Jujutsu Kaisen

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Introduction:

This is the world of curses, here only the strong survive, and there is none stronger than Gojo Satoru, the man who has kept the world from descending into madness all by himself.

Here humans end up making curses by not being able to control their own energy, these curses tend to be scaringly powerful and also tend to hate their creators.

The ones who combat them are the jujutsu sorcerers, an outdated organization that refuse to accept that the world is changing, and as curses conspire to begin their golden age again, these fossils ignore them and conspire against their strongest soldier.

Worst of all is the King Of Curses, this terrible evil who used to be a man is reborn as twenty cursed objects, those who could grant great power to whoever eats it.

Shame that a high school student just did that, becoming the vessel to its great evil, change has come and there is no stopping it, only surviving it, for this, you gain 1000CP, maybe you could break the pattern of dying alone?

Oh, I suppose I must warn you of this as well: this jump has been made with the manga in mind, and as such it will contain spoilers, read it at your own risk.

Race:

This may be the single most important choice you make, so be careful, here you will pick your species, and in this world, many paths are chosen at this moment.

Human:

A simple human, with laughable strength and curse energy, well at least compared to your rivals. Not everything is lost, for your species has survived and thrived as this is the golden age of humanity and as such many systems exist to support you. By picking this, you have been just accepted in one of the jujutsu schools of your choice, either Kyoto or Tokyo, but if you are not a teen, you may decide instead to be a full-fledged sorcerer, your rank depending on your overall strength after making your build.

Choose your age and gender as you want, just remember that humans are not immortal, so you cannot pick some insane age, also be aware that the tutelage to become a sorcerer begins at the normal high school age.

Curse: -100CP

A curse, a being born from a mix of humanity collective curse energy and their fear. You are a mighty being indeed and will likely only grow stronger with age; already you could survive even gunfire and differently from most other curses you already are just as smart as a human and therefore you can talk. As a result of being a curse, you are also invisible to normal humans, curse energy comes easily to you. This new nature of yours has a price though, that is that your existence itself brings fear to normal humans, and companionship will be hard to find especially since most curses are incapable of thinking like a human. Your form is also very different from a human as you were made from human fear, and therefore your form corresponds to this; the fear of the ocean could, for example, end up with you being a fish, albeit a twisted nightmare version of one.

Age and gender are fluid for a curse, you could look as if you are thousands of years old or born literally yesterday, choose your age and gender as you please.

Hybrid: -200CP

A perfect fusion of human and curse, with one parent being human and the other one not, you are the creation of an ancient evil jujutsu sorcerer. With the body of a human and the strength of a curse, many paths to strength are available to you though they haven't been explored yet. Having a foot in both worlds while not truly belonging to either ensures that no one will accept you.

There are a few exceptions of course, those being your ‘brothers’, who, if they ever met you, would no doubt protect you with all their strength. Sadly they have been sealed for a long time, and the one who hasn't doesn't even know about his true family.

Your apparent age and gender do not matter, you could be hundreds of years old, or just like one of your brothers be a new creation, feel free to choose.

Origins:

That which defines your past, the body and soul are one in this world and for a jumper, an origin and power are the same Just remember this: 80% of a Jujutsu Sorcerer's is decided at birth. It may be cruel, but it is the truth.

A Normal Guy:

Just your normal dude, most likely you weren't even aware of the jujutsu world until recently, or maybe if you are a curse you were recently born. Either way, you are a new factor in this world; remember that the old geezers don't like that, but maybe this is actually a good thing? This world is a dark one and many would flock to a being that has not yet been corrupted. This is also the Drop-In option if you decide to literally appear out of nowhere.

The Strongest:

You were blessed at birth, born to whatever your race considers royalty, maybe your family has had fingers in the jujutsu world for centuries? Or maybe the fear which has birthed you was as old as fear itself? Either way, a lot of expectation falls on your shoulder, you are the future for either curse or humankind, every single error you make will be remembered forever, there is no failure here, else you be cast aside for a new strongest.

Weirdo:

It seems you've chosen not to wholly embrace the fighting and killing of this world. Instead, you are the type that helps in the background, be it making cursed objects, healing, barriers whatever, either way, while your work is appreciated you will most likely never obtain the level of adoration a true jujutsu sorcerer has, but maybe you just don't care?

Outsider: +300CP

It seems you have chosen what others would consider bad luck. You were born with one big problem, that problem being that you cannot use cursed energy at all and as such cannot access that section of the jump, but there is a consolation prize… you are strong, incredible so, and you only grow stronger with training. Right now you could even catch bullets mid-air, and with enough training even special grade curses will become fodder against your might.

This cannot be chosen by curses or hybrids.

Location And Time:

Where and when you will start is a choice that belongs to you. There isn’t too much going on yet, though, so this isn’t much of a choice; pick from either of these locations, and you will begin a week before Itadori eats the first Sukuna finger and becomes a vessel.

Tokyo Or Kyoto:

Pick one of the two, both of them contain jujutsu high schools and many jujutsu clans, even if you don't care about jujutsu these are still two of the biggest cities in the world, so there is plenty to be enjoyed here, just be aware that because of the huge concentration of people living here curses tend to be stronger than normal
If you are a human or hybrid you can start anywhere you want, as a curse, you cannot start inside the jujutsu schools, believe me, it's for your own good.

Perks:

Perks for your origin gain a 50% discount, while the 100CP perks become freebies.

The Anime Look: Free

There are no ugly people in anime land. This perk makes you look at least average by that metric, or in the case of curses intimidating, most people will be a 7 out 10, but somebody with the potential to become a special grade would be 10 out 10, this also gives a boost to looking cool, all your attacks now contain a lot more flash, if you know what I mean.

The Basic Requirements: Free

Every single sorcerer and curse who is strong have one thing in common: they are nuts. You now are as well. This doesn't mean that you will become the normal kind of crazy, what this means is that you can fight curses without hesitation. It would take a lot to make you scared and you can now enjoy fighting; in fact going crazy in battle would outright help you, giving minor boosts to your overall strength.

Fight Again: Free

The ability to know the right way to move when in a fight, not because you have been trained, instead you have great instinct, both at fighting alone and when fighting together with a comrade, won't be of much help against opponents with actual martial arts knowledge, but it's a start.

Your Battle Is My Battle: -100CP

There is no power to be obtained from being lazy, but sometimes training doesn't quite scratch that itch. This is why you can buy this perk, which gives you incredible luck in finding worthy fights, and if they don't exist this will make them, this perk is sure to make Gojo jealous.

This can be turned on or off.

Stand In The Darkness: -100CP

This gives a basic, but useful power, the power to keep going, just like Itadori you now have a strong will, it's not unbreakable, but its true strength is getting yourself together after you break.

A Normal Guy Perks:

The Tiger: -100CP

If the jujutsu career doesn't work at least you have this… You are incredible at any kind of sport, you already start at the level of a pro and only get better with time, this only applies to purely physical sports like track or basketball, it doesn't give any benefits to something like chess, it also doesn't help with combat-based sports like kendo.

Cheerful Boy: -100CP

You have an aura that tells people what you are, the aura of a cheerful happy guy, this doesn't mean you have to be that however, maybe you actually enjoy killing or something, either way, people will only realize that once it shows on your actions.

The Rookie: -200CP

It must be scary starting as a nobody, but at least you have this, you learn the basics of things very quickly, this is mostly applied to things like learning rules and culture, you still have a boost for combat learning, but it is very small.

He Can Take Him: -200CP

People underestimating you can be nice, but not when it is on your own organization, this helps with that, now your allies will have an instinctual understanding of your abilities, they won't quite know the details, but they will know when your bullshiting or when you are just being confident, this will also help with rising up in organizations since your leaders will know your actual power.
Can be turned on or off.

THE TIGER: -400CP

Do you know the boost from The Tiger? Yeah you know have that, but for martial arts, you will quickly learn and master every single one you try, going from a normal high school student to an experienced fighter is easy, which is where the bad part of this comes from, you will only get this boost when fighting, training is for chumps a true tiger just goes and kicks ass.

The Right Way To Die: -400CP

The right way to die is being surrounded by your loved one, quite a hard goal when you are a jujutsu sorcerer, most people die alone and scared while cursing everybody they love, but this will give you a little bit of help, you are just a very friendly type of person, getting friends is now super easy, only some quick talks and its done, but while this boost is massive it only helps with shallow relationships, it takes true hard work to make an unbreakable bond.

Chosen By The Black Flash: -600CP

The black flash is a powerful technique, not exactly reliable, but powerful nonetheless, the problem comes from actually using it, it's an impossible challenge for most people, but you are different, energy manipulation of all kinds comes easily to you, learning something like cursed energy takes only a day, and in battle, this boost gets even bigger, if you ever land a black flash you can be almost sure that you will break the world record that day, this basically gives you equal talent to Itadori, this does not end here either, because actually putting your abilities to good use is easy, this gives you creativity on the level of Mahito.

BROTHER!!: -600CP

Do you know that whole thing about bonds being hard to make? Well, forget that, because you have a *weird* ability, it needs to be done in certain circumstances, but it works like this, first you must be fighting an opponent on a 1V1, your enemy must ask you a question and you must answer, and if your opponent is the type of person who could become your friend if you weren't in the wrong side then…
Memories will be made, more specifically your enemy will have memories of being your best friend, these memories will be indistinguishable from real ones, of course, the things they remember won't be actually real, but that probably won't matter now that they remember all of this, your enemies reaction will depend on what type of person they are, some will ignore it, some will have a mental breakdown, some will accept it, another factor is strength if an opponent is way stronger than you this ability won't work.
Truly a cruel ability.

The Strongest Perks:

Taunter: -100CP

You seem to have a knack at pissing people off, in a few short moments you can make somebody truly despise you, but if you aren't looking for mortal enemies this can be turned down to just simple teasing.
The types of taunting you can do generate different results, you could make someone mad or maybe break their will, this also gets stronger, the stronger you are in comparison to your opponent.

The World's Peacekeeper: -100CP

You are very good at building a good reputation, well at least an intimidating one, if you do want people will quickly learn not to mess with you, eventually you could even be known as the strongest by pretty much everyone, but there is a drawback to this, your reputation can only be built on truth, or at least the truth as you know it if you are some super evil monster you can't build a reputation as a hero for example.

I Still Have That…: -200CP

A jujutsu sorcerer must be always ready to lay down his life, you included, this gives you the courage needed to enter a fight knowing you will most likely die and still fight, also differently from Megumi this won't hold you down, you will never become lazy and stop training just because you know you have one final move in case things go bad.

I Never Regret Saving You: -200CP

Jujutsu sorcerers aren't heroes, this is just a job, nothing more, but maybe this can be a good thing… You seem to have an incredible belief in your ideals, this ends up giving a feeling of safety for those you help, just saying you didn't regret helping them can bring them back from a bad stop.
You aren't a hero of justice, this is a job, but this just makes the fact that you saved them all the more special.

Crazy Smile: -400CP

Blood is spilled, your enemy screaming, the adrenaline rush, this is when you can be your true self, a bloodthirsty killer who enjoys battle, but in this world, this is fine, no not just fine, it's great, you now truly enjoy battle, even more than food or sex, and as such you thrive in it,

it's like a sixth sense that tells you how to move, new techniques coming more easily, but it does have a flaw…
They are badly made, while they are still usable they are weaker than they could be, incomplete, you can still train them outside of battle of course, but it will be slow progress, also your boost only works in the fight where you made this technique, in essence just like Megumi you are good at pulling things out of your ass.

You Are Weak: -400CP

What is with all this trash challenging you? Don't they know who's best? Well, I guess you have to teach them… By humiliating them of course.
The more your opponent feels scared the weaker they become against you, this effect isn't too massive, but weakening them isn't the only thing you do…
You make them regret it, badly, after you give them the scaring of their life they will never forget it, and as such this debuff will never disappear, teach them who's the best jumper.

Jumper Saw It!: -600CP

Sometimes jujutsu sorcerers get stronger after "dying" the most significant example being Gojo Satoru, you now hold this potential as well, this essentially gives you a One-Up, once per jump if you are killed you will revive and now with a greater understanding of your abilities, new possibilities now being clear to you, this boost can only be obtained if you are killed by an enemy, no murking yourself for more power after you obtain your spark this becomes a once per ten years ability.

Strong And Intelligent Allies: -600CP

Sure you can just kill everyone you disagree with, but this will be just a temporary change, true change comes with time, by having strong comrades who agree with your ideals, this essentially makes you good at teaching, not only by making people stronger but by showing them how strong they can be, every student you have is clay before you, is up to you to show them their potential.
Students who learn under you will grow in strength and character fast, your star pupils will sometimes even momentarily obtain weaker versions of your perks.
This will also create a strong bond between your pupils and you, them quickly growing to deeply caring about you, even if you are an annoying sleazy teacher.
It's time to change the world jumper, by having strong and intelligent allies.

Weirdo Perks:

College Grad: -100CP

Huh, you actually have a degree… of what? Of whatever you really want, you seem to have graduated with flying colors too, no doubt there are many careers for you to choose, there is a minor problem though… You cheated, a lot, while you may have your degree your skills aren't quite of a master, but hey who cares you still passed.

WILLPOWER!!: -100CP

The amazing willpower of not giving a shit, you are basically immune to taunting at this point, not even Gojo could get under your skin, it's almost like your mind is made of steel, this may not seem that useful, but at least you won't become Utahime…

Must Protect: -200CP

Being a normal human can be hard in this world, most curses can kill them in the hundreds, and being a supporting sorcerer or curse is even worse, it's basic strategy to take out the healers first, but you seem to be different, your enemies can't seem to target you until you are the last one standing, now you can help people without worrying that some random guy will kill you, if they want to kill you they will have to focus on your allies first, well at least those who are in the same area as you.

Addict: -200CP

Sorcerers cope in different ways… but a consistent factor is that their way of coping can be unhealthy, smoking, drinking, you know the drill… it's a hard life out there especially for support sorcerers, leading your friends to a mission only for them to not come back must be crushing, this will help with getting over it, you are now immune to the bad side effects of common alcoholic drinks, and most types of drugs, and getting addicted at anything is now close to impossible.

One Of The Three Died…: -400CP

The jujutsu world is one full of politics… and traps, it's not uncommon for a sorcerer who the higher-ups don't like to be given a suicidal mission, while I doubt that's going to happen to a supporter it could happen to your friends.

Now, this won't happen as much… you seem to always be able to tell when you or your friends are walking into a trap, you also have the skill to convince your allies that it is a trap in the first place, now hopefully you won't lead a bunch of first years against a special grade.

Is It Night?: -400CP

You are simply amazing at hiding evidence, both of the supernatural and the mundane. Your boss just fought a man made of lava in the middle of a forest? Hiding it is easy for you, even without barriers, but when it comes to barriers you are even better, making a barrier that negates the entry of one person is easy for you, but you could achieve similar results even without such a restriction.

Reversed: -600CP

The incredible gift of healing is now yours, everything that heals someone or yourself is boosted to incredible levels when used by you, something that heals simple cuts could even heal limbs, for example, this also applies to learning new healing techniques, you put both Shoko and Sukuna to shame, even as human healing your own heart can be done, you are just that amazing.

Evolution: -600CP

Immortality is now yours, no doubt you will grow mighty with age, but you do have a small problem… You can still be killed you are not invincible, you also do age… but you do not die from it, eventually you will evolve from your human form by this aging process, what you will become is unknown, but it will most certainly be dangerous. If you do not wish to evolve you must find a specific human and fuse with, you will get their memories, but not their innate powers.
Be careful Jumper, this ability is quite famous and no doubt it will attract attention from dangerous people.

Outsider Perks:

My Miracle: -100CP

This world is dangerous, both for you and for your loved ones, people here tend to have skewed morals and won't hesitate to target your family to get you, I doubt that this is something you want, but there is no need to worry, your enemies tend to ignore your family, at least when they have no fingers in what you're doing, of course, this protection goes away if they do start being an active part in your secret life.

Money Talks: -100CP

Turns out that when you are a mercenary finding contracts can be quite hard, specifically if you are focused on killing, this will help you with that, you will never find yourself without a job, they won't always be good jobs, but at least you will have them, gotta put food on the table somehow.

Done In Spite: -200CP

It can be hard living in this world without cursed energy, just by being born this way you are considered inferior, people here will actively deny you progress, but no more. People now will always acknowledge what you have done, they may not like it, but as long as you deserve that promotion you will get it

Glasses: -200CP

A non-sorcerers needs many tools to compete with normal sorcerers, they can't see curses or even kill them, this can be troublesome… Especially since the tools you need are most likely in the hands of the people who want you to become a sorcerer the least, good thing you are lucky at finding them anyway, any object that is strictly necessary for the progress of your career will now be obtainable by you, they won't be the strongest, but better than nothing right?

Man Of Stealth: -400CP

Trying to take special grades on without any plan can be dangerous, it's already a nightmare for normal sorcerers so it is even worse for you, thankfully you can avoid that very easily, sneaking is your second nature, all your moves soundless, you also have no odor, and that's just when you aren't trying very hard, you could even catch Gojo off guard if he was tired at least.

Time Limit: -400CP

The ability of making plans at the same level as Toji Fushiguro, enough that with a little bit of luck, time, and money you could even kill Gojo, your plans also have two special qualities… First is their uniqueness, thinking outside of the box is easy for you, and they work even better than a standard one, the second is that the riskier your plan is the more you can reap from it, this doesn't guarantee a win, or even help with it, but if you do win… Then the rewards are going to be worth it.

Twins: -600CP

Being a twin is hard, really hard in this world, when they are born their power is split between them, and the same happened to you, your twin has half of what you have gotten in this jump, but at least they consider you a very important person, but if having a loyal twin is not enough don't worry if they ever kick the bucket or the jump end you will get all your power back with a lot extra, increasing your power multiple times.
You can decide at the beginning of every jump if you want a twin or not.

Too Strong: -600CP

You are far too mighty to be contained if someone ever tried to control you in any supernatural way you will immediately regain control, not only that but you will also become stronger by stealing something from them, ranging from a few abilities to even their entire body.

Human Perks:

Little Despairs: -100CP

Being a human sucks, and it sucks, even more, when you are an adult, taking care of yourself is a pain, having to find a job is a pain, and working in that job is even more of a pain, you seem to have quite the experience with this, being skillful in a bunch of basic, but necessary abilities, cooking, cleaning, taking care of your finances, driving, basic adult skills that you have more or less mastered, well at least compared to a normal guy.

Money, Money, Money: -200CP

Everybody needs green to survive, but this doesn't mean that it is easy to get it, even if you do have a job lots of time you won't get what you deserve, this helps you with that, now you will always get the respect you deserve on your workplace, you won't get underpaid anymore or your boss ignoring your rights, basically people will treat you like they should.

Those Poor Buildings…: -400CP

You're going to get kicked around a lot being a sorcerer, through buildings mostly, these attacks tend to screw you considering you are a squishy human, but no more! You have an endurance much higher than normal for your race, a normal human could be sent flying with a punch and be mostly fine, this also applies to your resistance against pain, you won't be ignoring torture or anything, but you also won't flinch in a normal fight, this also makes it so that is impossible for you to die from blood loss.

Doll Maker: -600CP

You are now cursed with the knowledge of how to make cursed dolls who possess their own curse energy, this act is done by copying the information of three souls, you then use these souls to make three "cores", if these cores are compatible you may then implant them on a cursed doll, this cursed doll will then become a self-aware being, with one of the cores determining their personality, though they may use the abilities of the other two as well, this process takes about three months to be complete.
It is worth noting that having this ability can be quite troublesome, considering that you could now create an army of jujutsu sorcerers you must be careful, many people will now be watching your next move.

Six Eyes: -800CP

The pride and joy of the Gojo clan, the Six Eyes is now yours.

These eyes are one of the most useful abilities sorcerers can possess, it allows you to analyze things at a molecular level, cursed energy included, it gives your incredible awareness of your surroundings as well, your brainpower is also massively increased, being able to make plans and calculations that would take hours in a few seconds, your own cursed energy also gets its efficiency massively increased, even attacks that would destroy cities being diminished to almost zero cost.
Normally only one user of the six eyes can exist, but it seems you have broken this pattern, this does mean however that your destiny is tied to Tengen and his vessels, where that will take you is undecided right now, but it will undoubtedly choose what path this world takes.
Worth noting that having this ability immediately makes Kenjaku your enemy, he is an old evil sorcerer who would very much like if you ceased to exist, he won't kill you, he has given up on that a long time ago, instead, he will try to seal you, and if you do get sealed by someone your chain is over, don't worry though, this weakness disappears after this jump.

Curse Perks:

Spooky Home: -100CP

Curses are born in pretty shitty places such as abandoned hospitals or graveyards, worse is that they tend to live there, thankfully you don't mind it, in fact, you actually like it, you feel more comfortable and will be healthier by living in places such as these, even your power will slowly grow, though the power boost will disappear if you leave your home, this also comes with the ability to find such places, hey it's better than being homeless… probably.

200 Meters: -200CP

Every curse should embrace its bloodthirsty nature, denying yourself should be a human thing, but killing people can be kind of a bother, a waste of time, thankfully you are very good at causing collateral damage in fights, a normal brawl between two first grades could end up with an entire city block destroyed, this will surely cause the death of a lot of humans, sure you aren't personally enjoying their deaths, but quantity has a quality of its own sometimes.

The New Humans: -400CP

Humans are sadly in current control of this world, there are just too many of them, so even if they are untruthful beings they do end up reigning supreme, someone has got to do something and stand up against these monsters, and that someone is you.
You are great at inspiring and rallying revolts, these can be something like rebelling against a king or against humanity itself, this also gives you the abilities of a general capable enough to organize this army.
Of course, this won't be enough to get rid of Satoru Gojo, he is just too strong, now if you could get rid of him somehow…

Fateless: -600CP

Rebelling against Tengen and Satoru can be quite literally impossible, fate itself is on their side, and while you may win at the moment, actually winning the war can be quite hard, but you are different, fate has no hold on you or your allies unless that fate is helping you at least, with this the chaos you create will actually be chaos, no need for some weirdo with no curse energy to interfere.

Fear Incarnate: -800CP

Curses are born from negative emotions, gaining their power from it, but after that, they stagnate, while they can grow stronger, this ability of them disappears, you seemed to be the

exemption, the more people fear you the stronger you will get, this boost will also grow much more if the person is personally afraid of you, someone who just knows you as that random guy won't give much, but if they are constantly being afraid this boost will be bigger.
This also gives the ability to create your brethren in other worlds, at the beginning of a jump you can decide whether you want curses to exist or not, they will work the same way they do here, and you can choose if they always existed or if they are now suddenly appearing.

Hybrid Perks:

My Own Curse: -100CP

You have your very own pain in the ass of a curse, or maybe you don't I don't know, but if you do this will help you, since you gain a willpower boost when following your objectives, be it good or evil, it also helps your self-growth, your willpower isn't unbreakable, but at least you won't be laying around quite as much.

Death Reporting: -200CP

You are very talented at faking your death, not because you are good at planning or something, it's just that you are very lucky when it comes to this, fell off a cliff? Well, he's dead no need to look for a body. This is the sort of luck you have if you want even disappearing for a few days can cause people to think you are dead, be sure to surprise your friends if you do come back, it will be funny and fix everything… yeah definitely.

I Am A Big Brother: -400CP

The older one must protect the younger one, they must live for each other, that is the philosophy of the cursed paintings, this will help with that when protecting family, especially if you are older than them your power will skyrocket, this also gives the ability to know when they are in danger and gives a speed boost so you can reach them in time, you get a boost when avenging family as well, but this boost is smaller, as a bonus when fighting enemies who mistreat their families you get the same boost as when avenging a family member, these boosts can stack.

The Words That Came From Deep Inside My Guts: -600CP

A curse and a human are mortal enemies, they both hurt and kill each other, that is the true nature of jujutsu, and you are the prime example of that, when you enter a jump you may choose one species, you get much stronger when facing a member of that species and you also inflict fear on them more easily, this is only the first part of this perk, however.
The second part is that the more you hate someone the stronger you get when fighting them, this boost will help with your immediate power, but a little will stay with you even after the fight is over, you also seem to learn fighting abilities faster when combating them.

Ryomen Sukuna: -800CP

He was the king of curses, a feared sorcerer who was so powerful that he became known as a god, so monstrous that the entire jujutsu community banded together to defeat him, and while they did succeed it was a bittersweet victory, Sukuna's hatred was so great that he

reincarnated as twenty cursed objects in the shape of fingers, if a curse were to eat them they would gain incredible power, if a human were to eat them they would be poisoned and die… but there is a chance, one in a million that some poor soul ends up being a vessel, one who now contains the power and soul of Sukuna.
That person is you Jumper… You have eaten five fingers so far, though it is up to you to find the rest, this may seem to not give much initially, but believe me, it will be worth it.
First, you now can harm souls, and if somebody tried to hurt your soul they would have to face Sukuna first and while he isn't very cooperative he will no appreciate anyone messing with his soul.
Second, you obtain a few abilities from him, poison immunity and immense cursed energy, and with time you will gain his other abilities as well, Cleave, Dismantle, his fire ability all will be yours in time, this process will take about ten years, but you can fasten it by fighting, you will also only absorb the number of fingers you consumed, you will have to hunt the other fifteen if you wish to have his full power.
Third, you can now switch your conscience with Sukuna, he probably won't help you, but maybe you can make a contract with him or something, by the end of the jump you can also choose whether he will follow you or not, no worries though you won't lose anything by leaving him behind.
At the beginning of every jump, you can now choose to become a vessel of a being of a similar reputation as Sukuna, you will start with one fourth and most go through a similar challenge as eating the fingers to obtain the rest, this will work like Sukuna, getting basic abilities, absorbing them Etc…
This does have a problem however, this perk means that you will most likely be hunted down and executed by jujutsu sorcerers, who knows though, maybe you could bullshit your way out somehow.

Jujutsu Sorcery:

Jujutsu sorcery, here you will find many techniques, some can be learned, some are unique to you and some are passed down in bloodlines, having one of the last two immediately increases your chances of rising in the jujutsu world, so be careful, you also get for free basic curse energy manipulation, around the level of Itadori after he watched his movie marathon.
Everyone gets a single discount, use it wisely.

Ratio Technique: -200CP

This ability allow the user to see lines divided in tenths in their enemy's body, this line has a weak point in the three-to-seven ratio, and if the user hits this point a critical hit will be made, strong enough to hurt even special grades, you can hit this line with anything, your fists a weapon it doesn't matter as long as you hit it, you don't need to see these lines at the length of a body either, you can also see in smaller parts like arms or legs.

Sound Amplification: -200CP

This turns your body into a sound amplification device, capable of increasing the strength of sound and using cursed energy on it, you will need a musical instrument, however, so you get one for free here, the most basic one is a guitar, but you could choose another if you wish.

Injury Technique: -200CP

Allows the user to stop wounds and bleeding, though it cannot heal them, it also numbs the pain, the length of how much time you can stop a wound depends on your cursed energy.

Auspicious Beast Summon: -200CP

Allows one to summon four beasts and gain their powers, they are:
Kaichi: A floating horn controlled by the user that can tear flesh easily, it can also work as a homing missile.
Reiki: Creates an armor of water for the user using their cursed energy, it also increases their speed and mobility when in water.
Kirin: Allows the user to completely ignore pain, and instead of draining cursed energy it drains stamina.
Ryu: Coats the user's hands with lightning.

Phone Technique: -200CP

Allows one to manipulate what they capture with a picture, it can even allow one to teleport, it does have one massive drawback… It is absurdly expensive in cursed energy, you also need a phone or a camera, but you get a cellphone for free if you buy this.

Blazing Courage: -200CP

Allows the user to manifest and manipulate flames from weapons, even if the weapons are broken, this flame is quite strong as well, enough to kill first-grade curses easily. This ability belongs to the mighty Zenin Family.

Inverse: -400CP

This has quite a basic effect, yet it is also very powerful it inverses the strength of an attack you receive, a weak blow becomes strong and a strong becomes weak, it's worth noting that even a weak attack must at least be a little strong, so don't worry about dying in case a leaf falls on you, a rabbit tackling you would be already strong enough so be careful, a powerful technique, though also very easily countered, be aware at all times.

Tool Manipulation: -400CP

Allows the user to control a broom telepathically, the broom mimics your physical stats, it also has basic wind control ability, while you can use this in any broom, it must be one at a time, you also get a free broom with this.

Boogie Woogie: -400CP

The legendary amazing spectacular Boogie Woogie is here! This incredible ability allows you to swap places of two things with cursed energy by clapping, and I mean anything, people, you, objects, as long as it has cursed energy you can swap their place.
This also gives the ability to immediately seem cooler to people who like tall women with big butts.

Black Bird Manipulation: -400CP

Allows the user to control crows by infusing them with cursed energy, you will have absolute control and can also see what they see, you can control them from kilometers away and even use them offensively.

Miracles: -400CP

Do you know when your favorite food has a discount? Or maybe you found a dollar on the ground? This will now help you.
What this ability does is essentially storing the luck of these little miracles by erasing them from your memory, this luck is then released when you are in danger, you, however, are unaware of this ability, only knowing that you have some technique that saves your life sometimes.

Cursed Doll Manipulation: -400CP

Allows the user to imbue dolls with cursed energy and then control them, their strength depends on the user's strength and cursed energy, this also gives mastery at sewing.

Domain Mastery: -400CP

This gives various domain-related abilities to the user, and while they can be learned they are also secrets from big families, they are:
Simple Domain: The domain for the weak, makes a circle around the user that protects them from other domains, it can also be used in sword techniques by attack someone the moment they enter this circle.
Domain Amplification: Creates an aura around the user, this aura works like an offensive domain, and while it doesn't guarantee a hit it does at least grant you the chance to actually hit someone in the first place, very useful against a certain someone…
Falling Blossom Emotion: A defense domain that works like the simple domain, but instead of working as a circle, it defends the user by applying cursed energy on the place they were attacked, a risky defense, but one that can pay off immensely.

Blood Manipulation: -400CP/-600CP

A technique passed down in the Kamo family, it allows the user to manipulate their own blood, both internal and external, it can be used for doping, projectiles, weapons, and many other things, it does have the weakness that you can only manipulate your own blood, be careful, else you kill yourself.
For an extra -200CP you also gain the Rot Technique, allowing you to poison your blood, you are immune to this poison, this poison causes necrosis on others, this effect is very slow however, the main part is the pain, it causes immense pain in an opponent.

Puppet Manipulation: -400CP/-600CP

Allows the user to create puppets that have powerful technological abilities, like cursed energy cannons, you can manipulate them with cursed energy as well.

For an extra -200CP you are now able to manipulate these puppets from very long distances, you could control puppets from the extreme point of Tokyo to the other.

Straw Doll Technique: -600CP

Allows the user to shoot nails imbued with cursed energy using a hammer if these nails do hit your opponent the damage will be increased by putting your cursed energy inside of them, if you also have something from your enemy, like a hair or an arm or something you can use your straw doll and hammer to cause damage to them at any distance replicating the effects of the nails.

Disaster Flames: -600CP

A very destructive ability, it allows the user to create and control flames, magma, volcanoes, and insects, you can mix and match these abilities as you wish, be aware that this ability is very tiring.

Disaster Plants: -600CP

Allows the user to control and create plant life and the cursed energy that flows through them, this ability is very expensive, be careful.

Disaster Ocean: -600CP

Allows the user to create and control water and ocean life-based shikigami, like fish or whales, one can also absorb and eat humans caught in your water, like the other disaster abilities this is very experienced in cursed energy.

Cleave And Dismantle: -600CP

The most well-known ability of the mighty King of Curses gives the user the ability to use two types of slashes, one cuts through things without any resistance what's so ever, as long as they don't have cursed energy that is, the other one cuts things with cursed energy, this ability reads your opponent cursed energy so you never waste more than necessary in cutting them in two.

Séance Technique: -600CP

The power of necromancy, allows you to " revive" someone in your body or a body of your choosing, as long as the person you are reviving doesn't have cursed energy.

You get their memories and physical capabilities, be careful if their will is strong enough they can resist this and even steal the body they have been revived in.

Cloning Technique: -600CP

This powerful technique allows the user to make four clones at a time, though first, you must produce a special type of mud, these clones are perfect replicas of you, with all your powers, you can also switch bodies with them at any time.

Projection Sorcery: -600CP

This ability allows you to turn a second into twenty-four frames, anything you touch also follows this rule, you must first plan your twenty-four moves and if you do not obey them you get paralyzed for a second, the same rule applies to the things you touch, you also cannot break the laws of physics too badly or change your plan in the middle of the twenty-four frames, it is also worth noting that while you use this technique you will gradually get faster, out speeding even special grades. This technique belongs to the Zenin clan.

Idle Transfiguration: -800CP

Allows the user to manipulate their soul or the souls of others by touching them, and since the body and soul are connected you can manipulate their bodies as well, this does have its limits on humans who will die if you are not careful enough, these ability also means your own physical body doesn't matter much, the only ways to kill you are to either completely destroy your body or to hurt your soul.

Construction: -800CP

Creates objects that differently from domains never disappear, these objects can be anything as long as you know how to make them, however, this is tiring both stamina wise and cursed energy-wise, being more expensive the more complicated the object is or its weight and size, an average sorcerer would only be able to create a small revolver bullet per day for example.

Cursed Speech: -800CP

The mightiest ability passed down in the Inumaki family, allows the user to put cursed energy on their voice, increasing its "spirit", essentially allows you to give commands to people, such as telling someone to stop moving, this can be blocked if they don't hear you so be careful, also this ability is tiring on both cursed energy and the body if you order somebody stronger than you it could even backfire, this does depend on the order, however, saying

"look over there" would not hurt you, but saying "die" to someone that is your equal would kill you.
Normally this ability could never be turned off, only allowing its users to say nonsensical words, but you are the exception, being able to turn it off whenever you want.

Ten Shadows Technique: -1000CP

The strongest ability from the Zenin clan, allows the user to do a variety of effects.
First, the user will be able to tame up to ten shikigami by defeating them in a small ritual, though they gain two dogs for free, they must defeat the other shikigami alone, only with the help of their own shikigami, or else the ritual will be null, this does not mean you can't start the ritual with other people, just that winning won't mean anything, it is a common tactic amongst the users to summon a mighty undefeatable shikigami to take out their enemies, even if it does cost their lives in the end.
Second, if a shikigami dies it dies forever, but its power flows on the rest, creating new whole creatures by fusing them, you can also temporarily fuse your shikigami, though these fusions are weaker they also do not cost your shikigami's, also since you are paying for this every ten years you can choose to revive all your shikigami, though they will un-fuse.
Third, you can store objects in your shadow, these include items, weapons, your shikigami, even yourself, it has no limits, but it will take training to actually put things there besides your shikigami.
The current basic shikigami revealed on the manga are:
Divine Dogs: A pair of dogs, one white and the other black, they can smell cursed energy and you get them for free without any fighting.
Nue: A massive owl that can shoot electricity from its wings, it can also carry the user with a bit of effort.
Gama: A huge toad with an even bigger tongue, it can even throw huge rocks with it or pick a human, it can also carry an adult human inside its mouth.
Great Serpent: A gigantic serpent as big as a bus.
Max Elephant: An elephant that can shoot water from its trunks with enough force to destroy a tank.
Rabbit Escape: A swarm of hundreds of rabbits, they are weak, but are a good distraction.
Eight-Handled Divergent Sila Divine General Mahoraga: A massive creature, its arm has a blade that can kill any curse with one hit, it does this by using positive energy, though it can turn this off to fight normal opponents, it has insane healing capabilities, only destroying its whole body will kill it, after surviving an attack it also becomes immune to it after the circle on its head completes a whole turn, not only does it become immune to the technique but also to the way it was damaged, for example, if it was hit by a cutting technique it would now be immune to that technique and cutting in general.
Also, the user can only have so many shikigami out at any time, it starts with one, but it will increase with time, though it's worth noting that the Divine Dogs count as one.

Curse Spirit Manipulation: -1000CP

Allows the user to form a small black ball, this ball consumes defeated curses, the user can then eat this ball and then he will be able to summon and control this curse at any time, this has no limit, the user can have hundreds of thousands of curses eventually, another thing is that if the user completely eclipses the curse in power he can absorb them without fighting, though tamed curses can resist.
This ability does have one weakness, however, curses absorbed cannot grow in strength, they stagnate forever.
Oh yeah, the ball tastes even worse than vomit so be ready for some bad experiences.

Rika: -1000CP/-1200CP

You now have immense reserves of cursed energy, eclipsing even Gojo Satoru, you could envelop your whole body with cursed energy for days without feeling tired, your only rival is Yuta.
For an extra -200CP you also gain a curse similar to Rika, it is incredibly loyal and incredibly strong, even mightier than Sukuna with fifteen fingers, it is very hard to control, however, attacking anybody is sees as a threat, the problem being that it is crazy, though eventually, you could learn how to calm it down and control it.
Its personality is up to you, but it must love you dearly and be crazy about it, by default is romantic love like Rika, but you could change if you wanted, for example, a mother that wants to protect her daughter or big brother protection his little bro.
The curse is always following you, it stays inside of your shadow at all times, only leaving it to protect you or if you ask for it.

Limitless: -1200CP

This ability might just be the strongest technique to ever exist, belonging to the Gojo family it allows a user to manifest "infinity" which is essentially the power to manipulate and bend space to incredible levels.
It does have one weakness though, it cannot be used… At all, it is too costly and too complicated for a normal human or curse, it would take a being with supernatural brain power to bring its full potential… now I wonder how someone would obtain that?

Copying Technique: -1600CP

Allows one to copy any technique that they understand its basics, and I mean any, even abilities passed through bloodlines, it is very expensive though, tiring even Yuta, it also manifests itself in physical objects, copying something like the Six Eyes would probably manifest in a special pair of glasses, the user can also only copy one ability at a time.

Items:

Everyone gets a discount per price tier, except the Outsider, they get unlimited discounts.

Stylish: -100CP

Hundreds of glasses and sunglasses, the normal glasses allow normal people to see cursed energy and the sunglasses are so dark that a normal person can't use them. You also get one pair of glasses signed by either Gojo or Maki, your choice.

Hollywood Baby: -100CP

This gives you every single movie ever made in the jujutsu kaisen world, all delivered to your warehouse, though you could also just get unlimited access to a streaming platform with all these movies.

Slaughter Demon: -100CP

A cursed tool in the form of a knife, it has no special abilities, but it can exorcise curses, it's incapable of hurting a special grade, but it does fine against other curses.

Curtains: -200CP

Commissioned curtains made for you, they have basic abilities, but anybody can use them, they also allow for a user to just leave them somewhere and it will still work.

Chain Of A Thousand Miles: -200CP

A cursed tool that can extend forever as long as the user does not show its end.

Cursed Baby: -400CP

A small weak curse, it has a pocket dimension inside of its mouth and it has been tamed by you, it can also eat parts of itself for easier storage.

Black Robe: -400CP

A piece of cloth, it has the ability to nullify cursed techniques with no difficulty, but every time this is used a little bit of the cloth disappears until it disappears completely, will go back to its original state every ten years.

Playful Cloud: -600CP

A three-section staff, it is a cursed tool with special grade strength, and instead of having a cursed technique it simply becomes stronger depending on the user's strength, people like Aoi Todo and Maki Zenin could even critically hurt a special grade with this, and Toji Zenin completely dominated a special grade curse comparable to Jogo.

Inverted Spear Of Heaven: -600CP

A dagger that completely nullifies cursed energy, it has no limits and differently from the Black Robe, it will never end.

Death Painting: -600CP

Three cursed wombs containing special grade hybrids, they can be used by simply having a human eat them, you can choose whether you want the canon ones or not, but be aware that if they are canon their loyalty won't be guaranteed.

Prison Realm: -600CP

The strongest sealing object in this world, to seal someone all you have to do is make them stay still for a minute close to this, this minute only needs to pass on their minds, after this, the Prison Realm will imprison them inside of itself where time doesn't exist, be aware however that if the target is too strong the Prison Realm will have to stay still for a few minutes.
It also has a second part, being its exit, the only to open the seal is to destroy this exit by using an object that destroys cursed energy

Companions:

My Allies: -50CP/-200CP

Bring a companion for -50CP, he will get an origin, an race, and 800CP to spend, or pay -200CP to bring eight companions each getting the same benefits as above, but getting -600CP instead.

New Allies: -50CP/-100CP/-200CP

For -50CP you have a chance to bring a companion of your choice as long as they are below special grade, for -100CP you can bring a special grade, and for -200CP you can bring Satoru Gojo.
They will have to accept your invitation, but this at least guarantees that you will meet them eventually and leave a good first impression.

Drawbacks:

You can get as many as you want, just be careful to not screw yourself.

Above Heaven And Earth: +100CP

You are incredibly cocky, just like Gojo in his teenage days you believe strength is everything, and you think you are the strongest, at least at the beginning of every fight you won't fight seriously, though this will change if you are being dominated.
This mindset can be eventually worked out of your system, but it would take a beating as bad as the one Gojo had at the hands of Toji

Ready To Die: +100CP

You are secretly suicidal, even you don't realize, but once things get rough you are quick to go with the plan that will end with you dying, this mindset will slow your growth as you slack in training thinking you can always sacrifice yourself.
This mindset can be changed, but it would take several good friends to take you out of this dark place.

The World's Strongest: +100CP

You have quite the reputation now, people think you are the strongest sorcerer alive, even above Gojo Satoru and as such you will be constantly challenged by special grade curses or first-grade sorcerers, and while this will start with beings as strong as one Sukuna finger it will quickly escalate to the point you will be fighting Jogo level beings weekly.

The Maki Life: +100CP

The system now actively works against you, getting promotions will be almost impossible, and getting respect from your peers even harder, the only exception are teenagers and Gojo Satoru, they don't care what those old farts think, though if you are a curse the exception will be recently born curse and Jogo.

He Isn't Aware Of This: +200

After you finish your build you will completely forget both your build and the plot of Jujutsu Kaisen thinking you just have been normally isekaied, in this world where information is so valuable this will screw you a lot.

First Year: +200CP

The basic stuff… Your warehouse and perks are locked to you, the things you bought in this jump stay though, it's up to you to make as a sorcerer now.

This Is A War: +200CP

Just like Itadori, you have a very childish mindset, treating the war between the curses and humans like a movie and not truly taking things seriously, like Itadori you will get in gear eventually, at first it won't be permanent, but after seeing enough death you will understand the seriousness of your situation.

December: +200CP

You now start at the beginning of Jujutsu Kaisen 0, and Geto has gotten in his head to add you to his arsenal instead of focusing on Rika, he will be able to do so if he defeats you and he will carefully plan to do so.
Be aware that Geto is a special grade sorcerer that even rivaled Gojo once, he is quite literally one of the strongest sorcerers alive and has more than a thousand curses at his service and a small army of jujutsu sorcerers.

Jobber Syndrome: +300CP

Like Megumi and Jogo, you have terrible luck when fighting, the enemies you face will normally either be stronger than you or have amazing counters for your abilities, these fights are never impossible, but they will be hard, is up to you whether you improve and survive or die pathetically.

Star Plasma Vessel: +300CP

What bad luck… you are a vessel compatible with master Tengen, and one that could fuse with him even now, reverting the changes made, this is very bad.
Most sorcerers will hunt you down and try to force the fusion, this will end up with you losing everything that makes you "you".
Curses will try to kill, they definitely don't want Tengen back, especially Kenjaku.

Grandpa: +300CP

You now have a survivor complex like Itadori, you will be obsessed with giving people a " good death" and every person you fail to save will shake you down to your very core, killing people will be a hard tasked that will make you depressed for weeks as well, the only exception is whatever race is your enemy, for humans its curses, for curses its humans and hybrids get to decide.

You will straight up to get pleasure by killing your chosen enemy and will try to make it as painful and humiliating death as you can.

New Generation: +400CP

People like to compare Jujutsu Kaisen to Bleach and Naruto a lot, its only natural after all the story was heavily based on them, even Gege admitted, though you now get to pay the price…
Do you know Bleach and Naruto? They now exist in this verse, this means exactly what you think, overpowered Otsutsuki and Quincy all around, the worst part is that only your opposing factions exist.
If you are a good guy Naruto and Ichigo don't exist.
If you are a bad guy Aizen and Kaguya don't exist.
Be ready, the power scaling is about to get crazy.

End:

You survived huh? Good, now you get these choices.

Go On:

Go to your next jump, now flexing your curse abilities.

Stay:

Got attached? Well, you can stay if you want, also because I like when jumps do this you get an extra +1000CP, it will probably help if someday Jujutsu Kaisen gets a Boruto like sequel full of crazy power scaling.

Go Back:

Homesickness can be quite a pain, with this you can go home with everything you go so far.

Notes:

To clarify some questions.

1. By choosing to be an Outsider, you start as strong as Maki at the beginning of the series but can get stronger over time, eventually even surpassing Toji.
2. If you buy the relevant powers you may replace either Megumi, Nobara, or Itadori, Megumi requires Ten Shadows Technique and Human, Nobara requires Straw Doll Technique and Human, Itadori requires Ryomen Sukuna and Hybrid.
3. Gege likes to use liberal thinking with his powers, feel free to get creative when using your cursed techniques.
4. This jump will be updated as the series comes out and more information is released.
5. If you don't want to make a weird crossover thing with New Generation you can instead create a bunch of new OCs to fill their spots and still follow Jujutsu Kaisen rules, they must still be as strong as the crossover tags though
6. Cursed Energy here and its effects will adapt to other shounen settings mana, for example, the Six Eyes will be capable of seeing chakra and ki, and Rika will boost those as well, they only work with shounen settings, so you won't be able to use cursed energy for harry potter spells.
7. Catnapcat is probably a god disguising himself as a human… Probably.