Jujutsu Kaisen



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This is a World of Curses, a world where the collective negativity of humanity, our guilt, our fear, and our malice forms into monstrous beings known as Cursed Spirits, these hateful creatures prey on humanity with glee, for the vast majority of their parent species can do nothing to oppose them.

Standing in stark exception to this are the Jujutsu Sorcerers, those few humans capable of manipulating Cursed Energy to fight back against Cursed Spirits through the use of Cursed Techniques. Standing foremost amongst them is Satoru Gojo, the Strongest Sorcerer of the Modern Age. You will begin your time in this world during an era of tenuous peace, one that will soon be shattered for good when the Highschooler Yuji Itadori consumes a legendary Cursed Object and becomes the vessel for histories greatest Curse User, the King of Curses Sukuna.

You Have 1000 CP (Curse Points) Spend Them Well

Timeline:

The Golden Age

Heian, the Golden Age of Jujutsu and the Era of Sukuna. This is a realm of monsters, Sorcerers with might almost unimaginable to their modern day counterparts, and an era of unimaginable suffering for those incapable of grasping strength with the force needed to become one of the mighty in this period.

Hidden Inventory

Satoru Gojo is a second year student at Jujutsu High, and has not yet transcended to the pinnacle that he would reach if all goes as it should. He is joined in his carefree school days by his fellow special grade Suguru Geto, a man capable of absorbing and manipulating Cursed Spirits as his servants.

The King's Return

Yuji Itadori has consumed the finger of Ryomen Sukuna causing the ancient Curse User to incarnate within his body, imprisoned by Itadori's unique constitution. At the same time powerful Special Grade Curses have begun to move hoping to create a new world for them and them alone. This is an age on the precipice.

Brave New World

You begin 70 years after the events of Sukuna's return, an Alien Race known as the Simurians have made contact with humanity and are hoping to use earth as their new home. Peace is tenuous and the hotheads of both sides are pushing for war… but perhaps the Simurians have found their neighbors in the Humans willing to listen.

Origin:

The Unknown

You're an Outsider to Jujutsu Society, perhaps a Cursed Human like Yuta Okkotsu or Yuji Itadori, or perhaps a new Sorcerer recently recruited by the organization, you might even be a member of the Simurian Race. You are likely unusual in some way or another, and may be distrusted by the Higher Ups for your lack of pedigree or your power.

The Rejected

You were born to an important family in the Jujutsu World, but you didn't live up to their standards leading them to consider you a failure. You are looked down upon and abused by the people with Authority in this world.

The Masses

You are one of the masses, the uncountable, unremarkable dregs who serve as Jujutsu Society's cogs. You are strong enough to fulfil your role and slay curses, but perhaps not strong enough to enact true change or earn the respect of the people at the top of this world.

The Acclaimed

You are a vaunted prodigy, born with gifts and pedigree beyond the norm. This earns you a place of respect among Sorcerers, but you are a weapon in a gilded cage, and this respect may be turned on its head if you ever fail to serve as their weapon.

The Cursed

You are either a Cursed Spirit or a Curse User, a malevolent User of Cursed Energy who lives only for themselves in a way that will bring great harm to the other people of the world, or at the very least Japan. Your kind are universally reviled and feared.

Perks:

Jujutsu (Free/200/400/600/+200)

You are a Jujutsu Sorcerer, a person born with an abnormal amount of Cursed Energy and the ability to manipulate its flow, these two gifts allow for the performance of Jujutsu- the magical gift that allows humanity to fight back against the monsters that go bump in the night, and the tool that lets them become demons who are far worse… Jujutsu has three basic principles that can be learned by anyone: Reinforcement, Shikigami Techniques, and Barriers. You only understand the very basics of Reinforcement, this being the process of channeling your Cursed Energy from your gut to enhance the strength of your body. But with time you can learn to create servants for yourself through the use of paper charms, or to create Barriers. Barriers allow you to cut out a portion of the world and apply certain rules to that space, such as prohibiting entrance or even something as extreme as the series of barriers that made up the Culling Game. Be warned however that the more powerful a barrier is in one respect the weaker it is in others, the easier it is to invade the harder it will be to exit and vice versa. For free you have a decent amount of Cursed Energy, enough to allow you to fight in protracted battles as long as you don't try to do anything too flashy. For **200** you have Cursed Energy on par with that of Satoru Gojo, enough to let you use your technique in a far more flashy and cavalier way, and allowing you to fight practically indefinitely as long as you limit yourself to basic Cursed Energy and Martial Arts. For **400** you have Cursed Energy that most would call bottomless, double the amount of the previous option at the least, It would take truly overexerting yourself to even put a dent into your reserves, much less push you to the point that you run out. For **600** you have the same amount of Cursed Energy as the King of Curses himself, more than double the previous option. You have so much Cursed Energy that you can compete with the efficiency of the Six Eyes themselves through sheer Cursed Energy reserves alone. If you choose to gain **+200** points instead you can have Cursed Energy Reserves like Mai Zen'In's weak enough that even with the limitless power of creation in your hands you'd only be able to create a single bullet every day. You'll be lucky if you're able to manage one weak attack every day.

A Little Bit Crazy (100)

Sorcery is a difficult business, you need to be a little crazy and highly motivated to cope with it, and the heroes are always the first to crack. You have a few screws loose, you're not bothered by blood and gore and you don't freeze because of fear, danger, or pain. You're also capable of cold logic, accepting when you can't save everyone and acting to exterminate Curses instead.

Jumper's Domain (100)

A Domain Expansion is the height of Jujutsu, the expression of your Souls Innate Domain imbued with your Cursed Technique to acquire a 'sure-hit' effect, you have not yet mastered your Domain Expansion but you're potentially capable of using it for far more than most others. You can imbue your innate domain with any of your perks or powers to unlock unique Sure Hit effects that benefit from all the traits of Domain Expansion. It will require additional training to unlock each of these additional manifestations with more effort required the stronger the Perk or Power is.

World Of Curses (200)

When you enter a new Jump you may choose to imbue the population with Cursed Energy, every human will possess it but only a very small population will be able to actually manipulate it to perform Sorcery, This will also cause Cursed Spirits to begin to manifest whenever there is a collective vision of negativity among the population causing rampant deaths among the Non-Sorcerers if you don't take steps to prevent it.

Authentic Mutual Love (200)

Many in this world believe Selfishness is the only path to power, that isolation is the only thing that can breed strength, but they're wrong. Love is the true path forward for people like you. The more you love someone else, and the more they love you in turn the stronger you'll become while fighting together. Your understanding of your techniques will deepen as you push each other closer to your peak.

Cursed Tool Creation (200)

You possess rare knowledge, the ability to imbue weapons with Cursed Energy over time to create Cursed Tools, weapons capable of augmenting the striking power of a Sorcerer or allowing those without Cursed Energy to fight against Cursed Spirits, but that's a mere shadow of your real art- the ability to with time, study, and with some kind of resources harvested from the donors body create a Special Grade Cursed Tool with its own technique. Alternatively you can make one of these tools with the cooperation of the Sorcerer whose technique you wish to emulate by having them frequently channel their technique through a weapon. This method is slower but it can be done without harvesting pieces of their blood and flesh. You also have the knowledge needed to apply these techniques to any supernatural energy and innate magical abilities you come across.

Lessons Of The World (300)

A Sorcerer's Growth need not be linear, as you engage in life and death battles and risk your life you'll experience flashes of inspiration that will allow you to push your abilities another level further. The more risk you take on the more frequent these bursts of inspiration will become, with time and in moments of true need these lessons will even allow you to stretch or break the limits of your abilities.

Virtues Of The Selfish (300)

In this world only the Selfish are truly strong, and you have learned at the feet of this philosophy, finding that you always gain disproportionate benefits from the selfish and dishonest path. The lower you are willing to go and the more people you are willing to throw away for your own betterment the more blessed you will become, you'll be showered with rare Cursed Tools, Wealth, even opportunities for ever more power. But if you ever choose the selfless and kind path your blessings will wane until you reassert your commitment to the path of selfishness.

Loneliness Of The Strong (300)

To Be The Strongest Is To Be Alone. By giving up your friendships, bonds, and all connections with other people you gain greater talent and potential. Every relationship you give up will provide a substantial boost that is greater the more you once valued it and is also improved by how cruelly you broke the connection.

The Unknown

A Few Screws Lose (100)

You're able to keep calm under pressure, not losing your nerve when suddenly thrown into a fight for your life- or when you realize that your best chance to save your new friend is by eating a weird finger you found. No matter the situation you act without hesitation.

You Shouldn't Be Able To See Them (100)

Normal Humans can't perceive Curses unless they're in special places inundated with Cursed Energy or on the brink of death, this is due to their inability to perceive Cursed Energy- and while there can be an argument for ignorance being bliss it is awfully inconvenient if you want to take the fight to those monstrosities preying on your fellow man. Like some very special Non-Sorcerers you're able to freely perceive Cursed Spirits and other spiritual lifeforms through your four senses, you can essentially locate the 'gap' where their presence should be and through that see them as clearly as any Sorcerer.

Assimilation (100)

Curses are, curiously enough, a dominantly Japanese threat. As you may potentially not be native to the land of the rising sun, it's for the best to ensure you won't stand out too much. You have an affinity for assimilating yourself into new regions and cultures. You learn their language to a degree that you can speak it fluently in a matter of days and all their customs and potential social faux pas within weeks. Fitting in has never been easier, even if you're a visitor from much farther away than overseas.

Endurance (200)

You have a truly implausible pain tolerance, enough to easily move despite the effects of a toxin decomposing your body, or to continue to fight despite having holes in your stomach. As long as you can physically move you will, no matter how much pain you're in until the job is done.

Hard To Hate (200)

Everything is better with a few reliable friends in your corner. The same is true in reverse. Who couldn't use a more friendly face around? Simply put you are friendshaped. Your attitude and demeanor is very easy to befriend. A few meetings and you can find yourself with a new work buddy. Several deadly challenges? You have a friend for life.

Neighbors (200)

Lets keep the fists behind our backs for now. You COULD start throwing hands on sight… but why would you? If you lead with an approachable attitude that shows you don't mean harm, you find others willing to do the same. As long as they aren't completely hostile at the initial meeting, greeting them with Open Arms is going to end with all of you being able to talk things out. Try this on curses at your own risk.

Freak Of Nature (400)

Something truly creepy has been done to you. Your life from the ground up has been connected to the world of sorcery, especially with its more vile aspects and experiments. Maybe your mother was a vessel for Kenjaku as well or you are the young Itadori's brother, but you share the same physicality as Yuji himself. Your strength is naturally bordering on the superhuman, breaking world-records in things like shot-put by a factor of nearly 1 1⁄2. Matching many curses just with your physical might is well within your abilities. One might call you their bane for one more reason. You will be there if they ever come back to exorcise them. You no longer age at all, effectively eternally in your prime.

Born Cage (400)

The human soul is an ever malleable thing. So easily bent and twisted and holding such intense potential. Logically only a great vessel could hold such a thing. And your body can handle far more than only your own spirit. By eating the flesh of another malevolent entity you will be able to seal them away inside of you. Now this is only accounting for the portion you ate. Don't expect to seal all of Sukuna just by biting down on one finger. But what you eat is not available for the original anymore and kept under lock and key within you. Worry not, unless you yourself become severely weakened what you devour will never be able to take control of you. With time you might be tempted to keep even more prisoners within you, as all you seal in such a manner, with due time, can grant you access to their Innate Techniques or other such powers.

Hear Their Voices (400)

Something about your nature seems to resonate with curses on a deeper level than any other human could. Maybe because you are not human at all. Like the Rumelians did with the Kalyans you can understand and with some effort even tame lower cursed spirits and beings like them. You may also opt to inherit the Simurians Physiology for yourself and all the benefits that entails.

Brother! (600)

Something about you seems familiar huh? You just have one of those faces I guess because one in every hundred opponents of yours will suffer some kind of realization mid fight, coming to the unshakable conclusion that you're actually their sibling or best friend at which point they will abandon their former allegiance to fight with you. Half the time they'll actually be right too- at which point your in-jump backstory will be retroactively revealed to have included them all along.

Mastery (600)

Some Sorcerers have numerous fancy abilities and even seem to pull new ones out of nowhere when the going gets tough, what do you have? Punch. Kick? But that's ok. After all, your real genius is for refining abilities you already had. The more you use a power or skill you had already unlocked such as basic Cursed Energy Reinforcement or your technique the greater your skill will grow, at a truly meteoric rate allowing you to gain years of progress in just a few weeks of intensive use. This Perk cannot do anything to help you in gaining new abilities or techniques but it will help you push those you have already to a new level of mastery.

One Trillionth Of A Second (600)

To make it as a Sorcerer you have to be an anomaly among anomalies. Stand out among the meanest and most talented. Little does anyone know how much potential you truly carry. Potential that is worthy of the fabled Black Flash. The Black Flash is what happens when you apply cursed energy within 0.000001 seconds of a physical hit. Space distorts and the power of the strike is amplified by 2.5 of what it would usually be. Not even Satoru Gojo can do a Black Flash at will. But you? If anyone could master this elusive technique it would be you. You have more talent for landing the Black Flash than anyone else, able to truly get into the ‘zone’ during your fights. With each one you land, your own talent as a sorcerer seems to increase, leveling up mid-fight as your momentum gets better and your physical power and cursed energy become in sync.

The Rejected

Handsome Scumbag (100)

Having good looks is a cheat code in and of itself. You would be surprised how many people are willing to look aside or enable someone just because they are handsome. Now you can experience for yourself just how much easier this can make your life as you're pretty and nice to look at. In particular you are skilled at using your appearance to simply get by, coasting on the generosity of those who find you appealing. Play your cards right and you will never have to work for even a single day.

Comfortable At The Bottom (100)

Oh no they dont let you into their super special curse hunter group that has them constantly almost die or worse at every turn! How will you ever recover from not being allowed into the elitist gang of old fossils that are only living through spite! Seriously, striving to be greater than you are already is fun and all but sometimes pride is just going to put rocks in your way, especially when it makes you act because of someone else. Fortunately pride and ego are non-factors in your decision making. Being looked down upon by others will never affect you negatively and you are completely capable of living a happy and healthy life.

Thought I Had Abandoned That Pride? (100)

Actually… no. Fuck that. Maybe you shouldn't be content with being at the bottom. If only because the ones who wronged you are at the top. Indeed sometimes all a warrior needs is the drive to grab someone else by the throat and squeeze until they drop. For you the desire to get back at someone who wronged you may as well be synonymous with willpower. As long as the one who earned your ire breathes, you can motivate yourself and be ready to strip them from everything.

Lesbian Energy (200)

Like Mai Zen'in whose unintentional charm baffled her author it seems you're like catnip for your own gender. In fact you are such a master of cultivating intimacy unconsciously that even having a conversation with someone of your gender is enough to convince people observing you from the outside that you're dating.

Empowered By Death (200)

Sometimes the lot of the weak is to be little more than motivation for the strong… but at least you can rest assured that if you die it won't be in vain. Your allies will be spurred on to new heights and their main abilities will be empowered. You can benefit from this increase in power too for just a single moment when you give your life for someone else, completely breaking your preconceived limits in that moment.

Pride Of The Weak (200)

You may not have the same power as others but no more will the contributions you manage to bring be ignored. People may not like you, but when you genuinely accomplish something everyone will be forced to acknowledge it, simply refusing to pretend that your victory was a fluke.

You're Not Him! (400)

People have a tendency to underestimate you the more you differ from them, a Sorcerer would continue viewing a person with a Heavenly Restriction until his head was removed from his body, and the greater the Sorcerer the more pronounced the effect, people will reject the idea that someone like you could match them, making mistakes and taunting you until it's far too late.

Living Challenge (400)

Maki Zen'in may not have been able to defeat the King of Curses, but she was the only one to make him fight to prove himself. By existing as a warrior without Cursed Energy she defied the very paradigm of strength he embodied forcing Sukuna to do something he would never do before or after, defining himself as a Sorcerer. You represent a similar challenge to the ideals of your opponents, the more unfit you 'should' be in their eyes the greater their reaction to your success. Some like Sukuna may be driven to ecstasy by the experience, while other more close minded individuals will be filled with rage and disgust that will drive them to make mistakes. But either way your opponents will never forget you for as long as they live, the proof of your existence and strength burning into their mind forever more.

Don't You Have A Heart? (400)

No. It was taken from you. What were they expecting when they ripped out your heart? That you would show them mercy? No. All that remains is a cold desire to make them pay. Maybe they themselves know of the sins that come to haunt them as you are TERRIFYING. This Perk naturally makes you appear as more of a menace in a battle but when you actually are standing in front of those who slighted you? The more they mistreated you, the more you will teach them the true meaning of fear.

Twin (600)

The blood of the covenant may be thicker than the waters of the womb. But as you laid in these waters you were not alone. There was another, who shares with you a unique connection. In every Jump, including this one, you will have a twin. Rest assured your own powers are not weakened by their existence. However should they die you will experience an intense growth, your powers increasing exponentially. It shall be the fuel with which you achieve your destiny.

Master Assassin (600)

Facing someone in an honest duel is nice and all but you prefer to instead get the job done. Whoever asks you of your talents can rest easy knowing that a professional is taking care of it. You are a brilliant schemer, not in regards to long standing plans but quick and short term actions. You always know just what tools you need to gather and scenarios to engineer in order to maximize the likelihood that your target will die at your hands.

Throw It All Away (600)

Cast of the shackles. Those of society and duty. The ones all others believed you were in. All along, it was they who were bound and enslaved, their cursed energy the chains. But you have no chains on you. Like Maki you are not suffering from a Heavenly Restriction, you have been set free through it. Your physical prowess alone is beyond what all except the greatest of Sorcerers would be capable of handling. Physical perfection that increased your strength, speed and durability… and perhaps even your looks. Even severe burn scars would only increase your heavenly appearance.

Despite what this Perk claims you do not lose access to your cursed energy. Usually. See there is one more benefit. The more supernatural talent and energies you are capable of producing, the more of it you can use as fuel to this power's flame. The more you seal away, the greater your body will become.

The Masses

Jujutsu Sorcerers Are Shit (100)

Being a Jujutsu Sorcerer is hard, long hours, terrible conditions, and no appreciation. You have the mental endurance needed to do a job like this without getting burned out. You could have a long career with this ability to keep a level head.

Work Is Shit (100)

Is it worse than having to fear for your life though? Not everyone is cut out to be the Honored One and as long as the world is standing, you might want to simply be able to survive in it. You have all the skills and credentials necessary to succeed in a normal and mundane job of your choosing. You don't ever lack the knowledge for such ‘boring’ careers and get paid well doing so. All in an honest day's work.
(you have all the skills and knowledge needed to get paid well by working a normal job)

Adult (100)

That wave of power Gojo is always going on about is not unfounded and makes most fossils quiver in their boots. You might have a lot less reason to fear because you are actually capable of ACTING like an adult and not a parasite high on status. You can act responsible and mature whenever you need. Like a proper adult should, this also allows you to know when a young one around you is in need of support and how to best give it to them.

A Domain For The Weak (200)

Domain Expansions is the most supreme technique in the world of sorcery. This also makes them difficult to achieve, perhaps impossible for some. Instead you may have a more ‘simple’ alternative. Perhaps you also were a follower of Sadatsuna Ashiya for you are capable of creating a Simple Domain, essentially an anti-domain technique that creates a barrier around the user. This may not sound like much but could change everything in a battle with a Domain User. It protects your body against the ‘instant hit’ effect innate to Domains. This is ultimately a temporary defense against such techniques but it may buy you the time necessary to escape or win the battle. You may also learn the ‘New Shadow Style’ swordsmanship school for free, this is a form of Iado where the user instantly draws their sword and strikes at the first person to cross their Simple Domain’s Border. Mastery of the Simple Domain and New Shadow Style is enough to allow a student without a Technique to become a Grade 1 Sorcerer.

Working Curse User (200)

You could be the best in the business. It wouldn't matter at all if there is no one who will hire you. Don't waste time on advertising yourself and instead take this Perk. It is guaranteed that those willing to pay for your services will be able to contact you. Perhaps your number ends up in their contact list or you happen to meet on the streets. After that it's just a matter of time and doing your job to collect on that payday.

Lessons Of A Coward (200)

If you enjoy punching down and do not want to go up against a genuine threat, it is best to take some precautions. Like this perk. You have a decent amount of combat skill but far more importantly you have luck. A special kind of luck that seems to want exclusively into battles you have a reliable chance of winning. Mind you this luck will not do jack if Sukuna is actively out for you but if you're in a warzone with battles around every corner it will be much easier to end up occupied solely with those in the enemy faction you could actually take on.

100 Points (400)

It takes more than power to achieve a high score. Especially in an environment like the culling games. Fortunately you know far more than how to throw punches. Your intelligence when it comes to battles is incredible. Within moments you can both visualize, analyse and pick apart the techniques and plans of your opponents. Like a diamond your mind only shines brighter under the most dangerous of pressures, with more battles you end up in allowing your war trained mind to faster compute and analyze fights.

The Angel (400)

Are you actually one of God's agents? You might be able to fool someone with what you now possess. Much like the reincarnated sorcerer from the Heian Era who would possess Hana Kurusu, you sport a pair of brilliant angel wings. With them you can both levitate and fly at will. On your flights no vile being will escape your gaze as this also grants you the ability to sense evil. Let such filth no longer stain the world and its souls.

Strange Cursed Energy (400)

Not everyone's cursed energy is the same. In rare cases, one's cursed energy can have a unique attribute attached to it. Hakari and Kashimo come to mind. Now you too can count yourself among these rare ranks. Your cursed energy carries with itself a unique property, applying a special effect or naturally having a strange texture. Maybe your energy is behaving like electricity or contact with it feels as if the target is hit by a serrated bat. What makes this trait even more useful is the difficulty when it comes to defending against it. Simple reinforcement techniques won't work, only an extreme amount of energy will allow someone to ignore the effect. This can also in certain cases match or surpass conventional Cursed Techniques. Kashimo could not invoke his technique without dying, and yet with masterful use of his electric cursed energy he was able to create powerful lightning bolts that struck his foes at the speed of light in a manner comparable to the sure hit effects of a Domain Expansion, perhaps your trait can be used in a similar way?

What Kind Of Woman Is Your Type? (600)

Your Willpower serves as a training booster, improving the speed and quality of your growth the more unashamedly yourself you are. A man with the mental strength to completely shake off embarrassment and proclaim his fetishes to the world would be able to grow to become a Grade 1 Sorcerer even while he was still a student, though be warned that this technique cannot break the limits of your own potential, you can reach your peak faster than most, but your limits are the same.

Playing With Dolls (600)

You have knowledge of Yaga's Sorcery, the ability to create special dolls called 'Cursed Corpses' imbued with your Cursed Energy, these Corpses can be commanded by your will or preprogrammed and fed Cursed Energy to fulfill specific roles you envision for them. But you also know much more than that. With time and a special ritual you are aware of you may create a Cursed Corpse Mutation like Panda, these Corpses are capable of generating their own Cursed Energy and acting independently, if people knew you were capable of making these purposefully you'd likely be branded a Special Grade on the spot.

Master Jumper (600)

Barrier Techniques are one of the fundamental skills of Jujutsu and yet few if any know enough to push that knowledge to its highest point, you are one of them- a true master of Barrier Techniques, able to create barriers with numerous detailed conditions or even Empty Barriers that can be used to create any environment you like. Your skill is enough that you could even replicate the complex system of barriers created by Tengen to facilitate Jujutsu Society. It goes without saying that you've mastered Domain Expansion as well.

The Acclaimed

You're Weak (100)

Fighting you is going to be a true nightmare. Not necessarily because you are strong, but because you are an expert at making others feel weak. It's like you have a fitting taunt for every occasion and for every enemy in your mind at all times. Insults and sayings that bite deep into your enemies and can make them feel intense rage. Hopefully you have the power to justify this attitude.

Beautiful Eyes (100)

Power. Reputation. Good looks. Some people just have everything. You in particular have something more mundane but nonetheless special. Beauty. Your good looks can rival the appearance of Gojo Satoru. Chiseled muscles, shining eyes like the sky, fit and lean build, hair that is always the right amount of wild. This beauty will never waver, even the bloodiest of conflicts only adding a more savage kind of attractiveness to you.

Someone Better (100)

You're good at giving off the impression of unassailable strength, presenting yourself as a bastion of might and inspiring jealousy and awe in those around you… or driving them to improve in order to match you. The more strength you possess in truth the more effective this ability can become, and you'll always be able to gauge who could become truly dangerous to you if they were to be made jealous this way.

Been Around The Block (200)

In this World and every world you visit afterwards you'll gain a basic fiat-backed knowledge on all supernatural energies or sources of superhuman powers. This won't be an in-depth or expert level understanding, but you'll understand the basics of everything.

You're Going To Lose (200)

You're at your best on the brink of death, all your talents, powers, and your mind will work overtime only getting better the closer you get to dying. While if there's nothing you possibly could have done this Perk won't be able to save you, but it will help you grasp onto any tiny chance for survival you can find. Unlocking Reverse Cursed Technique on the brink of death after being disemboweled? Very much within the realm of possibility.

The World Changed When Jumper Was Born (200)

Your Reputation scales with your power, the greater your might the more widely you'll be known and the more ripples your presence will send through society. If you were as powerful as Satoru Gojo you could change the world simply by being born.

Strong And Intelligent Allies (400)

Satoru Gojo's goal is to create a New Jujutsu Society free from the foolishness of the past, to do this he hopes to cultivate the strength and minds of young Sorcerers into worthy allies for him in his revolution. Like Gojo you're exceptional at helping others to refine their abilities. While you have no special abilities helping people learn new skills once they gain a ability you find it incredibly easy to help them reach its full potential, polishing them to a level most couldn't reach in years with a few months of sparring.

Clan Founder (400)

Every great hero has a past. Is the culmination of a legacy. Before him there were others. There was you. If ever someone was qualified to start their own Clan it would be you. Your descendants are naturally stronger than they normally would be. Rather frequently they will inherit your greatness directly, innate cursed techniques and even other abilities you call your own. In due time, who knows what kind of monster would spawn from your bloodline.

The Great Healer (400)

What happens when two negatives meet? They become positive. Even cursed energy can be made into something beneficial. Something useful for more than destruction and misery. Where others destroy, you can heal, all thanks to your immense natural affinity for reverse cursed technique. In time you can use positive cursed energy to heal injuries, regenerate flesh and even entire body parts. This also comes with the ability to output it and heal others, a rare talent even Satoru Gojo was unable to master.

The Jewel Of The Gojo Clan (600)

What is it these illuminated, bright blue eyes see when they look upon a world that is not ready for their wielder? You hold within your skull one of the most prized gifts of the Gojo Clan. One that isn't supposed to exist alongside the Honored One. Yet here you are, with your own pair of the Six Eyes. The implications of this are world shaking but lets focus on what this grants you. Thanks to the Six Eyes your perception and sensory abilities are supercharged. It would be more accurate to say you have a pair of high definition infrared cameras in your head. You can easily see everything in a 360 degree radius around you, even when your eyes are covered, telling apart different figures even several kilometers away. Beyond that you can see the flow of cursed energy and manipulate your own with such precision it reaches an atomic level. Naturally this makes you incredibly efficient, the amount of cursed energy you lose infinitesimally close to zero. All this potential does come with one downside. The Six Eyes can never be truly deactivated and an untrained wielder can grow fatigued if they are uncovered. A small price to pay for such a gift don't you think?

That Guy's A Genius (600)

It is a simple fact of life that people have talents. Talents that surpass what most would be capable of comprehending. Oda Nobunaga and War. Nikola Tesla and science. Now this same applies to you and Sorcery. You are learning at a rate that would leave even the staunchest of students in the dust. At most a little over two months would be needed for you to unlock every aspect of Sorcery, from Domain Expansion to Reverse Cursed Technique. Achieving mastery and refining these talents even more will take longer but in no time at all you will be like a human swiss army knife for all things relating to sorcery.

Is There Anything You're Not Capable Of? (600)

Being the strongest within the limitations of what is possible is one thing. But if you truly want to be Limitless you need to see beyond the norm. See beyond the boundaries of heaven and earth. Beyond the rules that bind your own abilities. What makes Gojo so dangerous is not just his power but his sheer capacity to innovate. Your ability to push your limits and the limits of your Cursed Technique rivals Gojo himself. With time and enough practice nearly all rules to your abilities can be bent and limitations pushed beyond the norm.

The Cursed

Cursed Spirit Physiology (Free/Optional - Exclusive To 'The Cursed')

It appears you are a curse upon mankind in a far more literal way than simply being unpleasant to be around. You are a Cursed Spirit, a pure manifestation of negative thoughts and sharing their unique kinds of bodies. To start, your overall appearance is very customizable, with the unusual and strange looks being something you can now choose to take up. You could look like a human with strange blue hair and stitches on their face, have a volcano for a head or even just be a complete monster in appearance. Beyond the visual, this body grants you a natural talent for manipulating cursed energy. You can even heal yourself with your cursed energy the same way Sorcerers would with Reverse Cursed technique. In general the amount of Cursed Energy you have proportionally affects your overall physicality with the more you have the stronger, faster and more durable you end up being. This does come with a few downsides. For one there are sorcerers who have the task of exorcising you. For another you are particularly vulnerable to Reverse Cursed Technique, such positive emotions acting like poison to your purely energy based body. Another interesting trait that could be positive or negative depending on your mentality is your complete alienation from the mundane world, a normal human will be unable to perceive you unless they are on the Brink of Death, and you cannot be harmed in any way by attacks that lack some form of supernatural energy- as far as most people are concerned you're little more than a ghost.

I Won't Forget You For As Long As I Live (100)

For one who treats battle as a delicious meal to be savored it would be a shame to forget the unique flavors and experiences each opponent brings you. You will be able to remember every one of your fights, the names, abilities, and ideals of each opponent will be engraved in your mind- you serve as a living record of the lives of your victims.

Herding Cats (100)

Curses are in many ways inherently chaotic beings. They need someone to smack them above the head and keep them in line. You may not be a born leader but you are at the very least able to guide the most difficult kind of ally. The insane and chaotic can be made to follow you, as long as there is a common goal you all can believe in. Just don't expect to be able to change their behaviors and modus operandi with this alone.

Slice Of Life (100)

No one ever expects the bad guy to have vacation days. Your life can be about more than turning people into corpses or monsters you know? You find that you are always able to have 'time-off' from work. Opportunities to simply play games and have fun with those you are allied with, even the ones who are more serious or crazy, are always just a few steps away.

No One More Proud Or Conceited (200)

You may not have the Incredible Power of The King of Curses, but you do possess a measure of his presence, the greater your power the greater the instinctive fear others feel when they look upon you- in essence those weaker than you feel as if they're in the hands of a giant, completely at your mercy even when you have yet to make a move or lay a hand on them.

Impressively Durable (200)

Similarly to the Nature Disaster Curse your body has truly incredible durability proportional to your power, able to endure a barrage of attacks that would kill your peers instantly while only marginally worse for ware- most attacks made by people below your level won't even be able to scratch your body. However you have one weak spot similar to the trees in Hanami's eyes, these areas do not benefit from the increased durability at all and are substantially more vulnerable to injury.

I Lost After All (200)

For Sukuna all battle was at its core an argument, as long as he remained undefeated and the most powerful being alive he did not need to heed the morals or world view of any other- after all his own view had triumphed over theirs at the same time he triumphed over their body. But when he did lose he accepted his defeat with grace, admitting easily that his ideal that he had clung to for over a thousand years had been bested. You have the same flexibility of mind, when presented with irrefutable proof (as you see it) that you're wrong you can seamlessly change your mindset and philosophy with no cognitive dissonance, rationally accepting the new Truth,

Fingers Of Jumper (400)

Quite the handy trick you picked up there. Was it out of boredom and a desire to return one day into a world that can challenge you? You have gained the ability to allow your Soul to linger after death in the form of a Cursed Object, a portion of your body imbued with your Spirit and Cursed Energy that will allow you to incarnate within another's body when eaten. But not just that you also have the ability to cause other's souls to linger in a similar way, granting them a form of pseudo-immortality, an attractive prospect for any Sorcerer.

Self-Embodiment Of Perfection (400)

You know what you are. A blight upon this world that will bring it to its knees. A wolf among sheep. If ever there was a curse to stand above curses it would be you. At the very least you are encouraged to act like a proper curse as suffering you cause directly empowers you. You get stronger, discover more about yourself and deepen the techniques you have the more vile and malevolent you are. You have the potential to become a new 'Honored One' by following the Wisdom of the King of Curses and burning down the world for daring to stand in your path you will reach the very peak of this world.

Kid With A Crayon (400)

You're an exceptional long term planner and schemer, able to set events into motion decades prior to engineer a single specific event that pushes forward your agenda. With one thousand years of scheming treachery and betrayal you could become the engineer of the single greatest paradigm shift the World of Jujutsu has ever seen. And Fate aids you in such pursuits, the world itself smiling on your efforts to incite Chaos that goes beyond your own control. Chance will always aid you in such endeavors and events you had no way of controlling or predicting will often fall into place in such a way as to facilitate a scheme falling into order.

The Core Of Cursed Energy (600)

Like Kenjaku and Sukuna you have a brilliantly analytical mind, this allows you to fully dissect and absorb theoretical knowledge about all fields of Jujutsu in a matter of decades at the most- quickly becoming one of the world's foremost experts on practically all elements of Jujutsu Sorcery. But more than that you have a remarkable talent for making your theoretical knowledge intensely practical. The more theory or book knowledge you have about a subject the greater your practical skill level becomes, even without practice or training. Someone with an intimate knowledge of Cursed Energy Reinforcement would be able to perform the technique sublimely even without the years of training and experience normally required. The same applies to the Cursed Techniques of others if you somehow acquire them, your theoretical knowledge of their applications sliding smoothly to practical skill within minutes of acquiring the ability.

King Of Curses (600)

You possess a deep and intimate knowledge of Cursed Energy and Cursed Techniques as a whole, this knowledge allows you to copy any use of Cursed Energy (or other supernatural energy sources from future Jumps) that you witness as long as it's something anyone can theoretically learn and not innate to the User, though if you have similar enough abilities you may be able to emulate even innate techniques after witnessing them a few times.

Cursed Wretch (600)

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.

Cursed Technique

You have a **400 TP [Technique Points] Stipend To Spend In This Section Alone.**

Innate Talent (100 CP)

Is the meager stipend of power offered not enough for you? Are you craving ever more strength? Well there is a way to sate your appetite. This option can be purchased multiple times with CP, each time you do you'll receive **200 TP**.

No Technique (+200 CP)

Sorcerers do not necessarily have access to Cursed Techniques, many are forced to get by on their innate Cursed Energy, Cursed Tools, or techniques they are able to learn like the New Shadow Style- in exchange for putting yourself at a disadvantage by forfeiting your Technique Stipend and ability to buy Cursed Techniques in this Document you gain **200 CP** you can spend elsewhere.

Lapse (100/200/300/600)

A Lapse Technique is a manifestation of a Sorcerer's innate technique activated simply by running their Cursed Energy into the technique, these being the most basic and intuitive ways to use a Technique. You may purchase multiple Lapse Techniques individually, this will give your Technique multiple facets though its advised that you choose a theme for your overall Technique. Two good examples of a Technique having multiple Lapse Techniques are Gojo's Blue and Limitless, and Ryomen Sukuna's Cleave, Dismantle, and Fuga all of which are distinct abilities bound up in a single Cursed Technique. For **100 TP** you may have a Lapse on the level of Nanami's Ratio Technique, this Lapse is either weak but versatile or useful but a one trick pony. If you're to become a strong Sorcerer with a Technique like yours you'll need to master other aspects of Jujutsu far more. For **200 TP** your Lapse is on the level of Kugisaki's Resonance Technique, a much more potent ability that requires conditions to activate properly, or a slightly weaker ability that can be used freely like Todo's Boogie Woogie Technique. For **300 TP** your Lapse is incredibly powerful on its own, something like Satoru Gojo's Blue or Limitless Techniques or the King of Curses' Cleave or Dismantle. For **600 TP** your Lapse is strong enough to make you a Special Grade by itself, an almighty and transcendent ability such as Suguru Geto's Cursed Spirit Manipulation or Mahito's Idle Transfiguration.

Reversal (100)

A Cursed Technique Reversal is a special use of a Technique manifested from channeling Reverse Cursed Energy through an Innate Technique, this produces powerful abilities such as Kenjaku's Gravity Intensification or Gojo's Reversal Red, however not all Techniques have Reversals so for each Lapse Technique you wish to give a Reversal Effect you must pay **100 TP** a good rule of thumb when designing these abilities is to examine the Lapse Effect and try to come up with an ability that does the opposite in a way beneficial to you.

Hollow Technique (100) [Requires Lapse + Reversal]

You have a Hollow Technique, a special ability born from combining your Reversal and Lapse Technique. These are incredibly difficult to master but are very much worth the price of admission as they are far more powerful than any other abilities your technique can produce.

Non-Lethal Domain (200)

You have an Old-Style Domain, one that doesn't possess a lethal sure hit effect but instead imposes the Domain's rules on those within it. This causes your Domain to impose conditions on the battlefield that are beneficial to you such as Hakari's Jackpot Ability or Higuruma's Court Room which brings a fight into his favored arena. While these Domains are in some ways less powerful they're also far easier to master, in fact you learned to manifest your Domain before even basic Cursed Energy Reinforcement, it also consumes less Cursed Energy than a standard Domain.

Cursed Tools

A Cursed Tool is a weapon imbued with Cursed Energy, you may design one for yourself here if you wish, though using this section isn't mandatory.

You Have 400 WP (Weapon Points) To Spend In This Section

If You Have The 'Cursed Tool Creation' Perk You Get An Extra 200 WP Stipend

Weapon Upgrades (100 CP)

By paying 100 CP you can gain an additional **200 WP** to spend in this section.

Unarmed (+200 CP)

Cursed Tools are by no means ubiquitous despite their Utility, if you choose not to partake in them you can gain an additional **200 CP** to spend elsewhere in this document.

Grade

Grade 4 (100)

You have a Grade 4 Cursed Tool, one on par with the Slaughter Demon Series, these tools are able to exorcise Grade 4 Curses in a few good blows and easily wound Grade 3 Curses as well- however you can expect the blade to shatter rather than it doing any damage to a Special Grade or even a Grade 1.

Grade 3 (200)

A Grade 3 Cursed Tool is less pathetic than the previous, being able to easily exorcise Grade 3 Curses and deal significant wounds to Grade 2 Cursed Spirits, but still you shouldn't expect this to more than inconvenience anything more powerful than a Semi-First Grade Curse.

Grade 2 (300)

A Grade 2 Cursed Tool is able to exorcise Grade 2 Curses with a single good strike and has reached the point where it can deal noticeable damage to a Grade 1 Cursed Spirit. This is also the point where your attacks would begin to take chunks of flesh off the bodies of a Special Grade.

Grade 1 (400)

A Grade 1 Cursed Tool is the peak of 'conventional' Cursed Tools, allowing an otherwise normal individual to deal significant damage to Grade 1 Curses or even Special Grades, Possessing a tool like this is enough to raise a Sorcerer's Grade at least one level by itself.

Special Grade (600)

A Special Grade Cursed Tool can **either** be vastly more powerful than a Grade 1 Cursed Tool, becoming a weapon on par with the Playful Cloud capable of pushing even powerful Special Grade Curses to death's door after a few good strikes, or it can possess a unique Cursed Technique of its own purchased below, in which case its abilities would be otherwise identical to a Grade 1 Cursed Tool.

Special Grade Technique (100/200/300)

If you purchased a Special Grade Cursed Tool and chose to give it a Technique you may purchase its ability here. For **100 WP** your weapon has a trait like the Chain of 1000 Miles which can extend infinitely, a useful ability that is handy in combat but still mostly relies on the User's skill at arms. For **200 WP** your Cursed Tool can be more on par with the Black Rope which nullifies cursed techniques at the cost of burning away a segment each time it's used, a powerful ability with a noticeable drawback, or something a little less powerful that can be used freely, something like Maki's Dragonbone Katana which stores up kinetic energy to increase its strength later. For **300 WP** you have access to an incredibly powerful Cursed Tool on par with the Inverted Spear of Heaven, a weapon that once pushed Satoru Gojo into the corner and has the unique ability to nullify Cursed Techniques on contact. You are allowed to purchase multiple Cursed Techniques for one Cursed Tool, but we have never seen a tool like that in the main story so it may be considered an anomaly.

Items

You may discount any **3** Items from this section, paying 50% of their listed price, or in the case of 100 Point Items you pay nothing and get the Item for Free.

Movie Collection (100)

In case you want to go through some particularly strenuous training, this collection of movies ranges from pretty good to completely god awful and comes with a special Cursed Corpse created by the principal of Jujutsu High. As you watch the Movies you'll need to output a constant stream of Cursed Energy into the doll in order to keep it docile, it will regularly change the required input to make things more difficult, if you mess up it will wake up and attack you viciously. Enduring this training will allow you to master your Cursed Energy relatively quickly.

Baseball Court (100)

Because no one is allowed to take the events of youth away from young people. This is a regulation Baseball Diamond that you can attach to any of your properties, playing here encourages friendship and camaraderie between people, even if just a couple days ago they were trying to kill one another.

Malaysia (100)

In case this Sorcery business gets to be too much for you. This item is a fully paid for house on the beach in Malaysia where you can retire and live a simple life untouched by the many dangers of this world. Be warned however that once you leave this home and return to battle you won't be able to return, try not to let your sense of responsibility be your undoing.

Pre-Programmed Barriers (200)

This set of nails is wrapped in paper charms inscribed with special barriers that meet your requirements, say you want to keep all non-sorcerers out of your location? Pop down one of these, hammer it in, and as long as the nail isn't pulled out non-sorcerers won't be able to enter that area. These work in basically any configuration you can think of and you get 3 every month.

A Finger Of The King Of Curses (200)

While Sukuna is one of the most powerful and evil Sorcerers ever recorded, the dormant pieces of his soul present in his fingers are powerful artifacts in their own right. You are the proud(?) owner of one of Sukuna's 20 fingers, these can be used as a deadly poison for humans, to dramatically empower Cursed Spirits who consume them, or in a 1 in a million scenario allow the King of Curses to incarnate when the Finger is eaten. If Sukuna is able to Incarnate from one of your fingers he will be under a binding vow forcing him to serve under you… though I'd still be careful around him, under control he may be but tamed he is not. You get a new finger every Year up to a maximum of 20, if an incarnated Sukuna dies the invested fingers will be returned to you the next year.

Curse Womb Death Paintings (400)

Nine Times the Cursed Spirit Impregnated Her, Nine Times Noritoshi Kamo Aborted Her, eventually this unfortunate woman born with the ability to give birth to the children of Cursed Spirits perished, taking her own life after enduring the terrible abuse she suffered at the hands of the Worst Sorcerer in History. These Death Paintings are the aborted fetuses of this woman, left to rot in the darkest cellar of Jujutsu High after being deemed a failure by their creator. Only Death Painting 1-3 are strong enough to incarnate, manifesting in the Physical World if fed to a human vessel, but they are all aware of one another, through centuries of cold darkness they've only had one another for comfort. Through some quirk of fate you've come into possession of the Curse Womb Death Paintings, perhaps you'll study them? Or perhaps you'll try to find some way to make right the tragedies these poor children have suffered just by existing.

Jujutsu School (400)

You've gained ownership of your own School for Jujutsu Sorcerers, perhaps a school like Kyoto Tech or Jujutsu High? Or a more insular and focused school like the New Shadow Style? Regardless, as headmaster you are a respected authority within these walls, to the point your students would be willing to kill on your orders. In future Jumps you'll be able to awaken people to Cursed Energy when they agree to become students, allowing you to continue training Sorcerers in future worlds.

Clan (600)

You're the Clan Head of a New Jujutsu Clan on par with the Three Great Families, you have about a hundred low rank Sorcerers, and about a dozen powerful Grade One Sorcerers at your command as well as a luxurious compound and an incredible amount of money. If you have a Cursed Technique you may choose to make it your Clans 'Inherited Technique' causing it to become much more likely for your clan members to manifest that ability in the future.

Mull (600)

A Rare Mineral native to Simuria, this Metal can turn Cursed Energy into any other form of energy, from electrical to thermal. In addition to possibly being the key to infinite clean energy this Mull can also be used to create incredibly deadly weapons or wonderful conduits for Cursed Techniques. You have access to a full vein of the stuff and will get more every year, leaving you with enough Mull to supply an entire nation if you desire.

Beloved's Ring (800)

A Dear Friend perished far too young… and this ring is the only memento you have of them, infused with your Curse and your refusal to accept the death your loved one's soul has been bound to the Ring as an all powerful Cursed Spirit on par with the Queen of Curses Rika. When summoned this Cursed Spirit will be able to provide you with practically unlimited Cursed Energy and fight at your side as an easily Special Grade Opponent, they can also be used as a conduit for any of your techniques letting you channel your power into them easily.

Companions

Old Friends (Free)

You may freely import any of your companions from previous Jumps into this one, they'll be given an **Origin** and **600 Points** with which to make a build of their own.

New Friends (Free)

Anyone from this world who agrees to travel with you may be taken as a Companion for free.

OC Companions

These Companions won't exist in this world unless you purchase them here.

Spirit Detective (100/Free 'The Unknown')

This Young Sorcerer doesn't know a thing about Jujutsu Society, he had a mentor who taught him Sorcery and about the existence of Cursed Spirits but nothing about the existing cultures or traditions leading to him striking out on his own as a 'Spirit Detective' a passionate and angry delinquent with a chip on his shoulder about authority and a unwillingness to listen to people unless they earn his respect. His Cursed Technique allows him to convert his Cursed Energy into energy beams.

Ice Cold Heiress (100/Free 'The Rejected')

The Younger Sister of Satoru Gojo, this young Sorcerer has access to a Cursed Technique that allows her to summon vestiges of the Cursed Spirits she kills as minions with their power and techniques intact. However due to its similarity to the Cursed Spirit Manipulation Technique possessed by Suguru Geto the worst Curse User alive she has been forbidden from using her ability for Sorcery.

Following this verdict Satoru Gojo helped his sister to leave the Clan and found a place for her in Jujutsu High, much to the consternation of the Higher Ups and Clan Elders, but what Gojo says goes.

Assassin Brat (100/Free 'The Masses')

One of the last descendants of the long defunct Kashimo Clan, this white haired young boy inherited his distant ancestors ability to convert his Cursed Energy into electricity and combines it with his Cursed Technique that dramatically enhances his speed. This body is fundamentally a coward, unwilling to fight battles he's not 100% confident he can win- in short he's a loser.

Young Hero (100/Free 'The Acclaimed')

This boy didn't even know what Sorcery was a month ago! But through an astonishing turn of events he discovered his own Technique that allows him to absorb the power of a Sorcerer who feeds him a portion of their body and wills the transfer, discovering this after coming across the incredibly damaged body of one of Jujutsu Society's Higher Ups who had just crawled away from a fight with a Special Grade and recognized his family's distinctive green hair from ancient records. Hoping to allow his technique to survive after him he began the Transfer- making it quite awkward when he survived. With the aid of a newly depowered mentor, and a Cursed Technique that lets him massively augment the power of his muscles he's determined to be a Hero people can count on!

Princess Of Curses (100/Free ‘The Cursed’)

Embodiments of negativity make for quite the convenient enemies to mindlessly hate and exterminate don't they? Really any idea of coexistence is a foolish pipedream. Not to this incredibly powerful Vengeful Spirit Curse! This humanoid lady genuinely believes that everyone and everything can be good and redeemed and that there is a possibility of Curses peacefully coexisting with humanity. She tries to use you as a test case, perhaps either by being her human friend or a fellow Cursed Spirit to redeem. Don't let her behavior fool you. She is quite the powerhouse who will make all of Japan hear her hope.

Drawbacks

Extended Stay (100)

Are you not bored of a world where mankind's own negativity is preying on them? There are a fair share of individuals here who can live beyond a human lifespan so why not go for the long haul. Each time you take this you will be forced to remain in this Jump for 10 more years. You can take this as many times as you want but you will never earn more than a maximum of 500 CP from it.

Cursed Demeanor (100)

I suppose if your powersystem is built on negativity no one can fault you for feeling more negative. You are overall more experiencing negative or unhelpful emotions. Rest assured this is something you are perfectly capable of working through. If too many horrible things happen to you in succession however this might escalate until you eventually begin to think about wanting to die a ‘good death’.

Nah, I’d Win (100)

Being confident in your abilities is one thing. Backing all that talk up quite another. Granted you might be capable of doing so, what with all the potential you have. But that doesn't change the fact that you are very cocky and just a bit too arrogant. Expect this to at the very least grate on others nerves and worst case maybe lead to you underestimating an opponent at an inopportune time.

Jumper Trafficking (200)

In the years to come, as the secret of Cursed Energy becomes more well known, the people of Japan would become a highly sought after target. Human trafficking was a too common risk, in part to gain infinite energy. Somehow the various Governments of this world have been given a hint at what you can promise them. Expect investigations and kidnapping attempts. Best hope you have the power to take on a country.

Slander Wars (200)

You were supposed to be the Goat! But you ended up just being a Fraud! 0 Feats. 0 Relevance. 7 Times your Perks saved you! And the worst part? None of that needs to be true for people to think of you in such a way. Basically you are on Fraudwatch Jumper, people in universe behaving and acting as if they were part of the more toxic aspects of the Jujutsu Kaisen Fandom. Expect your victories to be considered copouts and even the slightest of mistakes to be brutally slandered.

Shonen Grit (200)

In a different kind of story, someone like you could change the entire world. They would earn love and admiration, bring out the best in people and achieve their lofty dreams. This? This is not such a world. You have been given the mindset of a Shonen Protagonist. Kind, altruistic, hopeful, the works. But much like Yuji Itadori the world does NOT reward these ideals in the slightest. Expect to have your optimism and ideals tested at every opportunity. But just perhaps you can prevail and stick to your beliefs.

Out of Energy (400)

How much Cursed Energy you have remaining is oftentimes the defining difference between victory and defeat. Part of what makes Gojo so powerful is how the Six Eyes help manage his output. Even with them

you might find yourself hard pressed to manage your own supply. You simply run out too fast off any energy or resource you have. One full power blow of your special move could leave you almost out of gas.

Jumpchain Restriction (400)

You know how Heavenly Restrictions are akin to naturally occurring binding vows and severely limit those who have them in some way? Well you were granted an especially annoying one upon your arrival. Any out of Jump Perk and Item is unavailable to you, reducing you to your Bodymod and in Jump purchases. You get it back after the end of your stay if you can survive.

The Opp Stoppa (400)

Mahoraga is the most uncontrollable Shikigami in the history of the Ten Shadows Technique. This is all thanks to his ability to adapt to all kinds of phenomena. Even the greatest of Sorcerers have been pushed to the limit by the Divine General and now you will be forced to face the Divine General as well. There is one additional problem. He has already adapted to any and all powers, abilities, items and resources you have that are not from this Jump. Now this may sound like an impossible task but rest assured there is a way for you to win. Remember, Mahoraga has not adapted to anything you have from this Jump and will only start to do so in your confrontation one year from now. Can you in that time grow to be strong enough to defeat him with just what you got from this world?

Broken Vessel (600)

Failure changes the course of entire lives. And you will fail severely Jumper. There will be someone you will be desperate to save at all costs. You will not remember how fruitless it was after taking this drawback, ensuring you give your all… and end up with nothing. This loss will break you utterly, unfortunately your broken spirit ending up being just the thing your enemies needed. It is not impossible to break out and recover but any failure that preceded this big one will make it all the harder. Best hope you have some great friends to bring you back. If you remain in this crushed state by the end of your time here you will fail your chain.

A Rift in the Balance (600)

Your entrance into these lands did not go by unnoticed. Just like how Gojo's birth upheaved the fragile balance between Curses and humanity, causing an unprecedented spike in their growth and danger, you likewise have caused a shift. Curses are empowered due to your mere existence in this Jump. A Tier 2 is only marginably below you, a Tier 1 may be your equal and a Special Grade potentially even being beyond that. Not only that Curses as a whole have it out for you, perhaps thinking you hold the secret for them to be ever more powerful. Even being a Curse will offer no protection.

Enemy Number 1 (600)

That wave of power Gojo talks about pales in comparison to what you seem to cause in the ranks of the Jujutsu world. You have become the enemy of all Sorcerers, seen as too great a threat to keep alive. Even the greatest of them will eventually come for your head, dead serious about taking you down. Don't think that eclipsing them in strength means you are safe. Even Sukuna fell through sheer attrition and that is a viable risk for you as well, especially as the entire generation's effort to match you boosts their training dividends enormously.

Scenarios

20 Delicious Meals

No matter what you do Sukuna will be reborn in full, and he will be reborn in the body of Megumi Fushiguro granting him access to the 10 Shadows technique in addition to his own Shrine- to make matters worse Satoru Gojo is nowhere to be found, leaving the fight for the sake of the world solely in your hands. You'll be tasked with fighting Sukuna at his strongest first, and if you die… your chain is over.

Your reward for your great feat is the Perk **Godslayer** this Perk enhances all of your efforts to act against a person in proportion to their legend and fame. This improves not only your ability to fight them directly but also your success in gathering unfair advantages or otherwise 'cheating' not that there's any such thing in a real fight.

The Strongest

A title held in the modern era by Satoru Gojo, the bearer of the Six Eyes and the Limitless Technique, Gojo believes in a ‘rising tide’ of strength that will help him create a new society independent of the traditions that defined the past of Jujutsu Society. You must fulfil Gojo’s Dream by becoming a worthy successor and true equal for him- this will be no easy feat, for his power drove even the King of Curses into a corner, but if done it will earn you the following reward for your achievement.

Reward: The Strongest

You possess truly inhuman talent for any Power System you come across, anything only a ‘once in a thousand year talent’ could manage? Yeah that’s basically your Tuesday. You exist at the reasonable peak of talent in every category for every power, supernatural energy, or other source of strength you come across. This doesn’t fully remove the need for hard work of course… but with Talent like yours it won’t be difficult to claim your seat at the top of any world with the right training and motivation.

Jumper Cycle

What does it mean to be strong? The previous scenario offers one answer and path to achieve it. This goes the extra mile, forcing you to face far more in direct combat. The entirety of the Jujutsu Kaisen world is something you must be able to take on and triumph over. From the Honored one, to the young prodigies and students to the most dangerous of curses. If they exist in JJK as a figure of power, you must face them. The circumstances of this Gauntlet are similar to the one Sukuna ran, so you will have to battle them one at a time in succession. Oh and don't worry about killing any of your newfound friends. This Gauntlet will begin at the end of your Jump in a separate pocket dimension with ‘copies’ of all your enemies. Don't hold back. They won't either.

Reward: Lord Jumper Still Isn’t Taking This Seriously…

To put it simply, you don’t get tired. The more you fight the more polished your technique will become, the more cunning your intelligence will grow, and the more brutal your attacks will be. The longer you survive and fight the more lethal you’ll become, trying to engage someone like you in a battle of attrition was the worst mistake they could have made.

The Age Of Curses

Jogo has a dream. One built on the, to him undeniable, fact that Curses are ‘true humans’. They do not hide what they are and embrace their true malicious nature. This is why this world needs to be cleansed. Humanity wiped out and Curses take their place as the dominant force on earth.

Maybe you too share this dream because you have taken it upon yourself to make this Age of Curses into a reality. By the end of your time, Curses must be the dominant species. Whether this means wiping out humanity, lording over them or some other means that ensures Curses as a dominant force is up to you. Why you could even try coexistence… though that would leave you with enemies on all sides. Of course no one will go blindly along with your ambitions. The Sorcerers and eventually nations will need to be dealt with and all others who would stand in the way of your dream.

Reward: Cursed Uplifting

For ushering in a new Age of a species that was seemingly destined to just be another enemy you are now able to do the same for other beings like Curses. You can bring sentience to beings similar to them and even remove any dependence on another lifeform they may have, like say human negativity. They will be able to propagate, reproduce and ultimately prosper.

Let There Be Peace

(This Scenario can only be taken with the 'Brave New World' Timeline.)

You must ensure a diplomatic and peaceful solution to the conflict between the Humans and Simurians that allow both sides to live in peace with one another as neighbors. This will be a difficult feat, as the Rumelian Tribe reveres Cursed Spirits as Gods and are unwilling to tolerate their Exorcism even at the expense of human lives, but at the same time there are countless humans simply hoping to end the situation with force and genocide… there simply must be a better way. If you can find a better path into the future you will gain the following as your Reward.

Reward: The New Japan

It only seems fair that you get to take the fruits of your labor with you, a unified Japan home to a mixed population of Simurians and Humans all of whom are at least tentatively accepting of each other, you are the Prime Minister of this country by default and will always be in that position even if you never run for reelection. The Simurians and Humans consider you their rightful ruler and will obey your commands within reason.

Disaster Polycule

You know what they say 'the greatest curse of all is love' so maybe the way to beat the Greatest Cursed Spirits of all is by making *them* fall in love? Food for thought isn't it? I won't be coy about what this scenario is, I'm sure you already guessed. Your mission, if you choose to accept it, is to romance the Disaster Curses, for each one you add to your relationship you'll get their reward, but the scenario is considered complete after one.

Regarding Dagon: while Dagon is a Curse Womb there is no evidence in canon to suggest that distinction carries with it a childish mentality or is otherwise a child. Having said that I can understand people being uncomfortable with it due to the implications of the terms at play, so in his case the scenario can be completed if you and he become best friends.

Regarding Love: in fact… why should Romance be necessary for any of them? While this is the intended route for this scenario to take and it will be implied in the rewards you may choose to treat Love as platonic or familial as is appropriate for you and your chain.

Reward: Disastrous Lover

Quite obviously for every Disaster Curse you romance you get to keep your new paramour as a companion, all you romanced being one group companion. Beyond that you receive the Perk each one offers:

Jogo: for winning the heart of the hotheaded and passionate Jogo, you gain the Special Perk **Meteor Force** by pouring double the Energy into any attack you perform you can make it a **Maximum Technique** a much more powerful move that surpasses your Technique's normal limitation.

Hanami: for winning the heart of the collected and calm Hanami you gain the Special Perk **Sages** this Perk allows you to draw energy from any item or person considered 'yours' this will destroy that thing but it will restore your body and energy reserves letting you continue fighting past your limit.

Dagon: for winning the heart of the furious and protective Dagon you have gained the Special Perk **Source Of All Life** this Perk allows you to turn your techniques or attacks into Shikigami. This will allow your abilities to think and act autonomously in order to better fulfill your goals.

Mahito: and lastly- if you were able to claim the heart of the sadistic and playful Mahito you have gained the Special Perk **Imperishable Soul** this will cause you to rapidly regenerate from any damage that doesn't target your soul directly, allowing you to survive any such attacks if they don't kill you instantly.

Ending Choice

Go Home

Stay Here

Move On

Notes

Big Thanks are due to FancyFireDrake, without whom this project may have remained in limbo for many, many months- thanks man, always love to collab with you.

Disaster Polycule is a Joke Scenario- but the rewards are real, I just don't think any of y'all have that level of freak.

OC Companions:

Spirit Detective: Yusuke Urameshi (YYH)

Ice Cold Heiress: Weiss Schnee (RWBY)

Assassin Brat: Killua Zoldyck (HxH)

Young Hero: Izuku Midoriya (MHA)

Princess of Curses: Charlie Morningstar (HH)