in excess of most nations spread between numerous properties and business interests. You can buy pretty much anything mundane and most things supernatural without even slightly dipping into your coffers. This is the kind of fortune that gives unprecedented influence over the world of humans- and unless you desire you'll never be publicly linked with this fortune, maintaining your public anonymity.

Companions

Old Friends (Free)
Can't let your old pals miss out on the party can you? You may import any of your companions into this Jump for free, they'll receive **600 CP** and a **Origin** of their own

New Friends (Free)
And in case you take a liking to anyone else you find here you'll be able to take them with you as a companion at no additional fee bringing them with you to future Jumps.

Demoness Out Of Time (100/Free Spirit Detective)
This silver haired woman hardly looks the part of a Demon, in fact other than her pointed ears she doesn't vary from a baseline human at all! But she's actually a Demon who has lived over 1000 years in the human world as an ally of the Spirit Detective, becoming reviled by her own kind, and scorned with the title of 'Slayer'

It is through her help that the Spirit Detective's Spirit Gun Technique was refined to the devastating level of power it has reached in the modern era and she makes use of the ability herself as her primary weapon, however in a way similar to Rando she has mastered numerous techniques copied and refined from Psychics she comes across in her travels making her an incredibly versatile opponent.

She values Human life far more than Demon life due to never once receiving kindness from another Demon in all her long life, this combined with lessons taught to her by the first Spirit Detective she ever allied with have firmly cemented her place as an ally to humanity.

Strict Soul Reaper (100/Free Assistant)
One of Koenma's Soul Reapers, this seemingly young girl has gotten herself into quite the predicament. In order to save the lives of several humans she transferred her Spirit Energy to a young human Psychic. This gambit did prove successful, but now she's bereft of her powers entirely to the point she isn't even able to return to Spirit World or perceive apparitions at all!

She's allied herself with you hoping to regain her powers and return to Spirit World, and she'll be an extremely huffy and demanding ally indeed- expecting you to always behave as an agent of Spirit World should (she insists that's what you are now because you're helping her)

It is possible to restore her powers, and if you do you'll find Koenma's reaction… luke warm at best (he was kind of enjoying the recent freedom to slack off after all)

Old Man (100/Free Psychic)
An old friend of the Toguro Brothers and the Psychic Genkai, this old man may be pushing 120 but he's still as spry as he ever was! A master Psychic who fought along them in the Dark Tournament all those years ago using his mastery of Spirit Energy to empower his body his wish upon their victory was that the Committee give him the name of every Demon to win the competition in the future, so that he could have an endless supply of interesting fights well into his old age.

This man is playful and thrill seeking… but also cruel and demanding, the only thing he truly values is strength and he is ruthless in cultivating it in everyone around him, even at great risk to their own lives.

He is also the Grandmaster of the Shingen-Ryu School of Martial Arts, a Dojo for Psychics that trains them to combine their innate Spiritual Abilities with martial arts. He'd also be more than happy to give you tips, or to welcome you as a student, sensing a great deal of potential within you.

Almost Demon (100/Free Demon)
A young lady born with the Blood of Demons running through her veins, despite being a human. Unlike certain others in her position she is fully aware of her heritage and is actively looking to awaken to her Demonic Powers, throwing herself into training and brutal risky combat to try and force her powers to awaken.

She's cocky and cheerful, enjoying every fight she's in and trying to bait her opponents into fighting harder with her flippant attitude- she also has an innate talent for Martial Arts and using her Spirit Energy to augment her body.

You're her favorite sparring buddy so you'll find her hanging around no matter what you do- but she's a good friend when she's not in a battle craze at least.

Necessary Evil (100/Free Crime Boss)
You struck paydirt, this red haired yellow eyed Demon was raised and trained in one of your properties to be a good little minion for you and your business interests, serving as a bodyguard, administrator, and countless other roles that she manages far better than you could have imagined possible.

She's a control freak who values your business above most people's lives and manages them ruthlessly, using a unique technique of her own creation to bind numerous Demons to her will- and by extension yours.

You're her boss, and she was quite literally raised from birth to be the best possible ally for you… but you should always watch your back, your position on top of your empire may very well depend on her believing you deserve it.

Drawbacks

Chip On Your Shoulder (+100)
You've been hurt before and it leaves you bitter and jaded, you don't let people get close to you and always assume the worst about everyone, you'll often try to hurt others before they can hurt you. This mentality can be overcome with time and effort, but it will require you to genuinely work on yourself.

Hellbound (+100)
You begin your Jump within Demon World and regardless of your power (or lack thereof) you will be unable to leave until Sensui opens his Gateway. Demon World is a dangerous place, full of beings of incredible power and possessing unexplored depths with unknown terrors… but also opportunity, and a challenge that might push you to your limits.

A Promise Between Men (+100)
Your word is your bond and you will **not** willingly break a promise, regardless of context or circumstances you will always follow through on your word. Even if a promise is made under duress once someone manages to get you to make it you'll be bound to follow through.

Half-Assed (+200)
Like Urameshi you're scared of giving anything your all, always worried it will come back to haunt you. In everyday life and even battle you'll only have access to about 80% of your full power. You'll only be able to access the remaining 20% when the situation is truly dire and your body and emotions are pushed to their limits.

Merciful (+200)
You have a deep love for all life, to the point you will never be able to bring yourself to kill, even the most irredeemable and vile figures will receive endless mercy from you as you spare their lives again and again.

Honorable (+200)
You have a Code of Honor as brash and foolish as the least flattering interpretations of Kuwabara. You will throw your life away for strangers in need, refuse to run from fights even when your death is guaranteed, and refuse to fight women. Does this make you a good person? Probably from a certain point of view, but it will also make your life very difficult.

Diminished (+400)
Like the formerly A-Class Demon Hiel the vast majority of your Energy is being drained by some kind of foreign presence in your body. This has drained well over half of your power and weakened you to a pale shadow of what you once were. Your power can be restored with time and training like Hiel will eventually manage, but it will be a long and painful road.

Jumper Has Returned (+400)
Like the Legendary Bandit Yoko Kurama you seem to have acquired some new priorities. You're trapped in the body of a person who is you but has completely different morals and priorities, they're weaker than you but able to call on your power if needed which will give you control temporarily. The other you hates the feeling of being you and will try to avoid it whenever possible- so enjoy your fleeting moments of freedom.

Chapter Black (+400/+600 If You're Human)
You've watched all 1000 hours of footage contained within the Chapter Black and gained a deep and abiding loathing for all human beings, viewing them as evil incarnate. You will devote yourself for the duration of your time in this Jump to ending all human life.

If you yourself are human, take **600 Points** for this Drawback, as you are no exception to your hatred and you truly do not believe you are worthy of living.

Death Seeker (+600)
You experience a deep and soul crushing ennui, you want to die, but you only want to perish at the hands of an opponent who truly pushes you to your limits- so you will make it your life's work to cultivate a foe capable of finally ending you.

You will not hold back against them, that would be the height of dishonor, but you will constantly find yourself facing the strongest foes you're able to raise for the duration of your time here- truly hoping one will finally manage to kill you.

Idle Death Gambler (+600)
You were born without the ability to feel, simply progressing through life robotically, bettering your situation and attending to your physical needs by instinct but being for all intents and purposes a philosophical zombie- at least… until the day you took your first major risk.

It was then you discovered that you *could* feel a genuine thrill, simply by taking on unnecessary risk, the greater the risks you take the better it feels for you quickly progressing into an intense addiction to gambling as you endlessly look for new ways to bet more and more to recapture the thrill.

Ending Choice

Go Home

Stay Here

Move On

Notes

There's some weird stuff in this Doc relating to Younger Toguro. I think I edited out most of it before marking this as complete but I started writing when I was under the mistaken impression that he was A-Class and one of the Elite Demons even among Demon World. This is not the case, he's a B-Class Demon- which is still rather impressive, just not the continent shattering might of the A-Class.

I cut out any references to him directly as A-Class, but I also use him as an example of the 'Strongest' multiple times simply by error and I may have missed some of those.

Hopefully this doesn't *really* bother you, in fact I doubt most of you would even notice if I didn't say anything- but you've always got to cut off that one guy in the comments who has a lot of opinions.

Demon has more Perks than other origins due to the sheer variety of traits and abilities showcased by Demon Characters in the series.

OC Companions

Demoness Out Of Time = Frieren (Frieren)

Strict Soul Reaper = Rukia (Bleach)

Old Man = Isaac Netero (HxH)

Almost Demon = Reina (Tekken)

Necessary Evil = Makima (Chainsaw Man)