Jujutsu Kaisen, Trouble Style
By Delos777(Reddit), Broomba(QQ) both are me!

Welcome, Jumper. This world may seem like your regular 21st century earth, but the reality of it is that there's something more sinister going on. Humans generate an energy called cursed energy, which is made from the negative emotions they feel.

What's more is that from this cursed energy, creatures called cursed spirits are made, foul creatures borne from the negative emotions of humans. Cursed spirits vary in size, power and intelligence, but one thing they all share is the annihilation of humanity.

You arrive here, a month before young teen Itadori Yuji eats a special grade object and becomes the vessel for the king of curses.
Take **1000CP**, and safe travels.



Origins:

You may freely pick your age and gender, but you arrive a month before Yuji eats the finger no matter what.

Sorcerer - Free: Rarely, a human is born with an abundance of cursed energy compared to a regular person, allowing them to become a Jujutsu Sorcerer. Sorcerers are capable of manipulating their cursed energy, letting them do fantastical things. Reinforcement, barriers, veils, and many other things that you are now capable of.

Cursed Spirits - Free: You're an oddity among your kind, being one of the few intelligent cused spirits. Cursed spirits are made from the negative emotions of mankind, and if there's enough negative energy surrounding something a specialized cursed spirits can be born. You're one of these kinds of spirits, being able to pick an idea/concept to represent.

Perks

You receive one 100 SP perk and item for Free, and may discount one perk and one item each that costs 200/400/600 SP.

Jujutsu - Free

- Every sorcerer has a set amount of reserves that has very little chance of ever increasing. Most have a moderate to above average amount of cursed energy, but you truly dwarf them. If theirs are a pond, then you're an *ocean*. Only someone like the king of cursed could truly compete with you in reserves alone, but even then you beat him by just a bit.

Potential Man - Free

- Unlike Bumgumi, you actually have a talent for sorcery. Megumi was a normie larping as a sorcerer, but you? You have the mindset to be one of the best. Staring at something incomprehensible is useless against you, cause clearly you don't need to understand what it is to know it can be hit! This perk makes you the right kind of crazy to *thrive* in the Jujutsu World.

Big Raga Aura - Free

- You've got *Aura* Jumper. The kind that everyone not only sees but *respects*. They know that you're peak, that no matter who you face off against, you do it in the best way possible. Mahoraga is the bar that sets normie sorcerers to the higher echelon of Jujutsu, and you hold that same kind of significance. You aren't past the bar jumper, you *are* the bar. And remember, "We don't slander the exam, we praise the one who passes."

Output/Reserve Training - **100cp**

- You're an outlier in the Jujutsu world. Unlike sorcerers who can't ever change their output or increase their reserves, you *can*. Training is usually forcing as much cursed energy as possible, and draining your cursed energy until you collapse.

Best Teacher Around - **100cp**

- Unlike a certain white haired man, you actually have a knack for teaching people. Now, this only works for Jujutsu, but something special that you can do is make someone a sorcerer. How much talent and reserves they have is completely up to chance, and them having an Innate Cursed Technique even rarer. I'd say about 11% of your students have the potential to reach Special Grade Status, with a 3% chance of them surpassing you in talent.

Binding Vow Liar - **100cp**

- Something that's completely unheard of is someone breaking a binding vow. No one, not even the King of Curses would dare break one, for the consequences are a fate worse than death. Not you though, cause you're a damn Liar! Somehow, through a twist of fate, you can break a binding vow and have zero consequences. You can also skew binding vows you make towards yourself have greater gain with minimal loss.

Non-Innate Cursed Techniques - **100cp**

- You've mastered nearly every technique that a standard sorcerer can do. Reinforcement, Veils, making shikigami, and even some of the New Shadow Style Techniques are yours to use. Any technique you find that you don't know of can be instantly learned.

A Foul Curse On The World - **100cp**

- Are you sure about this jumper? Well, it's your choice. This perk lets you bring cursed energy to any setting you go to. Every sapient being will emit cursed energy, sorcerers will have their own society, and curses you never even thought of will begin spawning depending on the setting. You can make the world have a history of Curses, or have it added the moment you enter the world. If it's the latter, curses and sorcerers will be borne in the next decade in abundance all across the world.

Yer A Rizzard - **100cp**

- "I'm a what?" You've got rizz, jumper. At least, you think you do. In reality your actions are just extremely pleasing to people your attracted to. It wouldn't take long for them to develop a crush on you, and if you give them all your attention they'll become a walking disaster and might pass out from embarrassment.

Looksmaxxing - **100cp**

- You're an absolute catch, jumper! Your body becomes your ideal self, becoming a straight 10/10. This perk acts as a beauty enhancement *and* a body change. You can change the proportions of your body to the thing you find most attractive. Become a himbo, a chad, femboy, a *MILF* even though you're 22, tomboy. Anybody type of your choice!

Change The World - **100cp**

- You can change the setting you're going to on a global scale. You can do a lot with this, like changing the gender balance, changing societal norms, maybe even adding demi-humans! I am going to limit this however, and any extreme changes you make like new races or energies have to be something from a setting you've visited before.

Reversed Slander Technique - **200cp**

- Do you see it?! I saw a real feat and put a watermark on it! Completely invalidating that person's personal growth! Don't you see?! It's the perfect counter! You can say something is AI and immediately invalidate the effort put into it, sometimes even negating whatever growth that person had. This has varying consequences, but most of the time it makes the recipients lose their shit and feel demotivated.

Trippy Cursed Energy - **200cp**

- Your cursed energy is freaky jumper. You can at will change the texture of your cursed energy, having it act like whatever you chose. Make it lightning and you have a powerful offensive attack on tap, or make it fear and you can inflict fear on your opponents just from your mere presence. You can freely change the texture of your cursed energy at will.

Cursed Technique - **200cp**

- Why am I making you pay for this? Weird, but whatever. Most sorcerers don't have an Innate technique, but now you do! Pick a cannon technique or make your own, you now own this technique. This technique can come with a technique Reversal and a hollow, and if you wanted, you could make your domain a Non-Lethal domain.

Enhanced Human - **200cp**

- Much like Yuji Itadori, your body has been enhanced to superhuman levels. While not on the same level as an actualized heavenly restriction user, you still trump over people as your base alone. This doesn't mean you're exactly like him though, as this is just a boost in your stats. You're not a half-curse or a vessel. Just a strong dude.

Sparking Black - **200cp**

- There were a lot of memes of Yuji landing Black Flashes unintentionally, his control of cursed energy making it so that everything he touches generates a Black Flash. You can do this now. Your control of cursed energy is so efficient and controlled that at will, you accidentally cause a Black Flash. Given little effort you can keep this under control, letting you use it at will.
- Something weird about it though is that the strength and progress you make is…odd. Depending on what you use it on, you gain a deeper understanding of what you hit. Someone hand you a fork and you land one? Now you know how to use it as a weapon, albeit not a good one.

Meta Techniques - **200cp**

- Sorcerers from another dimension are able to alter their spells, giving them more power, splitting it so it hits multiple targets and much more. You have this ability now, able to do things that your cursed energy really shouldn't be able to do.
- You're able to do things normal sorcerers can't. Open barriers, using RCT on a burnt Cursed Technique, using RCT to regenerate your reserves? Things that normally aren't possible are now, and things like multiplying Positive energy against itself can produce cursed energy are fully on the table.

Domain Modification - **400cp**

- You can modify your domain now. Pretty cool right? This has lots of uses like altering time inside, changing the interior to resemble another location, even having someone else apply their cursed technique to it. Trapping someone in your domain and shrinking it to the size of a marble is something you can do as well.

Defying The Heavens - **400cp**

- You bore the Heavenly Restriction of Monkey, leaving you with no cursed energy to speak of. While this granted you immense strength, you fell behind slowly and steadily. That's when you met *them*. A cursed spirit that was borne due to the death of a young child, a sorcerer who loved superheroes, especially ones without powers. They offered you their power in your plight of growing stronger.
- This has a few pieces. Firstly, you have monstrous cursed energy, so much that it's an abyss. Second, the heavenly restriction that bound you from having any cursed energy has mutated, becoming something else. Now, it enhances your body proportional to the amount of cursed energy you have now, which is *a lot*. You can also use cursed energy like a regular sorcerer, but can't use reinforcement as your HR has taken your right to use it.

Positive Well - **400cp**

- Man, you're *really* an outlier in this world now aren't you. You have a reserve of Positive Energy now, the complete opposite of Cursed Energy. I shit you not this is real. You can do everything you can with cursed energy, but instead of reinforcement you have a ridiculous healing factor that uses PE. You can output your raw Positive Energy as well, healing/purifying others.
- More than that, you can freely use technique reversals as if they were the base technique. This has interesting effects, as being able to use both Positive and Cursed at the same time without burnout makes using any **Hollow** technique that much easier with less strain.

Blood of My Brother - **400cp**

- Now you're actually like Yuji. You're not human anymore, Jumper. Through experimentation you are a half-curse now, having the body of a human and some of the characteristics of a curse. This perk doesn't give you the stat boost that this would normally give you. What it does do is give you the **Blood Manipulation** technique for free, along with being able to generate blood from your cursed energy alone.
- Along with everything else, if you willingly choose to, you can make someone else like you as well, turning them into a half-curse and granting them the same benefits of this perk sans making other half-curses. Everyone you do this to is intrinsically linked, knowing the state of each other and sharing a deep familial bond.

The Vessel - **400cp**

- Kenjaku had to do a lot just to make a vessel for Ryomen Sukuna, but you? You're the upgrade to his life work. You're a **Vessel** now, a being that's able to contain something inside them without zero issue. Spirits, Demons, even dragons aren't safe from your cage. At most, whatever you have in you can manifest a mouth to speak to the outside world, but that's it. They can't possess you, even if you're unconscious.
- The best part? Given enough time you can gain their power. Sorcerers would give you their technique if they had one, dragons would give you immunity and a breath weapon of whatever kind of dragon they are, and devils grant you infernal flames. You can only house three beings inside you at a time. What you do with them is ultimately up to you.

ALL IN 17 BLACK! - **400cp**

- LET IT RIDE! You absolute madman, you just can't seem to stop can you? Your luck is progressive, ramping up more and more the more you put yourself in dangerous situations. I'm not kidding, your luck is absurd if you let it get stronger. So much so that it even beats Kinji Hakari's luck, and that dude is pretty damn lucky!
- There is still a chance of you getting unlucky, losing it all. This usually ends poorly in your favor, and can have dire consequences. But hey, you're lucky, so it's fine!

Strongest of The Era - **400cp**

- You, Jumper, are considered one of the strongest of your Era. From now on you can give yourself the designation of Strongest for your tenure there, and reality changes to make sure of that. This doesn't make you strong right away, but your starting point is further down than others, and your peak is so high that the next strongest isn't even half way to you.
- If you want, this can also change the history of the world so that *everyone* knows that you're the strongest or are going to be.

Shift In The Balance of The World - **400cp**

- The birth of Gojo Satoru shifted the balance of the world, fate making curses stronger to balance the scales. Everyone knew that the world would be different, even Tengen felt the shift!
- Now you share this gravity, your very being altering the world on a cosmic scale. Your arrival, whether that be as a drop-in or a pre-made life, shifts the balance of the world. Everyone will feel this shift, but how they react is ultimately up to you to find out.

Earth's Perks Are Quite Advanced… - **400cp**

- Would you stop saying that Dabura, it's getting really annoying.
- Disregarding whatever that was, you seem to be a peer of Dabura the Simurian, as you share the same talent as him.
- The degree at which you learn and master techniques are quite frankly fucking stupid. Fucking Gege made this guy so talented that even just *thinking* about a technique he heard *once* that was possible let him immediately master Reversed Cursed Technique. You can do this too, and it doesn't just work on Jujutsu. Any system you have you can master immediately, slinging fireballs and summon thousands of Shadow Clones on your first try.

Fuck It We Ball! - **400cp**

- Your battle IQ is off the charts, but you're kind of a dumbass about it. You're able to do things in moments of brilliance that shouldn't work, doesn't make sense, and looks ridiculous but works anyway cause it's *you and how the FUCK did that happen-*
- ANYWAY. This perk alone can make you a contender for a semi-special grade for sheer ingenuity you exhibit in a fight.

Meta Integration - **400cp**

- Bit of an odd one this is. You can change the nature of your status of a sorcerer, changing yourself to emulate the people of whatever setting you're going to. If you went to My Hero Academia, you'd have basic strength and regeneration quirk along with whatever innate cursed techniques you have.
- Something really neat about this is that when you leave whatever setting you got to, you get a copy of your altered powers for you to use.

Altered Understanding - **400cp**

- Cursed techniques are rigid in the way that you have to use what you're given. Sukuna's technique is the act of cutting, but his ingenuity and talent made it one of the most fearsome techniques. To add on that, his usage of the **Ten Shadows** redefined the technique, becoming a better user than Bumgumi ever was.
- How a cursed technique is expressed is always up to the user's mind and beliefs. You can bend this understanding, being able to do things that the technique itself couldn't do before. As an example, you can redefine **Ten Shadows** to make it so that you can subjugate other shikigami and add them to your repertoire, or change it to become the **Hundred Shadows**, weaker shikigami but in exchange more material to work with. This can work on any Innate Technique you own, but the change has to actually keep in theme of the technique itself.

Curse Forge - **600cp**

- I want to be *very* clear jumper. Taking this perk you *will* become one of the most sought after people in the *universe*. You have the power to make cursed techniques. This is different from **Omnicurse**, where instead of translating whatever you see into an Innate Technique, this is *True Creation*. Making one is a long process, usually taking about an hour at most if the technique is complicated or powerful.
- Created Techniques are Macarons that someone can eat, and in doing so will grant them that technique. I cannot emphasize that if you take this perk, you will be offered *anything* for the chance to have one of your made techniques.

Omnicurse - **600cp**

- A sorcerer can only have so many Innate Cursed Techniques. Any more than four and their brain starts to literally melt. You however are the exception, and can store as many cursed techniques as you can.
- The fun part? Any ICT you see you can perfectly copy and use to the full potential. Even techniques that aren't compatible you can use to its fullest potential with zero dip in potential.
- ALSO, and I'm not joking, you can at will fuse techniques together, making an entirely new technique that you can use. This new technique uses the best parts of both parents, and neither technique is lost. There isn't a limit to how many you can fuse, but if you do too many then it might not work as you intended.
- The extra fun part is that if you see something that is plausible to be a cursed technique, you can make a cursed technique that perfectly copies it with its own domain and reversal. It has to be coherent enough to count, but besides that? Nothing is off the table.

Six Eyes+ - **600cp**

- The crown jewels of the Gojo clan. There's a lot you can do with them, one of them being able to manipulate cursed energy at the atomic level, but these? These bad boys are capable of a lot of stuff.
- These eyes, along with the main functions, can emulate and utilise the abilities of other mystical eyes. Sharringan? Yup. The literal eyes of God? You bet. The 666 demon eyes? Yeah, but you gotta see them in use before you can use them.
- There's not a limit on how many you can copy, but realistically you can only use however many eyes you have. You can use six

at a time as a base since it's the *six eyes*, but you'd need to give yourself more eyes to use more.

Awakening - **600cp**

- This one is pretty simple compared to the other two. Once, just once every 100 years, you can experience an awakening. Awakenings come in many forms, but the core of it all is a burst of growth so large that it brings you to a level much higher than you were.
- Gojo Satoru's awakening was the usage of Reversed Cursed Technique, and Itadori Yuji was the pressure of fighting Sukuna, granting him **Blood Manipulation**, **Shrine**, and soul targeted punches. You won't know what your awakening will be or when it'll happen, but when it *does*, you'll have an understanding of Jujutsu greater than none other.

Heavenly Restriction - **600cp**

- A binding vow has been etched onto your being, taking something from you and granting greater power. This can go two ways. The first, you can give up your cursed energy and talent for it, and in exchange you gain a body with the physical stats off the roof. Enhances senses, being able to compress air to jump off of, and much more.
- The second option is to give up most of your physical stats for a massive boost in Jujutsu. Your range has increased to the size of the continent, and the potency of your cursed techniques have been increased to 250%. While your body can't get stronger, your reinforcement makes up for it as it's so potent that you can contend with the King of Curses.

Items

Grade 4 Weapon - Free

- A weapon that's been imbued with cursed energy. Not that powerful, it has its uses since it can interact with spirits and harm them. You can choose what type it is.

Jujutsu Kaisen - Free

- You get a copy of the entire JJK manga.

You know what? Screw the weak shit, Imma go commit crimes. Here's some stuff for cheap. Don't break anything.

Cursed Armory - **100cp**

- An armory filled to the *brim* with cursed objects. Not a single item in this armory is below a grade one, and each one has a special effect. The best part? You have an inner vault filled with cursed objects imbued with the strongest cursed techniques.
- Gloves with **Idle Transfiguration**, a Tamboree with **Boogie Woogie**, glasses imbued with the Six eyes and rail gun with **Hollow Purple**! Shit is *crazy* and you can have it for cheap.
- Why? Cause fuck you, I *want* to give this to you. I *want* to make you an overpowered monster. Go. Do a crime.

Crate of Cursed Soda - **100cp**

- Weird turn around but this is worth it! You get a crate with three hundred cans of cursed soda energy. Drinking this 6oz can will completely replenish your reserves and increase your output to 150% for twenty minutes.

The *Spark* - **100cp**

- A 24 pointed star crystal that when shattered, completely erases cursed energy from the universe. It's the nuclear option, as getting rid of cursed energy also affects you. Once it's detonated cursed energy will no longer be generated.

Jujutsu-Trix - **400cp**

- An omnitrix that was retrofitted to express the DNA of the chosen alien as a cursed technique. I'm not joking. Is insanely powerful if used right. There isn't a time limit on how long you can use one. Can choose multiple at the same time but sets a timer before it goes to recharge mode, which is around 5 minutes. Can be bought multiple times if you wanna.

Companions

Import - 50
You can import any of your companions or create a new one when you choose this. Each gets one freebie and **600cp** to make a build with.

Nobara Kugisaki - Free

- Kugisaki was fascinated by you because you came from a big city, and badgered you to take you there. When you eventually relented it became a sort of ritual to go shopping for clothes. You pulled some strings, and managed to get her admitted to Jujutsu Tech early. Has a deep fondness for you that can be nurtured.



Iori Utahime - Free

- You're her favorite student, having a reasonable head and not causing much problems. She's proud that a lot of your growth is thanks to her, and revels in Gojo's despair when she flaunts you. Her favoritism is a problem for sure, but she won't realize it until it's too late.



Zen’in Maki - Free

- Maki sees you as a rival, and whether or not it’s mutual isn’t up for debate. Every time you fight her there’s a…*tension*, there. You haven’t won against her yet as you were still new to everything, but maybe something’ll happen when you do beat her?



Meimei - Free

- I ain’t gonna lie. She wants to groom you. Like, *a lot*. You don’t really know if it’s for personal gain or if she’s actually interested in you. Either way it’ll at least be interesting.
- Comes with UiUi if you want, cause otherwise he’ll be doing something else. Not willingly, but MeiMei will make it so.



Zen’in Naoya - Free

- This brat is a feminist and *hates men*. She thinks their scum and should just be eradicated, and believes them to be inferior. Oddly, for some reason, *you’re* the exception. To you, she’s the perfect woman, or what she *thinks* is the perfect woman. She’s timid, stutters a lot when you compliment her, and glows when you give her any physical contact.



Kashimo - Free

- Kashimo was originally from the Edo period but was incarnated in the modern era. She’s confused about a lot of things, and turns to you for understanding the modern Era. Despite being a man originally, she’s confused as to why she’s attracted to you.



Yuki - Free

- You actually met Yuki in America, and saw that you had potential as a sorcerer. She's grown interested in you, both your progress as a sorcerer and that your hitting all her boxes in a significant other.



Mahito?! - Free

- Not a real person but actually a cursed spirit, her birth had…complications so to speak. Instead of the malevolent spirit that would define Yuji, this one is-she's an absolute dumbass! There, I said it!
- She's ditzy, preferring to use her technique to make herself and others more beautiful. She *hates* violence, is scared of other cursed spirits, and sees *you* as her mother? She isn't all there, but is pretty adorable once you let her settle down.



Fushiguro Toki - Free

- A deadbeat mother that abandoned her child after her husband died. She's terrified of you, not because of your strength, but because you offer her something she thinks she doesn't deserve; compassion and love. Break down her walls and she'll be willing to mend the things she left behind.



Gojo Satoru - Free

- The Jujutsu Higher ups *loathe* her because she's a woman and has power. She thinks it's hilarious. Your relationship with her is rather light, with her always teasing you with her assets and always dodging when you try to swat her.
- She loves you a lot, but hides it so she doesn't get hurt again, afraid it'll drive you away like it did Geto.



Choso - Free

- Whether or not you're a blood womb like her, she views you as her little brother and is fiercely protective of you. She's doting, always gentle with you as if she's afraid you'll break. If you have **Blood Manipulation** she'd be ecstatic to show you how to control it.
- *You're* her top priority, often making rash decisions and crossing the wrong people if it means a guarantee of your safety.



Yuka Okkotsu - Free

- Yuka is your childhood friend, and instead of dying you both discovered Jujutsu together. While a little dour sometimes, she loves you wholly, willing to sacrifice herself if it meant saving you.
- She has a few cursed techniques permanently copied due to not having Rika, but is still special grade due to her sheer versatility and reserves.



Itadori Kaori - Free

- She’s an impossibility, having been revived as a pseudo-cursed spirit. She’s inhabited her body again and is having problems controlling her body due to being dead for a long time.
- Without memories, no motor movement, and a bloodlust she can’t understand it’s up to you to guide and take care of her.



Fushiguro Megumi - Free

- This girl *sucks* at being a sorcerer. Moody, quick to anger, and having a death wish isn’t a good mix to have when your job is fighting cursed spirits.
- You’re the only other person she deeply cares for, her sister only beating you just a bit. She’ll do anything to keep you safe and unharmed, risking annihilation from her own technique if it comes to that.



Ryomen Sukuna - Free

- This woman was reincarnated from a world where she lost against the combined effort of Jujutsu Society. Philosophy disproven, she seeks meaning to her new existence.
- She sees something in you, enough to the point that she's willing to lower herself to your level and actually *teach* you about Jujutsu. Probably one of the best teachers you could ever have.



Kirara Hoshi - Free

- She's your girlfriend? Not much was shown about her in the manga, and while the anime did her technique justice, not much else was shown.
- She's loyal, and will generally be a pretty good partner to you. Is open to the idea of you sleeping with other women cause she's into it.



Yoru - Free

- The cursed spirit of war, she loves to fight. Surprisingly weak right now, with time she'll become a veritable monster at warfare.
- Thinks you are the epitome of war, and while she *is* war herself, will ask you to mentor her.



Makima - Free

- The Cursed Spirit of Control. She's a weird curse, wishing to reshape the world to make it a better place. Unlike Jogo and co., she wishes to keep humanity as the dominant species. Sees humanity as cattle.
- You're the only one she sees as a true equal, having a crush on you cause she thinks you're a *Hero*, with a capital letter. Expect her to squeal like a little girl if you do even anything remotely cool.



Fami - Free

- This anxiety riddled person is actually a cursed spirit, specifically the spirit of Famine. She's *laughably* weak, her power dwindling as more and more access to food is available.
- You found her helplessness cute as she tried to threaten you, and decided to just pick her up like a sack of potatoes and take her home.



Lil'D - Free

- This is the Cursed Spirit of Death, by far the most powerful curse to ever be borne. Despite what she represents, she seeks the preservation of humanity, wishing for them to live an eternal life. For some reason, she thinks you're a fucking *Messiah*.
- She will legitimately worship you if you let her, write scriptures about your accomplishments, and attempt to make a church in your honor.



Lady Maria - Free



- Not everyone enters a world the same way. Maria woke from a terrible nightmare one day, remembering her time as a Hunter. With no memories of her time in the waking world, she wanders Japan, hoping to find a place she doesn't belong.
- One day, she stumbled upon you fighting a curse, and after you exorcized it demanded to join, her roots as a Hunter urging her to cleanse this plague. She's a reliable ally, able to damage Cursed Spirits despite not being a sorcerer and having no cursed weapon.

Iosefka - Free



- A practitioner of the healing arts, known for making a special blood concoction that increased regeneration for a short time.
- Dazed and jumbled memories of an imposter and a beastly plague, she enters the Jujutsu World as one of the only people who can output Reversed Cursed Energy.
- Iosefka remembers you, or at least a version of you, and holds you in great regard. You're one of the only people she can trust in this cursed world.

Plain Doll - Free

- A doll that was immaculately made and is animated by a higher power. She doesn't offer much, but will offer a shoulder to lean on. If you ever need a moment of respite, she's who you go to, for she will never judge you. Soothing you to a deep slumber.



Torrent - Free

- This is Torrent, he's a weird horese thing and we love him very much. Comes with his whistle thingy to summon him.
- Loves you a lot. Likes berries, and is a ride or die.



Revenant - Free

- Her status as a vengeful spirit's been warped by the earth, her being becoming more and more cursed spirit like the more she's here.
- You seem to stabilize her, keeping her and her servants stable. Is out of depth in a vastly different world from her own, and is going to rely on you a lot.



Sorceress Sellen - Free

- Sellen came to this world due to a magical mishap when teaching the Tarnished. Fascinated by this new world, she seeks out the truth of Jujutsu and what it is.
- As the First sorcerer she met, she outright demanded to become your student. She won't stop until you agree.
- It is hard to get along with her most of the time, but once she's comfortable becomes a lot more mellow, even cracking a few jokes here and there.



Drawbacks

Extended Stay (Not Really) - +**100cp**
Taking this will extend the amount of time you need to stay here by THREE Days. Can be taken multiple times with not limit. I'm at my limits please god I'm tired-

Supplement Mode - Free
You can use this jump to supplement any other jump. Both point pools are separate.

The End

Stay

Go Home

Continue

Notes

Dear god I'm crashing as I write this please just end me.
I'm not serious in anything I say. This jump is hot garbage and *will* be memed on.
Ketchup Packet.

On a more serious note, this is my first *finished* jump! Yay! I made this in one sleep deprived caffeine addled sitting, and WILL NOT make any edits whatsoever.

I'll probably not make another one for a good while, or until I go into another manic state.

This jump was made cause I wanted an excuse to have a jjk omnitrix. Maybe. It was an idea I had for a while and just wanted it in some official format.

bye