Heavenly Restriction Supplement

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"She can't use Cursed Techniques? What A Weakling! ... she didn't hear us did she?"

Heavenly Restriction- an involuntary pact forced upon a child at birth that cripples them in some meaningful way in exchange for boons in other areas, normally there is no one who can choose one of these conditions... but no one ever accused you of being normal? Did they Jumper?

This Supplement can be used along with any Jujutsu Kaisen Jumps to design a Heavenly Restriction for your Jumper.

You may also use this Jump as a Out of Context Supplement adjusting the verbiage as needed for the setting it's used in.

You may take any number of Sacrifices and any number of Boons, the only rule is that your total points must be **0** at the end of this process.

Sacrifices

The weaknesses you take on via the Heavenly Restriction Pact- these are not Drawbacks and do not disappear post Jump, and any methods you take to remove them will in turn remove the benefits of the Heavenly Restriction.

Body (+200)

You are physically crippled, unable to function properly in everyday life without severe technological or magical aid.

Curse (+200)

You have no Cursed Energy, absolutely no capability to use Jujutsu under any conditions, having absolute zero cursed energy does however have interesting effects on your relationship to it allowing you to cross barriers freely.

Mind (+200)

You have some obsession of your choice, this thing or person will consume much of your focus- if a living obsession perishes it will be the same as dying for you even if your body lingers.

Skill (+200)

While you may be perfectly rational in everyday life you are a creature of instinct alone in battle, you fight with a savage ferocity that almost entirely strips you of your ability to strategize or use martial arts.

Potential (+200)

It is possible that you were born strong, but you lack all potential for growth, simply put training has almost no effect on you. Your body won't become more honed and your skills won't become any sharper without a frankly absurd investment of time and energy.

Life (+400)

Your lifespan has been dramatically shortened by your Heavenly Restriction, you will die at or before the age of 25. Although this is technically dying of old age you will never suffer physical ailments related to age prematurely until the day of your death.

Death (+400)

You're going to die, within 100 years you are going to die horrifically and with a maximum of emotional pain involved, whether you come back or not... depends on your other perks but this destined doom is the condition of your Pact.

Destiny (+400)

You are not immune to destiny, in fact you were born knowing every detail of your own fate while not having any ability to change it... yes this includes your death.

Soul (+400)

You lack empathy for any other living creature, the greatest consideration you will ever be able to show for another person will be considering them an amusing toy- and this is *known* to them anyone who looks at you will understand this mentality of yours on a fundamental level and despise you for it.

Boons

Any boons here are- of course incompatible with their corresponding sacrifices.

Body (200)

You possess an incredible body, operating vastly beyond what most would describe as 'peak human' performance. You are effortlessly superhuman, able to break Olympic records with ease and even shatter concrete with a well placed blow.

However it's not just strength and speed that have been enhanced for you, every single aspect of the human body is simply... better than it should be, you have improved senses, balance, even longevity barring certain sacrifices.

Curse (200)

You wield cursed energy vastly stronger than humanities baseline, and you are able to use it over much longer distances even using your techniques across all of Japan by this method.

Mind (200)

Your brain is a true blue miracle, you can manage several separate streams of consciousness at once, think at utterly incredible speeds, and process vast amounts of information- it would possibly be more apt to call your mind that of a computer rather than a human being.

Skill (200)

You were born with great skill as a sorcerer, if you can use Cursed Energy your skill is on par with Grade One's from the moment of your birth- and the same benefit applies to combat with your physical body.

You'll find yourself getting a similar burst of skill in anything else you try- becoming capable if not the best in the world at anything you try your hand at

Potential (200)

You start with nothing different about you from a normal human, however you can become more. This is not power but potential, you have no limits in how far you can train your body, and even things like your Cursed Energy reserves can be improved with training.

This growth becomes faster when you're placed in life or death situations, you essentially become more talented after that kind of pressure.

Life (400)

You are utterly immortal and ageless, capable of surviving and recovering from anything thrown at you provided even a single drop of blood is left at the end. This regeneration is fast enough to be visible to the naked eye allowing for combat viable regeneration from crippling injuries.

Death (400)

You will never die, under any circumstances no matter the condition of your body or soul you will remain alive... but not necessarily functional- however if you have something like the Reverse Cursed Technique or another form of regeneration this can give you the edge you need to come back.

Destiny (400)

You... are free, Fate has no hold over you and all of your choices will always be your own with no regard for prophecy or even mundane things like hypnosis or drugs, you are you and always will be.

Soul (400)

For you alone is the ability to understand all living things, your empathy is off the charts enabling you to effortlessly read the emotions of humans and animals alike to such an extent that it can easily replace language, you are also able to communicate your emotions to the same degree making you a exceptional communicator able to cross species lines.

Notes

Maki is the best- don't we all agree?