

Demon Slayer Jumpchain

Demon Slayer is a Japanese fantasy series set in an alternate era of Taisho Japan, in which a young boy becomes a demon slayer to avenge his family, who were killed by a man who has been turned into a demon. While trying to escape an early death, he underwent untested medical treatments that turned him into an immortal demon. Unsatisfied with the effects, he killed the doctor, who was the only one who knew the procedure, thus rendering his transformation into a full-fledged demon incomplete. Now desperate for the complete formula, Muzan has created countless demons that ravage Japan, searching for the final ingredient in his ultimate goal of true immortality. In order to face this danger, the Ubuyashiki Family, distant relatives of Muzan whose family has been cursed until Muzan has been killed, created the demon slayer corps in hopes of killing Muzan once and for all. In this war, the young boy has undergone a quest to get revenge for his family and to save his sister, who has been transformed into a demon.

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

Origins:

Drop-in: The standard option in any jump—an unknown traveler from an unknown land, and you have no history in this world to speak of. This gives you an advantage over every other being in this world as an outsider with no preconceived grudges that will haunt you in the future. The only thing you have to worry about is the lack of modern amenities and the Demons who occasionally run amuck in Japan; however, this can be solved by moving to a different region in which demons do not reign.

Demon Slayer: In your past, a demon has killed someone close to you or became a demon, driving you to kill them. You have a grudge against Muzan Kibutsuji and his legion of demons. Being a demon slayer is no easy task, as demons are vastly more powerful than any normal human could ever hope to achieve. To make up for the massive difference in power, you have trained and mastered the blade and a breathing style that lets you surpass your normal human limits for a time, and now you are part of the Demons Slayer Corps, the lone harbingers of justice in a world filled with demons, one demon at a time, until you can finally get revenge on Muzan Kibutsuji.

Demon: An ancient race of monstrous beings of unrivaled evil, demons are cannibalistic, vampire-like monsters who primarily feed on humans for blood and flesh. Demons are inhumanly strong and unrivaled in strength compared to humans, possessing a physical constitution more advanced than humans and highly regenerative bodies. The more humans that they consume, the stronger they become, gaining strength and enhanced abilities as they consume the flesh and blood of humans. Demons possess a vast array of abilities, such as the ability to absorb biological matter for consumption and absorb other demons, allowing them to gain the blood arts and memories of the beings they absorbed. Enhanced senses that are vastly more powerful than the average human, Extrasensory Perception, Flesh Manipulation that allows them to shapeshift and change their bodies biology in any fashion that they desire, endless Stamina and Endurance that allow them to fight at full capacity no matter how long they excerpt themselves, an aura that evokes fear in beings that are weaker than them, paralyzing even the strongest willed individuals, and immortality that allows them to live so long as they are not killed by decapitation. However, it isn't all superpowers and no downsides. Every demon is afflicted by the inability of direct sunlight to disintegrate them. The stronger the demon, the longer it takes. Each demon has a special ability called a demon art.

Doctor: You are a doctor—not a normal doctor, but similar in nature to the doctor that Muzan tasked to make himself immortal. You have studied the arts of science and alchemy to their absolute peak and have undergone the study of ancient lore that has been lost for a long time, allowing you to create advanced miracles capable of turning a normal human into a biological monster similar in nature to Muzan or even reversing the effects of being turned into a demon. You best hope that Muzan never learns of your existence; he didn't treat the last doctor very well. Many would seek you out in the hopes that you could extend their lives past their natural limits.

Regardless of the Origin that you pick you can pick any gender or age so long as it is compatible with the biological limits of the physiology of the origin that you have chosen.

Locations:

Kamado Mountain: This used to be the residence of the Kamado family before they were killed, this mountain is also host to the shrine where Tanjuro Kamado performed the Hinokami

Kagura. At the base of the mountain is a village where the Kamado family trades coal for a living.

Fujikasane Mountain: a mountain full of Wisteria blooming every season from the mountain's foot to its slope this mountain is also used by the Demon Slayer Corps for the final selection. individuals that wish to become Demon Slayers prove themselves by fighting Demons that have been imprisoned on the mountain.

Tokyo, Asakusa District:

Asakusa District, Tokyo, a place of many luxuries of the modern world, don't get your hopes up as it still is Taisho-era Japan. However, if you want a taste of the 21st century with bright lights, food vendors, and rude drunks, this is the place you would want to go. Be warned, this isn't the normal earth, and demons could be lurking anywhere.

Natagumo Mountain:

The home of the Spider Family, Demons that have taken this mountain as their home Ruled by Rui, lower rank 5 of the Twelve Kizuki and ruler of the spider family, you are sure to be killed if you enter this mountain unprepared or untrained, and it won't be a pleasant death as the members of this family are very sadistic in the torture of those that enter the mountain that are not part of their family.

Tokyo, Yoshiwara District:

Yoshiwara District is a district located in Tokyo, Japan. To be blunt, this is the red light district of Tokyo and one of the most prominent districts for such activities. Be warned: jumper redlight districts are one of the demon's favorite places to hunt, so they are more dangerous than you would normally expect from such a place.

Swordsmith Village:

A hidden Village that is inhabited by swordsmiths that forge the blades that demon slayers use, this mountain is hidden so expect questions if you arrive unannounced.

Perks:

General:

Art Style(Free):

Every jump you can choose to change the art style or the way you perceive things into the art style of Gotōge's Art Style. This also works for how others see the world.

Remnants of a Past Era(100 CP):

You have a strange ability; you can see ghosts. They will be willing to pass down techniques that they know if you meet the criteria that they would normally teach you. So if the ghost is a righteous person and you are evil, then you would have to prove yourself to get them willing enough to pass down their abilities or techniques. Ghosts normally hang around areas important to their past, such as areas they used to train or the place where they died. You can also communicate with them; however, be careful with this ability, as ghosts generally have unfinished business, and seeing someone who can see and talk to them means there is a chance they will never let you leave them.

Breathing Style (200 CP):

Breathing Styles are a type of swordsmanship that makes use of an altered form of breathing combined with movement techniques in order to boost the user's abilities beyond what is normal for humans. Demon slayers have honed and forged various breathing techniques in order to face demons who are vastly stronger than the average human. You have mastered Total Concentration Breathing, an advanced technique available to all breathing techniques that allows for the acceleration of blood flow and heartbeats, enhancing the strength, speed, stamina, endurance, and reaction speed of the user to superhuman levels, making them able to fight demons with intelligence despite the difference in power. Through mastery, you can control the blood flow of your body to recover faster as well as focus energy. You start with only one Breathing style, but this can be purchased multiple times to combine each Breathing Style.

Blood Demon Art(200 CP):

Blood Demon Arts are specialized supernatural abilities wielded by high-level demons. Each demon has a unique Blood Demon Art. Through the consumption of humans, demons can further the strength of their Blood Demon Art, although it stays within a central theme, such as turning your blood into spiders, ice, creating clones, fire, dream manipulation, sea life, and many more specialized abilities. Depending on the ability, it can grant multiple abilities under the same theme instead of a singular ability. While most blood demon arts are offensive combat-oriented, there are others that can be used for support or more complex methods of use, such as controlling gravity and vectors, manifesting illusions, turning invisible, or creating a pocket dimension. This can be purchased multiple times to combine or create new, unique Blood Demon Arts.

Wisteria Blood (400 CP):

Similar in nature to Shinobu, you have greatly altered your blood's composition via transfusing Wisteria poison over time to combine it with your body's integration of the poison directly into your blood. Instead of a fresh meal, any demon that would taste your blood would have a bad time as they slowly melted from the inside out, being unable to do anything as they perished. However, stronger-level demons would only be slightly affected by this, and if they found a way to get rid of the poison, they could kill you. You can buy this as a demon, but it will make you immune to Wisteria instead of acting as a poison.

Conquering the Sun(600 CP)(Capstone):

You have succeeded where Muzan failed, and you are now immune to the effects of the sun. You have surpassed the limits of an ordinary demon and are no longer affected by any of the weaknesses that would normally affect a demon. However, this is not it, as you passively grow stronger with each passing day, surpassing your previous strength and removing the limits of every ability, power, and perk that you possess. Everything about you grows stronger with time, as the longer you exist, the more power you gain. The strength that you gain from this would be doubled if you were to train any ability or power to drastically improve without a limit in place to hold you back from growth. This ability extends to other alt-forms or species that you're a part of as well. gaining immunity to any inheritable, racial, or biological weaknesses, all the while retaining the benefits and strengths that come with that race. This also boosts every perk gained within this jump.

Drop-in:

Wilderness Training (100 CP): You have lived your whole life in the wilderness and have grown accustomed to living it rough in the wilderness. Basically, what this means is that you now have the knowledge and ability to live on your own in the wilderness without relying on technology. You have the knowledge of what to eat and how to hunt wild animals in the woods so that you don't starve or eat the wrong plant. You also know how to set up basic living arrangements to sleep at night.

Inosuke's Equal (200 CP): Your beauty has been enhanced; you are a solid 8/10 no matter who looks at you. You also don't have to worry about dirt or scars harming your looks, as they only further enhance what is already there. However, through living in the wilderness, your body has been naturally enhanced, gaining a six-pack and a stretchy and flexible body, allowing you to fight a low-level demon on equal footing for some time before you run out of stamina.

Willpower! (400 CP): You have attained a willpower that is only rivaled by your average shonen protagonist. As long as you still draw breath, nothing can keep you down, as your willpower is almost infinite in nature, allowing you to continue fighting no matter the circumstances. Blowing through the pain and focusing on fighting even though you should be on the floor from multiple broken limbs and little oxygen getting to your lungs and brain.

Copy Style (600 CP):

From your time in the woods mimicking the movements of the animals, you have learned a special ability to mimic the techniques of others. This works on pretty much anything, so long as you have the required skill to use the ability. Once you see it, you quickly deduce the method behind the attack, learning the techniques and movements required. While this can do wonders for things like swordsmanship, it won't give you the underlying abilities needed for the ability, so while you could copy something like the hand seals of a jutsu in Naruto, you wouldn't gain the chakra necessary to use Ninjutsu.

Demon Slayer:

Basic Training (100 CP): You have gone through basic training in order to become a demon slayer. This gives you a basic rundown of how to wield a sword and how to track down and kill demons. While you lack experience, you make up for it with knowledge of the subject.

Six Sense (200 CP): All demonlayers have enhanced senses of some sort, such as being able to smell strong enough to track down something for miles and even see the "opening threads," Zenitsu's thought-hearing that allows him to tell what people are thinking from hearing the heartbeat, or the Enhanced Touch of Inosuke. You have honed your skills enough that you can perceive beyond the normal and distinguish mortal from Demon. However, this only affects one of your senses.

Demons slayer Mark (400 CP):

You have unlocked this mysterious mark that not many demon slayers have had the pleasure of awakening. This mark takes place somewhere on your body, although it usually appears on the face, and appears to display a pattern that resembles the breathing style that you possess. This mark grants you unique abilities such as turning your Nichirin weapon red, which generates heat at an unbelievable high temperature that allows for the negation of demon regeneration, leaving a mark on them till the day that they die. This also further enhances all of your physical abilities, allowing you to reach a point where you could match high-ranking demons in the upper five in strength, speed, and reaction time. This also allows for you to see into the 'Transparent World, allowing you to perceive beneath the physical and see through people, similar in nature to x-ray vision tracking the blood, breathing, and muscular contractions of a demon, allowing for the prediction of attacks and movements. This also slows down how you perceive the world around you, further enhancing reaction and movement speed. This also furthers your talent for your breathing technique, allowing you to better use the technique at a higher level than you would otherwise be able to.

Monster (600 CP):

You would be the spitting image of Yoriichi Tsugikuni if he were still alive; your talent with the sword is unmatched by those still alive, rivaling the likes of Yoriichi Tsugikuni, and even if you are young, you could go up against a master swordsman even if you had not trained or used a sword before in your life. People could only think that you are a monster with your talent and monstrous strength. It is the only conclusion that they could come up with. You could create brand new methods of wielding a sword just by breathing differently. This boosts your strength to be on par with Muzan Kibutsuji so that you can effortlessly cut his body to stop him from getting away and regenerating. The benefits that you get from a demon slayer mark are boosted.

Demon:

Unhinged Morals (100 CP):

To become a demon is to throw away your humanity. You have learned how to ignore things like feelings and morals. You could eat humans without qualms, slaughter an entire town without feeling anything despite the countless atrocities that you no doubt committed. You can turn off your emotions.

Devouring (200 CP):

Through the consumption of human flesh and blood, you grow stronger. What normal demons use to sustain themselves, you gain strength, no longer needing to consume human blood or flesh to just survive, instead gaining the ability to use all the power that would normally go to waste sustaining you to grow your power. Growing roughly 1% in power for each human you eat, certain humans possess stronger blood; this increases the percentile to 5% for humans with this rare blood type. While normal demons eventually hit a cap or plateau on how strong this method can let them grow, you are different in sustaining the level of strength you gain with each meal. This also lets you absorb 1% of the person's power, allowing you to steal abilities that they have and grow them stronger through the consumption of blood.

Blood Empowerment (400 CP):

Similar to Muzan Kibutsuji, you can create demons via your blood and strengthen them without giving up your own strength as a result. Muzan Kibutsuji is unique as he is the only demon who can naturally turn others into demons; however, with this power, Muzan Kibutsuji is no longer the only one who can create demons via blood. You can turn others into alt-forms or simply give them some of your abilities; however, some people cannot hold onto more than 1% of this power and will instead explode from the power that they have been granted. How much power they can hold depends on how strong they are as well as other hidden factors. Through the consumption of your blood, you can make others stronger, at roughly 5% for every liter of blood you give them.

Originator (600 CP):

You have power equal to that of the first demon to ever be created, Muzan Kibutsuji, the demon king. All of your Blood Demon Art abilities have been enhanced to a level beyond what they

were originally. Your base power level has been altered to be equal to Muzan Kibutsuji, the demon king, allowing you to challenge him to a fight and win if you play it smart. With similar levels of speed, durability, regeneration, and reaction time. You also gain the same Blood Demon Art as Muzan Kibutsuji with no extra cost, changing your body to have 5 brains and 7 hearts. This also confers on you the ability to create new Blood Demon Arts with time and study, mimicking already known Blood Demon Arts and scaling them to the level that would befitting that of the king of demons.

Doctor:

Medical Basics(100 CP):

You gain Basic medical knowledge. You could pass for a doctor and even treat minor injuries. While this only applies to feudal japan levels of medical knowledge you gain some insights into the medical field that would otherwise be unavailable in japan.

Inheritor of Lost Knowledge (200 CP):

You have an odd luck jumper, your ability to find hidden bits of esoteric occult lore is unmatched, through a journey through the woods you could come across a hidden temple with knowledge on hidden ancient lore, and find out how to decipher it within hours, it as if the knowledge wishes for you to find and understand it. This also applies for finding ingredients needed in your research and creation of medical wonders.

You also gain a startingly efficient method of researching and noting down what you learn, your deciphering abilities are top notch, even discounting ancient lore you could find hidden secrets hidden within poems or even solve riddles meant to stump the smartest person with ease. Coming up with your own code is just as easy and it would take centuries for someone to crack your code.

Monster Creation (400 CP):

Muzan Kibutsuji tasked a doctor to make him immortal, and he did so through unknown means. You have found a way to replicate this and could turn people into monsters via science. You are an expert in bioengineering, medicine, and the field of biology, able to create monsters long

thought fictional. By reshaping and reconfiguring the DNA of living beings beyond what is scientifically possible using methods that others would call quack science, you combine traditional science with alchemy to go beyond the ordinary. Creating artificial life and biotechnology like no other, your creations will not kill you, as they have an ingrained sense of loyalty to you. This works for even things that you don't create but simply modify.

Sovereign of Alchemy (600 CP):

You are a lord of alchemy, you have learned ancient lore long though lost in the pursuit of magic and science combined. Alchemy has gone by various different names over the years, such as the science of magic, arcane Science, Chemistry, Hermetic magic, and various other names. You have gained an immense potential in Science, magic, and the combination of both, allowing for alchemical creations such as potions, homunculi, and other alchemical creations. You also gain a rudimentary understanding of biology.

A minor subset of this power allows for the transmutation of matter into various states, allowing for the creation of life via combining different life forms into new life or using available materials to create life, such as homunculi, chimeras, and other biological monstrosities. This also allows for the creation of materials needed for potions. And even enchanting objects with powerful magic. This process is permanent, so long as you don't change it back with further transmutation.

The more you study alchemy, the stronger potions you can create, eventually allowing you to create powers in a bottle. Gaining abilities based on your imagination, such as regeneration, immortality, and even fiction abilities such as the sharingan, to name a few, is not limited to just the named abilities or effects; the stronger the ability or effect that you wish for your potion to create, the harder the ingredients that are needed to create the potion would be to harvest, such as the tears of the universe, the heart of a blackhole, and the emotions of an eldritch god, to name the more difficult ingredients. However, with time and skill, you can learn to forgo needing more difficult ingredients by using stand-ins; however, the abilities and effects that you wish to achieve will be slightly weakened depending on the value of the ingredients used as substitutes.

Items:

Drop-in:

Boar Mask (100 CP):

You have gained a special mask and unlike what the name implies this does not have to be a boar mask. This mask is somewhat special as it allows for you to be unaffected by mind manipulation type abilities, and also allows for you to be unrecognizable while you wear the mask as once you take the mask off no one will link you to the person wearing the mask unless you tell them it was you.

Nichirin Ore (200 CP):

You gain a constant supply of Nichirin Ore allowing you to make Nichirin blades. Every month you gain a box containing enough iron to forge at least three blades.

Book of Lost Techniques (400 CP):

You gain a set of lost forging techniques that will let you make blades of an even higher level than would ordinarily be possible. This would revolutionize the art of blacksmithing if it was to get into the hands of anyone in the swordsmith village hands and would allow for the mass production of blades of higher quality that will allow for even basic trained demon slayers the ability to hunt higher-level demons.

Advanced Breathing Technique Manuscript (600 CP):

This gives you a manuscript of a breathing technique that is above all others this can be sun style or your own breathing style. Many would question how you obtained this manuscript and others would kill you to make sure that it does not get passed on to the next generation.

Demon Slayer:

Nichirin Blade(100 CP):

This gives you a Nichirin blade/weapon. This weapon is one of the few things that could kill a demon, it comes in any color you wish and after this jump it works just as well on other supernatural beings allowing for you to kill them so long as you have the skill necessary to accomplish the feat.

Demons Slayer Garb(200 CP):

Average demon slayer garb that allows for a demon slayer to take a few hits from a demon before it rips, this is no normal armor or clothing and allows for the swiftness in movements required for breathing techniques. It also comes with a messenger crow. With time it will clean itself and repair any damage done to it. If lost another will appear after a week.

Wisteria Poison (400 CP):

Regenerating supply of Wisteria Poison. One of the few things that can damage a demon, this regenerating supply of Wisteria Poison will be helpful in setting traps or even coating your weapon to do extra damage to demons. After this jump the poison will work on other supernatural beings in a similar way as it does to demons in the jump.

Yoriichi's Nichirin blade(600 CP):

A special demon slayer blade that confers to you the skill of Yoriichi Tsugikuni along with allowing you to perform sun breathing perfectly so long as you wield the blade.

Demon:

Stylish Hat(100 CP):

A stylish white hat that a certain demon wore, it also makes you a better dancer and singer.

Muzan Blood(200 CP):

A regenerating supply of Muzan Blood boosts your power by 10% every time you drink it. If you are not a demon it turns you into one with the downsides still applied.

Demon Cult(400 CP):

Demons of higher standing tend to have a following to call their own, whether it be a cult, a family, or even a group of minions to do their dirty work. You are also similar to them in that you gain a cult of twenty regular humans and five humans that you have converted into high-level demons. They are loyal to you on such a level that they believe you to be a god who created them. The demons are also strong enough to be a match for the upper five of the Twelve Kizuki, while the humans are equal to the Hashira.

Lair (600 CP):

This gives you a hideout on the level of Infinity Castle. A lair that is sequestered in an alternate dimension that you are the sole owner of and can control the layout as well as the perpetually moving rooms, corridors, and halls. Everything that is inside the castle is also yours to control, including gravity or even open doors that can teleport someone from inside to anywhere you know. This castle updates itself to be filled with the most modern appliances that are available within each jump, making it harder for anyone to get into it with each jump, as well as giving advanced technology if you go into a sci-fi jump. This also comes with staff to clean the castle if you don't feel like using your powers to clean the castle yourself.

Doctor:

Lab (100 CP):

A lab to test alchemical formulas. This is a state-of-the-art laboratory that would shock anyone in this century with how advanced it is due to the alchemy that was used in its creation. This laboratory is the perfect place to do alchemy, as it is a cleanroom that maintains a very low concentration of airborne particulates. You could do nanobot research with no trouble at all, and alchemy research done here has a much higher chance of being successful.

Alchemical library (200 CP):

An alchemical library has hidden knowledge updates every jump. This library is stock full of hidden occult lore of alchemy. If anyone knew you had this, they would want to kill you for it, as even after decades of exploring it, you could find no end to the books that would revolutionize science and alchemy. This library is also in desperate need of someone to categorize and label

every book, as half of the books are in a mishmash of order with no clear indication of what book is important or what will be in the book until you read it.

Alchemical Ingredients (400 CP):

An Alchemical ingredient cabinet that holds Alchemical ingredients that would otherwise be hard to get the harder something is to get, the longer it takes to restock. updates every jump. Within this cabinet, you can find almost every ingredient that you could need to make any potion you could want.

Blue Spider Lily(600 CP):

Muzan will definitely kill you if he finds out you have this. The final piece in his long awaited plan for immortality, this plant will allow anyone who eats it to remove the weaknesses of the powers they have as well as any racial weaknesses, such as kryptonite for a kryptonian. However, you only have one, and it only grows in very specific conditions, so there is almost no point in trying to grow more. This restokes once every 20 years or every jump, whichever is faster.

Companions:

Import (Free/-100 CP):

For free you can import six pre-existing Companions; they each get an Origin, 600 CP for Perks and Gear, and can take up to 200 CP in Drawbacks. However for an extra 100 CP you can import as many companions as you want each getting 800 CP for Perks and Gear, and can take up to 400 CP in Drawbacks.

Canon Companion(-100 CP):

So you have made friends with someone within the jump and can't part with them?

For 100 CP you can take as many people as you want with you so long as you can get them to agree to come with you. For an extra 100 CP you can make it so that you can take them along automatically.

Drawbacks:

Extended Stay [100] – you may remain here for an additional 10 years. For every additional 10 years you stay you will get 100 CP.

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

Insatiable Hunger [200] – You have a hunger that you can't seem to get rid of no matter how much you eat, the only thing that seems to make you feel anything when eating food is human blood. You could ignore this craving for a while but then you will start to smell the most delicious thing that you have ever tasted whenever you are near any human and it will be hard to control yourself as you go forth the throat and drain someone dry and eat their flesh.

Hunted [300] – The demon slayers have gotten wind of your supernatural abilities and think you are a special kind of demon, they will stop at nothing to kill you and hold you on the same level as Muzan on how much they want to catch and kill you.

Poisoned [300] – Similar to Muzan at the end of the manga you have been poisoned with a special kind of chemical dont worry it won't kill you. However it does lock out all out of jump abilities for the duration of the jump.

Post-Assimilation [600] – instead of the main timeline you have entered an alternate timeline of demon slayer in which Muzan was successful in taking over Tanjiro and transferring his will over to Tanjuro now Tanjiro is the new demon king with no weaknesses he believes that if he kills you things will go back to the way they were and he will finally get his happy ending.

Muzan PTSD[600] – you set of Muzans PTSD reminding him of Yoriichi and he has now sent his demons to kill you. He will also do anything in his power to try and murder you the more you evade his wrath.

Notes:

Breathing Style: despite what the creator might have said for the purposes of this jump the effects of each Breathing Style is a tangible phenomenon so learning the various Breathing Styles will let you wield the elements.

Capstone:

Copy Style:

Your analyzing abilities are now no longer limited to just the techniques of others. You are now able to copy abilities and techniques even if you don't have the required energy sources for said powers; instead, they work on your own stamina, drawing power from your own energy sources to replicate a technique that you have seen. Through the analysis of abilities and techniques, you can mimic anything, no matter how complex or simple it is.

Monster:

You are beyond a simple monster; even if Yoriichi Tsugikuni were to be resurrected, he would be no match for your newly acquired swordsmanship. You have reached the pinnacle of swordsmanship. The perception you have of the battlefield would have people questioning whether or not you could see into the future, and you might as well be able to, as you can see several steps before they happen, allowing you to take countermeasures when they do happen. Your swordsmanship defies the laws of physics, almost as if you can do multiple strikes at once without swinging the sword a single time. Your attacks are now fatal to even those who boast about total, perfect immortality. You can also come up with ultimate techniques on the fly,

adapting to whatever your opponent throws at you, and the longer you fight, the stronger your swordsmanship becomes, eventually overtaking your opponent in strength.

Originator:

The doctor who had originally turned Muzan into a demon had no idea what he was doing, and if he had succeeded in fully turning Muzan into a full demon, he would have unleashed an eldritch horror onto the world. You are what Muzan wishes he was; you are now a biologically evolving, immortal creature of nightmares. Your regeneration has heightened to the point that it no longer just heals you; instead, with every attack and waking moment, it evolves, mutating and changing, with each second getting faster as you evolve into a new lifeform. Adapting to every attack made on your person. Your ability to absorb beings as a demon has also evolved, allowing you to absorb more than just other living beings. You can now consume machinery for yourself and absorb the full power of anything that you consume instead of getting a small percentage of its power. Your self-biokinesis has also evolved to a higher level, allowing you to instead use it on others just as well as you can use it on yourself. Don't question where you gain biomass; you might not like the answer. Yes, you have indeed evolved into a proto-Old God, but it will take time for you to reach your full might.

Sovereign of Alchemy:

You are now a God of Alchemy, a veritable master in all things related to alchemy. Through the understanding of occult lore that you have painstakingly found in ancient ruins and deciphered, you have advanced your alchemical abilities beyond what should be humanly possible. You no longer need to follow any sort of equivalent exchange when it comes to the transmutation of metals into various states. You can now create potions that you never could have dreamed of creating before with fewer materials for the same effect. With your new status as the God of Alchemy, you also possess the ability to create higher-level potions, as each potion you make is significantly better than what should be possible, with the materials you use having around five times the effect that they otherwise would have

