Jujutsu Kaisen: The Disgraced One

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The King of Curses. The Disgraced One. Ryomen Sukuna.

The Strongest Sorcerer in the history of the Jujutsu Kaisen Universe… and your new Body. You will live the life of Sukuna, and we will see Jumper, if you are capable of reaching his heights without your usual advantages.

This Jump is considered a **Gauntlet** meaning you lack all powers from your previous Jumps and you do not receive a point stipend.

In other words your current budget is **0**

Origin

You may choose whether Sukuna in this timeline is male or female as is needed for your personal comfort. Though you will still recognizably be the King of Curses.

King Of Curses

You were born an accursed wretch, hideous and unloved during the Heian Era. Another, born in your situation in another life would become Sukuna, the King of Curses, a Curse upon humanity who would challenge all the strongest Sorcerers of his day as well as the future… what will you choose to be? Well… who can say.

Timeline

Heian Era

You begin your time in this life during the Heian Era, you are still unknown and you live in an era full of monsters. The Legacy of Sukuna is still yours to determine however, perhaps there are other paths you could walk down.

Modern Day

You have lived and died as Sukuna, the terror of the Heian Era, and now you've been reborn within the body of Yuji Itadori. You have been reduced to only the tiniest fraction of your power, and you are unable to seize control of your host's body… but you are still alive and you have means of orchestrating your return.

Perks

You have **One** Discount per Price Tier, **100 Point** Discounted Perks are free.

Curses (Free)

You are a Sorcerer, a being capable of converting negative emotions into Cursed Energy, a powerful energy that can be used to enhance the body or to perform Cursed Techniques. The greater the negativity you feel the more Cursed Energy you produce up to a certain limit. Being the focus of negative emotions from other people will slowly enhance your Cursed Energy reserves, the strongest is the World's Enemy after all.

Cursed Wretch (Free)

You were born hideous and deformed, cast out and shunned by all the peoples of this earth, but this body that is your Curse is also perfectly suited for Sorcery. You have four arms and a great mouth upon your stomach, Your mobility is not hampered in any way by this physique but the sorcerous advantages are great. You may perform hand signs to aid in your sorcery with one pair of arms while leaving another set free for combat, and you can cast incantations through one mouth while breathing with the other, preventing your lungs and heart from becoming burdened. You are also *large,* granting you inhuman strength and allowing you to access more power from Cursed Energy Reinforcement with less investment.

Malevolent Shrine (Free)

The technique inscribed on your body is one of severing and slicing. Through your Cursed Energy you can unleash two types of slashes, **Dismantle,** a ranged attack capable of slicing through concrete or powerful Curse Users, but you will be incapable of modifying its power level. Alternatively you can use **Cleave** by touching someone you can slice them with one of these attacks, the more Cursed Energy you invest the stronger the cutting power.

You also have access to a slow, weak arrow of fire known as **Furnace** though this isn't very useful on its own.

Pleasure (Free)

What is your pleasure? Eating. You are a Vessel, capable of absorbing and crushing the Souls of Sorcerers by feasting on their flesh. While this won't allow you to gain access to their Cursed Techniques it will gradually improve your Cursed Energy, causing you to become a greater and greater Sorcerer as you feast. Your mind is just as voracious and you understand Cursed Energy on an instinctual level, growing a greater understanding of your opponents as you fight. This will allow you to refine your techniques to better counter your current opponent, or even to copy some of their skills if they're things you can perform with your own ability.

Vows To God (Free)

Binding Vows, voluntarily restricting yourself in some way in exchange for a benefit in some other aspect. These exchanges must be equivalent and within the bounds of your possibility. To the first point equivalency you are the judge, the more highly you value the aspect you're sacrificing the more value it has as a Binding Vow granting you more power in exchange. And the second point, you cannot create new abilities through a Binding Vow, you cannot generate new skills or techniques, you can only enhance existing aspects. This could allow you to enhance your technique, or even improve your reserves of Cursed Energy or reduce your casting time for your Jujutsu. With the right sacrifices you can become a truly powerful Sorcerer. Unlike others who use the innate aspects of Cursed Energy to forge vows you can apply these effects to any power systems or supernatural energy you are capable of manipulating.

Born For Battle (100)

You can hone yourself through combat, as you do battle your understanding of cursed energy and martial arts will deepen, this happens fast enough that you could and in fact should replace more traditional training regimes with combat. With every bite you just grow stronger.

The Morality Of God (100)

All of your actions are considered karmically neutral, because you are untethered from all morals that aren't innate to you yourself. All supernatural powers that judge on the basis of morality will not be able to affect you unless you yourself believe that you were in the wrong. If you do not feel guilt not even god himself could judge you.

Chance For Change (100)

When you truly desire a chance to change for the better and improve as a person you will be given that opportunity. Someone will be willing to offer you affection or companionship, or even just a chance to prove you can be something more than a Curse. If you remain a monster… it will be because you truly are a Curse.

Cursed Idol (200)

You possess a truly formidable presence, all those who see you and witness your acts will be overcome with fear and awe, often being unable to move or breath for fear of your wrath falling upon their heads. Those you choose to spare will become awe-filled and reverent viewing you as something like a God. This perk has no effect on people with exceptionally strong wills or a power level approaching your own.

Cutting Board (200)

You grow through challenge and by devouring other Sorcerers who dare to challenge you, wouldn't it be a shame if you couldn't find a meal worth eating? From now on you will never be denied a worthy challenge, when you seek strong opponents they will be found, even if you need to travel to the Future as a Cursed Object to do so.

Powerful Blood (200)

Those born from your bloodline will inherit your natural power, they won't possess exact replicas of your abilities of course- but anyone born from your line will have far greater talents than they would otherwise, enough that they could even reach your level if they worked hard enough. This power will manifest in different ways for different descendants but they'll all be strong, perhaps even strong enough to stand on your level.

Domain Refinement (400)

You understand the fundamentals of Domain Expansion, allowing you to perform it once you sufficiently deepen your understanding of Cursed Energy and your own Technique, This will allow you to create a Barrier and imbue your Technique within it creating a pocket dimension known as **Malevolent Shrine** a stomach like structure with a shrine of bone at the center, within your domain all those present will be pelted with **Cleave** and **Dismantle** slashes until they succumb and die. With training you'll be able to further refine your Domain making it stronger and preventing those with similar abilities from overriding it.

Copycat King (400)

While a true master of Cursed Energy is able to copy the techniques of others with pure skill alone, that will not help you with other power systems, nor will it help you actually attain the needed level of transcendent skill. You however are a King, you have the ability to copy any technique you observe that you have the potential to replicate with your own abilities, this will take seeing it a few times in order to fully grasp it, but once you do understand it you'll be able to perform it with the skill of the original.

Try A Different Way In Your Next Life (400)

If the day comes when you finally chain-fail you will return home as normal… however you'll be able to send a copy of your soul, your perks, and your Spark into another life allowing you to be reborn. A New Jumper who is fundamentally 'you' but also themself, one who carries on your legacy while being able to choose a different path than the one you took.

The Finger Of Jumper (600)

You have the ability to split your soul between your 20 fingers, when you die this will occur automatically with each finger becoming a powerful Cursed Object containing 1/20th of your soul and Cursed Energy. When these are eaten by a human being you will incarnate within that person, your power will be limited by the amount of fingers within your vessel and you will need to collect them all to fully regain your strength. If you die while incarnated, that portion of your soul and Cursed Energy will be divided between your remaining fingers as long as the majority of your soul is still intact elsewhere. While you are waiting to incarnate your Jump Timer will be paused, only resuming once you're active again.

Divine Feats (600)

You have the ability to shatter the normal rules of Jujutsu through the strategic use of Binding Vows, by imposing a condition on any of your abilities you can expand their abilities far beyond what *should* be possible. If you are capable of Domain Expansion you can create an Open Domain a Domain Expansion without a barrier, allowing a means of escape in exchange for a greatly increased range. You can apply similar exchanges to any of your abilities from any power system, offering a trade off or new weakness for any of your powers in exchange for a qualitative change in its effects.

To Perceive The World (600)

You understand what it means to target 'existence' with your Cursed Technique, or other powers you possess. This allows you to create a technique known as the **World Cutting Slash** a Dismantle Type Slash that completely ignores durability or resistances, simply slicing through the space your target occupies. This requires handsigns and ritual to fully activate, as using it without those kinds of binding vows would cost a truly exorbitant amount of Cursed Energy, even for you.

Items

High Quality Meat (100)

A Human with Cursed Energy, a delicious meal for a cannibal such as yourself. You'll get another Sorcerer Corpse every month, if you want more you should go out and start the bloodbath. This item will of course stimulate your growth through **Pleasure**

Malevolent Shrine (100)

No not your domain, this Item is a true, physical shrine that has long been abandoned, it serves as your home and a base of operations. As your reputation grows more and more pilgrims will come to this shrine, bringing you offerings of food and wealth in the hopes of earning your mercy or protection.

Kamutoke (200)

Otherwise known as the Supreme Martial Solution, this Cursed Tool takes the form of a small single handed varja. This is a Special Grade Cursed Tool with the ability to summon and manipulate lightning, making it a devastatingly powerful and versatile weapon for your arsenal.

Hiten (200)

A Trident-like Special Grade Cursed Tool, it's abilities are unknown, but using it and Kamutoke a strong Sorcerer would be capable of annihilating two separate clans of Sorcerers with ease. Consider this Item a blank check for a Special Grade Cursed Tool, this can be a very powerful weapon like the Inverted Spear of Heaven or the Playful Cloud but it can't be strong enough that no one can challenge you if you only use it.

A Most Valuable Tool (300)

A Sorcerer who is absolutely devoted to you as their lord and Master- this individual is as strong as a modern Grade 1 Sorcerer and has a technique that allows them to damage those significantly above that level. They're also an excellent chef. This may be Uraume or a different Servant.

Companions

A King Walks Alone

Drawbacks

If you like you may **Double** the CP Yield of any Drawback, in exchange for making it a chain-drawback that will affect you for the rest of your time as a jumper.

Some Drawbacks offer chain-fail scenarios, as this is a Gauntlet you may ignore these conditions, but if you do those Drawbacks only give half points.

Accursed Wretch (100)

You are unloved, no 'normal' person or Sorcerer will ever treat you with a modicum of respect or dignity unless it is born from fear. There will be a rare few able to value you for other reasons… but by then will you be able to value them?

Cowardly Chaff (100)

Your foes who have the intelligence needed to recognize that you outmatch them will do everything in their power to not fight you directly, instead moving into the shadows, scheming and gathering strength for when the time finally comes to end you. This is guaranteed to make them far more of a threat than otherwise would have been possible.

Balance In All Things (100)

As you fight, crush, and kill you'll find your foes only getting stronger, in fact the longer you win the more difficult things will become for you as the world will seek to balance you out with new and mightier opposing forces. Perhaps this is the key to pushing Jujutsu to its highest limits?

Still A Human After All (200)

You have within you a single, tiny core of human goodness. But that's all, in fact for the entirety of this Jump you won't have any morals at all- simply doing whatever it is that you *want* to do with no regard for anyone else. At the end of this Jump however you'll experience all the guilt and anguish an ordinary human would after all the things you've done.

Eater Of Men (200)

You can only find sustenance in the blood and flesh of other human beings, nothing else can properly nourish you. You can drink whatever you like but your hunger can only be satisfied by eating humans, the stronger they are as Sorcerers the better they'll taste to you.

Blood Drunk (200)

Your primary motive is battle, in your pursuit of a good fight you'll encourage your opponents and even offer words of wisdom to improve their performance, you also won't take any foe seriously until they can prove themself to be 'on your level'

The Jumper Cycle (400)

After each opponent you kill you'll get some kind of nerf proportional to how strong they were. If you were to kill someone like Satoru Gojo you may be without your Reverse Cursed Technique and have your Output substantially limited, and the more you have to fight the more of these flaws you'll manifest until eventually you're fighting at a fraction of your potential. The use of Binding Vows can mitigate this somewhat during a fight, and if you're given time to rest and recuperate you can fully regain your power.

That Brat…(400)

You have a natural enemy, some pathetic weakling who could never hold a candle to you… but he has allies, so many allies, so many friends, all of whom help him gain more and more strength. He wields power that comes from his bonds with others… and they all hate you. And he just… won't… die. Everytime you think you kill him he just comes back, somehow even stronger, and ready to sink his teeth into you.

The Twisted Bonds Of Love (400)

An incredibly strong Sorcerer has become infatuated with you, this is a being on the level of a Modern Special Grade Sorcerer who considers you their true love and plans to defeat you in order to 'teach you to love' if they succeed you'll fail your chain, spending the rest of your existence with them instead. If you defeat or kill this Sorcerer you may take them as a companion after this jump… perhaps you allowed yourself some sentiment after all.

Powerless Prisoner (600)

You are imprisoned within a Vessel, unable to take control of their body and reduced to a mere 1/20th of your power by the tiny scrap of your soul present within their body. **19** other Fingers are present within the world, each containing an additional 1/20th of your soul and power. Your host wants to gather all of your fingers in order to absorb all of you before they die, killing you along with them. In order to survive this you'll need to find a way to transfer your soul to a new Vessel, and to regain your power to survive the resistance to your revival. If taken with **That Brat…** they will serve as your Vessel.

A New Era (600)

For every Curse you inflict on the world a new Blessing will arise, not erasing the damage you do with your endless hatred… but ensuring that everyone else is better off after the fact. You will be the catalyst to a new era of peace and prosperity- an era that will not and cannot ever include you, for you are the embodiment of all the world's past sins.

The Honored One (600)

You will Face Gojo- or another Sorcerer on his level at the end of your time in this world. This Sorcerer will be your equal and opposite, a challenge that will push your grasp of Jujutsu to its very limits. And if you fail… they'll move on in your place.

Stay Here

Go Home

Move On