Yu Yu Hakusho Jump

By: Manyfist

I don't know where to go

When I feel like crying

Oh my!

It's time to open myself

Do something new

I want to stop and grow up a bit

Yu Yu Hakusho follows the story of Yusuke Urameshi, a **14 years old** Junior Highschool delinquent. Yusuke's life turned around when he died saving a child that had run out in the streets after a soccer ball. The thing was he wasn't supposed to die, and the child would've been OK. However because of this and not wanting to fill out the paperwork, the Prince of Spirit World King Enma Jr. aka Konema has decided to make Yusuke a deal he couldn't refuse. Become his Spirit Detective, a protector of Spirit World & Human World from Demons, and he gets a second chance at life. Where you start is only a few days after Yusuke's revival, and his start of official Spirit World duties as Spirit Detective. The plot happens in a total of just **4 years**, but you'll be here for a total of **10 years**. I hope you're ready! To help you out, there's something in your pocket.

+1000cp

Then suddenly, my intuition and my wisdom grow

And then I know

That most of all I sense compassion's real

Thanks to strangers where ever I go

Thank you for waking me up!

LOCATIONS

1) **Yojigen** (**Free Choice** - **Drop In**) - You're in a mansion that houses three powerful psychics, the dimensions inside the mansion are each psychic's territory, or the area in which their powers can operate. It'll take wits, skill, and a bit of luck to escape this mess.

2) **Hanging Neck Island** - The location of the Dark Tournament, a tournament held every so often. You wake up in your own roon in the Hotel Kubikukuri, this luxurious hotel was paid for by Sakyo. He's the owner of Team Toguro, the most successful team in the entire tournament. Perhaps he'll ask for a favor in return for the room.

3) **Mushiyori City** (**Free Choice** - **Psychic**) - This sleepy town is center of a recent awakening of psychics, it will serve as epicenter of a plot that could destroy Human World. You wake up in a hospital bed, you can just walk out, there's no one watching. Or is there?

4) **Sarayashiki Jr. High** - Located in an unknown prefecture in Japan, this Junior High is where a certain spirit detective "goes" to school. You wake up in the teacher's lounge, luckily there's no one there, because it's Sunday. However unless you have a way to escape; you're locked in the school until Monday morning.

5) **Genkai's Temple** (**Free Choice** - **Spirit Detective**) - Located in Japan a good location from Tokyo, in that it takes a while to reach the place even by bus. The temple is located in a vast estate of forested land, you wake up in the court yard in front of Genkai's house. You wake up to see a very short and very old woman with an attitude, just staring at you. She might train you, if you can compete in her tournament she's holding soon.

6) **Spirit World** - You've woken up and found yourself waking up in a chair, a nice comfy chair. However as you look around you see Ogre, a Blue Oni assistant, you're sleeping in Koenma's desk. Spirit World is where the living go after they're deceased, you however are very much living. And probably have some explaining to do!

7) **Demon World** (**Free Choice** - **Demon**) - You've woken up and you're not on Earth. This is the realm where all demons come from, it's ruled over by three the strongest demons in all of Demon World. There's many locations here, but it seems that you're in a clearing of land overseeing a vast forest. When you look up you see the sky is blood red and clouds are black as night.

8) **Free Choice**

ORIGINS

Age Roll is **1**d**8+14** (**50cp** to choose)

Sex – Same as last Jump (**50cp** to choose)

Drop-In - You wake up without any additional memories or additional history.

Psychic - Psychics are humans who have developed a special ability that's not normally seen in humans, you are one the few but growing number with your ability. No two psychics are the same, as each power is unique to that person.

Demon - Criminal with a past, perhaps you were a legendary thief that was "reborn" as a human to escape justice, or maybe you were an outcast of your own family. However one thing is certain, you're no longer human. However you possess the ability to look human, and your own demon form might not even be all that different. Formerly an **A+ Class**, you have the knowledge and experience of over a thousand years but not the raw demonic energy.

Spirit Detective - You've died, but it wasn't your time. Or perhaps you were THAT spiritually aware. However whatever the case may be, but you have a second chance at life. You're a detective under the jurisdiction of Koenma, the prince of Spirit World. He's taken an interest in you. Because of your connection to Spirit World you can see other things that normal humans can't, and it's your responsibility to stop crimes against Human World.

SKILLS AND PERKS

0cp

Spirit Class (**D Class**) - This is where you start out at the beginning, a **D Class**. Powerwise **D Class** are superhuman but the level of destruction they can cause is usually no more than simple property damage. (Destroying a car, breaking a tree, smashing a wall, etc.) A single **D Class** is strong enough to kill a platoon of well trained and well-armed soldiers with little effort.

100cp

Perception (Free **Drop-In**) - You're much more spiritually aware than even spirit detectives, you're often the first one to notice something is up. This grants you the ability to see demons, spirits, and the like that normally you'd have to be Spirit Detective, Demon, or Psychic.

Spiritual Physique Boost (Free **Psychic**) - A common theme among psychics are their above average physiques. You've noticed you're slightly stronger, tougher, quicker, and agile than your average spirit level. This also gives you the ability to always get back up. However it doesn't give you any above average fighting skills.

Reputation (Free **Demon**) - You were once an, **A Class** demon, or perhaps you defeated a powerful opponent. No matter how you got it, you're well known and can open a lot of doors that would normally be shut to someone of your power.

Determination (Free **Detective**) - Just like Yusuke you have an iron will of determination that few can match. This means you won't quit, and gives you almost superhuman amount of will to never give up. Even when you expend yourself, you can always get back on your feet after a rest. Perhaps, this will be enough to allow you to suffer through Genkai's training?

300cp

Danger Sense (Discount **Drop-In**) - Perhaps you have a knack for it, but trouble is everywhere from trucks coming at you as you rush to get a kid who has wondered into the street after a ball, or perhaps there was a trap waiting for you? None the less you have what can only be described as a danger sense, the ability to see and react to danger before it happened. This is handy for dodging at last second a Spirit Gun blast or falling ceiling.

Spirit Wave (Discount **Psychic**): Spirit Wave is a powerful technique that's unique to only two other people, one is Yusuke Urameshi after receiving training from Genkai, the creator of the technique. Because of the flexibility and the power behind this, Genkai was feared throughout Demon World. You seem to have unlocked this ability on your own. This power is directly related to how powerful your spirit energy is. The uses of this technique are varied and flexibility, only limited by the time you spend training for new techniques, your dedication to training, and your creativity. **You can unlock creative applications over time.**

Examples of Spirit Wave Uses

- **Spirit Reflection Blast –** This technique works by using the opponent's energy as a source of power, rather than your own. Though this technique allows one to siphon an enemy's spirit/demon energy and turn it against them, it requires one to touch your opponent (or at least something he or she is holding) and to match the harmonics against them. Thus, you're is unable to use it against enemies who fight from far away or enemies who can change the harmonics of their energy. **More powerful users could achieve the same effect against ranged enemies or those that change their energy.**
- **Cleansing Fist -** First, you must turn your body into a catalyst of energy, you then goes on to focus all your Spirit Energy, thus releasing a powerful flow of energy through the body. During this flow of energy, this flow is directed to a focal point to where the spirit energy will be released from. When the user has selected a target, they release a wave of energy intention. **More powerful users could use it to heal, and have it use less of your Spirit Energy.**

Elemental Power (Discount **Demon**) - In Demon World there's all sorts of demons that have elemental themes, **pick one** and you can channel your demonic energy into creating and molding these elements at will. Prime examples include Kurama who can control plants, good example of his creative use is to hide a rose in his hair. He then channels his demonic energy through the rose creating a rose whip, the whip is extremely deadly. Another prime example is Jin, a demon from the Dark Tournament. He had control over wind, allowing him to fly and create a mini-tornado around his fists and feet, augmenting his attacks. Or perhaps an element isn't your style? You could instead choose to channel your demonic energy into your own body to create one of two effects. One is to increase your muscle mass, you grow stronger and more bulky. However you can instead "degrade" your power back to a human appearance & increase your power up to 100%, maybe you can even push yourself to 120% because demons can't into math. The other effect is complete body mastery, allowing you to change your appearance, create weapons out of appendages and etc. **You can unlock creative applications over time.**

Example of Elemental Power Uses

- **Rose Whip –** Use your demon energy to grow a rose from its seed state to its flowering state and then into a long thorny whip that's capable of cutting even through steel. Your able to conceal seeds of different plants with such stealth that the opponent doesn't realize it until it has already happened.
- **Armor of Clay –** You can encase yourself in rocks and soil. By doing this, you not only covers yourself in nearly unbreakable armor, you can also then use your entire body as an offensive weapon. You can add additional layers to make yourself even stronger.

- **Tornado Fist**: By spinning your arms in a circular motion with great speed, a small twister forms around your wrist. The middle is hollow, this allows you to punch the opponent. Should the target dodge, the force of the wind would knock them back, if not wound them and can be used as a shield against point-black attacks.

Spirit Technique (Discount **Detective**) - Spirit Energy is the energy possessed by all humans. It is very powerful if used correctly, and can be wielded by any spiritually aware human. However, the strength of the energy varies between persons. It is unique from person to person as fingerprints and voice-prints. This Energy can be converted into weapons, used to enhance the strength of the body, attack directly and heal. You have the ability to manipulate this due to your abundant source of spirit energy. At first you can only enhance your punches so that they hurt tougher enemies, and enough energy to fire a spirit gun once per day. **You can unlock creative applications over time.**

Examples of Spirit Techniques Uses

- **Spirit Gun -** It concentrates spirit energy into the user's hand, releasing it through one's finger tips in the form of a blast. The Spirit Gun requires the concentration of energy in the fingers, which is released via a mental focusing technique where one mentally "pulls the trigger". **The Spirit Gun's attack power and the number of times it may be used are limited by one's amount of spirit energy.**
- **Spirit Shotgun** – You close your hand and position it backwards, you then focus your spiritual energy in the palm compressing it, then throws a punch towards the target, releasing energy in the form of various energy projectiles. **The Spirit Shogun's attack power, number of projectiles, and the speed of the projectiles are limited by one's amount of spirit energy.**

600cp

Sacred Energy (Discount **Drop-In**): Sacred Energy is the highest echelon of power, something that very few people have access to. This power is so rare that it's seen as something of a myth, those demons with this power are considered angels because the golden light of this power is so intense. Indeed only one person in recent history mastered this ability. You however haven't mastered this ability, but you've unlocked this holy power of yours. With this power you're able to do a wide arrange of things that isn't limited by your imagination, Shinobu Sensui the only other person known to have Sacred Energy used it in a wide range of attacks and defenses. **You can unlock creative applications over time.**

Examples of Sacred Energy Uses

- **Golden Sacred Armor – Surround your body with Sacred Energy creating a golden battle armor with two modes.**
    - **Defensive Mode** increases your defense to a high degree, allowing you to be unfazed by attacks made from those not at your spirit level.
    - **Offensive Mode** sacrifice defense for increased attack, allowing you to fire beams of sacred energy that is devastating or punch harder creating shockwaves that can have devastating effects on far away landscape.
    - Flight this armor allows you to take off to the skies.
- **Twisted Twister –** By spinning around extremely fast you create a strong tornado that then engulfs your opponent. Inside the tornado, the wind and your sacred energy slices at your opponent like sharp knife.

Territory (Discount **Psychic**) - Territories are a special psychic ability that few can imagine, you have ability to lay down your psychic will over a territory. The maximum range at **100 cubic meters**, but any powers that copies other powers HAS to be touch range, and to steal abilities you HAVE to eat the person. Territories have quirks or drawbacks to them, for instance the **A Class** Game Master, had the ability to make video games come to life, but there's a catch, he has the Game Master has to play the antagonist. To pick a power, you need to pick a word and that will become your code name. For example Seaman had ability to create a water golem. Once you pick the word, you can't change it. If you're knocked out your territory is lifted, and all effects it had is gone. Including any stolen or copied powers. **You can unlock creative applications over time.**

Battle Aura (Discount **Demon**): Your demonic energy is dangerous, damaging those around you by just existing. Normally you would have to don on heavy armor, just to stop your aura from damaging those around you. You however don't need to, your Battle Aura can be "turned off". While on however you noticed that you've become significantly faster, stronger, more durable, and have ability to fly. While Bui is the only known person with this ability, he was never creative and using it only as blast in a giant cross shaped attack, mirroring his scar on his forehead (he wasn't known for his creativity). **You can unlock creative applications over time.**

Hybrid (Discount **Detective**): You've hit the genetic jackpot, you're a demon/human hybrid. It's very rare that demons would mate with humans, but it's not unheard of. Your ancestor was a powerful **S class** demon, but your lineage is diluted enough that all this allows you to do is access Demonic Energy at the same level as your Spirit Energy is at. Demonic Energy has more power behind it than Spirit Energy. You're able to use Spirit Techniques with Demonic Energy, and combine the two something that only a hybrid like yourself can do. **You can unlock creative applications over time.**

Examples of Hybrid Techniques Uses

- **Demon Gun –** Much like Spirit Gun, but using Demonic Energy. By combining spirit energy & demonic energy you can bypass defenses like Yomi's Demon Energy Absorbing Barrier.
- **Demon Mega Gun –** When you thought Demon Gun wasn't enough you can charge your energy to the point where you unleash a huge blast.

INVENTORY

50cp

- **Communication Mirrors** - These mirrors act like a face time on a smart phone, but across dimensions. This doesn't work for cross jump communication. Gives you two mirrors every time you buy this.

- **Sarayashiki Jr. High School Uniform** - This uniform is what they wear at Sarayashiki Jr. High. Includes a pair of black shoes. Oddly enough the pants seem to be made out of the same material but doesn't break. If you're female your top will be destroyed but still leave enough that covers up the boobs. Comes with a few sets, one for each day.

- **Kimono** - High quality traditional formal wear, it's still popular in Japan. You get a few sets of these, one for each day. They're made out of silk, but they're damage resistant. Slippers are optional.

- **Demon World Fashion Statement** - You have an outfit that looks antique, like something from feudal era. It's not a Kimono, but everyday clothing that's a popular Avant Garde statement in Demon World. Comes with a few sets, one for each day.

- **Cosplay** - You're dressed up as your favorite anime/manga character. Very nice quality. You have at least **6** characters that you have their entire outfit for, huge makeup kit and wide range of cosmetic contacts.

100cp

- Ogre Killer Drink - An extremely high alcoholic drink, you get a flask of it. It seems to improve fighting ability to those that utilize a certain style. To everyone else it's just a great way for quick buzz. Refills endlessly but only once per day.

- Goblin City (Free **Drop-In**) - A famous video game that spans multiple genres such as sports, fighting, trivia, and puzzles, the popularity of Goblin City is unsurprising. You own a copy, an SNES, and two controllers. Additionally it seems to run off your energy, as so long you have some sort of energy it turns on and displays a holographic screen for you to enjoy. Weird huh?

- **Various Detective Tools** (Free **Detective**) - Every now and then you find that in your pocket there's an item that you might need. They're not that powerful or useful, but you can only have one active at a time.

- **Mystic Whistle** – By blowing on this whistle, it emits a high pitch noise that corresponds to your spirit class.
- **Concentration Ring** - A ring that upgrades your spirit gun slightly, but it makes you extremely tired.
- **Psychic Spyglass** - A monocle that allows the user to peer through all manner of materials including clothing and walls, rendering them transparent within the lenses field of view and revealing what lies beyond. Can't see through clothing other than pockets or lead
- **Mejiru Seals** - These stickers once applied changes colors based on the appliers condition, differentiating between normal, a small wound, and a serious injury. It can only be removed by the applier, and will fall off if the applier dies.
- **Demon Compass** - This item indicates how far-away and in what direction an already-identified demon is from the Compass' wearer.

- **Sensory Deprivation Mask** (Free **Psychic**) - This mask one's put on cuts off all senses except for touch & taste. By doing so it boosts your spiritual power slightly but increases your spiritual awareness greatly allowing you to fight even in pitch darkness. This also serves to slightly boost your psychic power, if you have any.

- **Weapon** (Free **Demon**) - Be it a giant club, or maybe a kick ass sword. You have a weapon that demons love, it's not the best made weapon but it'll do. On plus side it can channel your Demonic Energy through it.

300cp

- **Konema's Pacifier** - It's a pacifier that stores energy as long you hold it in your mouth, this one is an exact replica of one Koenma has always. There's enough energy to restore someone back to life, or perhaps restore the Keki Barrier. Once expended, it recharges within a year or so if you constantly have it in your mouth. There's no way to change it to anything but a pacifier, so expect a lot of weird looks.

- **Cape of No Return** (Discount **Drop**-**In**) - A clear cloak that has the ability to manipulate space; anyone or anything that gets caught in it is sent to another location. The location is limited to about **10km** (**6mi**) and only on those weaker than you.

- **Trail's Sword** (Discount **Detective** & **Demon**) - While not actually a sword, but it's a sword handle. By channeling your spirit energy through it, the "sword" appears to be a melee weapon that the user's subconsciously favors. This weapon is of same quality of your own energy, so stronger you are stronger it is. Additionally it allows you to perform spiritual techniques through the handle at reduced cost. This weapon changes depending on what energy type is channeled through it.

- **Crystal Ball** (Discount **Psychic**) - It's a large unbreakable crystal ball, it allows you to remote view any area and serves as powerful focus point for your psychic energies. By channeling your psychic energies through the ball, your powers become more powerful than they would without it. This gives the ability to extend your territory further or temporarily store your power in the crystal ball giving your power to another person, it lasts a few hours and **usable only once a week.**

600cp

- **Jagan Eye** - This isn't an item but an organ. Shigure had implanted the Jagan Eye into your forehead, through a long & painful surgery. Once implanted it grants you a fully functioning third eye. The powers granted by this eye are:

- **Telepathy** - Mental Communication
- **Telekinesis** - Limited ability to move objects no more than **5kg (~10lbs)** of weight.
- **Mind Control**: The Jagan, allows the user mind control over demons and humans, provided their spiritual/physical power is low enough. It also allows you to cast illusions, transform people into your mind slaves, create false memories and erase them too.
- **Mind Resistance**: The eye also gives the user complete domination and control of your own mind, able to resist powerful mental attacks.
- **Remote Viewing**: The main skill of Jagan, is to enable the user to look vast distances, and can locate an object the size of a marble, miles away, regardless of location perfectly. It can see into houses, forests, and even caves with exact precision. This ability also allows the remote usage with your hearing, allowing you to hear a conversations from miles away.
- **Heightened Senses**: All senses when the wearer has the Jagan, increase to a supernatural level. This ability can see minimal movements, and predict the attacks of opponents even before they are executed. Like seeing the arm positions that an opponent would make at Rock, Paper, Scissors, and also whispers clearly.
- **Energy Manipulation**: The Jagan also allows the user to perfectly understand your own energy. With Jagan, mastering techniques can be done several times faster than normal.

- **Shadow Sword** - The sword is crafted from a toxic stone, and a single scratch from this weapon transforms the victim into an **E Class** demon. Only a special antidote, found in the sword's hilt, can reverse the demonification process. The blade's transformation power has no effect on other demons or those humans with enough spiritual or physical strength to resist it. Other than that it's a fine sword that's of high quality and sharpness.

- **Forlorn Hope** - This mirror grants any wish that its user may have, but at the price of the user's life. Can only be used by the Jumper and will end the Jumper’s chain unless someone offers their life out their free will, in case the mirror will grant the wish but will break and can’t be used again.

- **Orb of Baast** - This item's purpose is simple; to extract and contain the souls of any human it comes across. Humans with any sort of spiritual training or physically strong enough are immune to this. Without a soul the body starts to die, and if the soul isn't returned within a day the body dies. It can hold only a handful of souls.

COMPANIONS

Tick, Tock, Tick (**200cp**) - A clone of Botan, Yukiko, Kieko, Ogre, or Shizuru will join you after the Jump is over. Can be chosen multiple times, but the same person can't be chosen multiple times.

SONNN OFFF AAA GUNNNN (**400cp**) - A clone of Yusuke, Kuwabara, Konema, Hiei, Kurama, or Genkai (Younger) will join you after the Jump is over. Can be chosen multiple times, but the same person can't be chosen multiple times.

Thank You For Waking Me UP~! (**200cp** to **500cp**) - Import a companion for **200cp**, each **100cp** after you can import one companion up to **500cp** which you can import up to **8** companions. Each companion gets **400cp** to spend and a free background.

DRAWBACKS: Maximum of 600cp

100cp

Face of a Thug: You have a face that only a mama could love, frequently you'll be hit in the face and have it swell up making you that much uglier. However I'm sure that won't matter for true love, right?

Koenma's Toy: No matter how you're connected to the spirit world, you will occasionally be subjected to pranks, jokes and manipulations by Koenma.

Arrogance: You're arrogant, you just know you're number one! You get easily frustrated when things don't go your way, because you feel they're doing it on purpose to spite you.

200cp

Wanted: You're infamous now! Someone has put a bounty on your head, for a lot of $ or something as equally valuable. Expect your love ones to be in the crosshairs to get to you.

Dunce Head: Man you're slow, you make Kuwabara look like a quick wit. This affects your training here as well, because maybe it's the hairspray but you'll be constantly distracted. As a result your training here won't be as effective. It'll take you double the amount of training to reach the same level without this perk.

Psychopath: You happened to view a video tape that contained the worse of the worse that humanity has ever done. Imagine watching the video and seeing Holocaust, Khmer Rouge, and other stuff. You were forced to watch the video that lasted up to **100 hours**. Because of this, it's colored your perspective, you view humans as a parasite, something that has to be wiped off the Earth. This includes any companions. Demons are viewed as no different either, in fact you're willing to let them destroy the Earth and yourself if only you can take them with you.

300cp

Spiritless: Something happened and for your entire time here, you won't have access to any Spiritual, Sacred, or Demonic Energy. Your rank will constantly be looked at as **E- Class.**

Powerless: All your powers you gained from other Jumps are now locked, it doesn't take away your experience or memories but you can't access the powers. Additionally your warehouse is locked.

Split Personalities: Your mind has fractured, you have at least seven personalities that you don't even know about. Unlike Sensui who was able to come to terms with this. You however can't. Additionally you have only have fraction of your powers available to you, spread out between your personalities.

600cp

You're A Meshi! : What? What happened?! Looks like Yusuke didn't become a spirit detective, he instead let the kid run into the street. The kid of course was completely fine, and no one got hurt. Yusuke eventually flunked out of school, and that's last you see of him. Instead you're the one that takes his place. This means you'll have to face everything he faces. Oh and the best part was everything is scaled up to your level after Randō. So while you might be able to blow Randō out the water, but you'll soon find that Four Saint Beasts will be much more than you can handle at your current state. Which means you're going to have to hit that training. Yes that includes having to fight Younger Toguro, Sensui, and fight in the Demon World Tournament. If you die, it's game over.

The END

The pointed second hand counts down the life I lead,

Marking off my legacy of worldly deeds,

Tick Tock, Tick

Constantly I think of things I can't complete,

Well it's time to throw them into the back seat...

SOOONNNNNNNNNNN OFFFFFFFFF AAAA GGGGUUUUUUUUUUUUUUUUUUUUNNNNNNNNNNNN!

You did it! You survived 10 years, now you have a choice.

GO HOME - You go back to your home dimension.

STAY - Stay here for as long you live, it's not that bad of a place.

MOVE ON - Go forth my friend, you leave to your next destination.

Life's a fleeting dream don't let it go...

Ya gotta make the most of it you know.

Don't stop now, don't let it slip away,

Live it up while you can and don't delay,

For the fleeting dreams they never stay..."

Notes

- Spirit Classes: Characters' strengths are classified by a class**: E, D, C, B, A,** and **S. E i**s the lowest and **S** is the highest. There are divisions to the classes; they can be separated as low, medium, and high or simply **B-, B,** and **B+.** There is no difference in classes when it comes to the different types of Spirit Energy. All your abilities rest on this classification, at the start you're a **D class**.

- **E class** - The weakest class of all. Demons of this strength aren't strong or smart but they are incredibly violent. However, their strength is just above that of the average human. Most humans and Spirit World residents fall under this category.
- **D Class** - The second to lowest class. Like **E Class** demons, they usually aren't very intelligent (with few exceptions) or exceptionally powerful; but their strength and endurance is super-human compared to an average human. However, compared to most demons they are very weak. According to Koenma, Hiei was a **D+ Class** when he first fought Yusuke. The strongest normal people with spiritual awareness in the world are all **D Class**.
- **C Class** - This is about average strength for most demons. They are stronger than **E** and **D Classes**, but their power pales in comparison to the stronger classes. These demons are very common and are relatively abundant in both the Human and Demon worlds.
- **B Class** - This class is where the strength level skyrockets and is the beginning of the upper class demon strength, where the difference between the previous classes is absolutely enormous. **B Classes** are far more powerful than **C Classes**, but they still can't compete with the higher classes. This is in most cases the strongest class of demon that can be found in Human World, as any higher class can't pass through the Keikai barrier net between the human and demon worlds. The only time a higher class demon will be found in the Human World is if the Barrier is down or a higher class of demon wears an organic device that downgrades their power, as Hokushin did when he first met Yusuke. According to Koenma, Younger Toguro was a **B+ Class** demon when he fought Yusuke at the Dark Tournament.
- **A Class** - The second to highest class, **A Class** strength level are almost exclusive to Demon World while the Keikai barrier is up; the only exceptions are if a human attains this strength, a demon achieves this level in Human World, or if the barrier is destroyed and demons with this power can traverse to the Human World. Prior to the Keikai barrier's removal, **A Class** demons could not move between the worlds without aid. While exceptionally powerful and rare in the Human World, they are relatively common in the Demon World. However, compared to the power of an **S Class** demon they are very weak; so weak in fact that they are used as mere foot soldiers of the Three Kings. The legendary spirit fox, Yoko, had been an **A Class** demon and the feared fire demon, Hiei who reached **A Class** at the age of five, their power easily surpassed that of Younger Toguro's prior to their situations where they both temporarily lost their immense power.
- **S Class** - **S classes** are the highest class (the pinnacle of power). They are so strong that even an **S- Class**' strength can completely devastate a large area. In the Demon World, they are rare; with only about **20** ever known by name. It is extremely rare for even an **A Class** to achieve this level, however it has been observed that an **A+ class** could achieve **S+ Class** in less than **two years**. A single S- class Demon is strong enough to defeat a horde of **five hundred A+ Classes** Demons by themselves with relatively little effort. Sensui's full power was said to be at this level, as was Yusuke's when he came back to life as a demon hybrid. Kurama and Hiei also reach the **S Class** during the Three Kings saga.

- Yusuke and his friends were anomalies, they were able to reach the power unheard of within **4 years**. You however don't have their ability to rank up that fast. You're only slightly behind them in terms of power gained through this jump.

- If you manage to reach A Class or higher, it’s strongly encouraged for you to move to Demon World. This is for the world’s safety as your power is dangerous to the human world.

- Companions you import will be capped at **A Class**, **Son of a Gun** companions won’t be at their Spirit Level instead they will match your own level at the end the jump.