

Zenith of Stars Jumpchain
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Nanami Shiki was a young girl with no experience with the jujutsu world. However, after a great tragedy which killed her parents and left her comatose, she awoke with a fascinating pair of glowing eyes. The young girl was quickly adopted by the Gojo Clan, but thankfully she quickly fell under the protection of her cousin Gojo Satoru. She was thrown straight into the deep end of the Jujutsu world and trained to rapidly become one of the most dangerous sorcerers alive. She learned to utilize her powers, navigate politics (with the occasional murder), and sought to become strong enough to protect herself from those who sought to control her.

This is the world in which you'll be arriving. Outside of Shiki's story the world is filled with dangerous curses, a couple do gooders, and a few madmen seeking to bring out their own variant of the apocalypse. Take these **1000 Curse Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.

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Location

You can either choose one of the locations below or roll D6 and receive +100 CP to let the whims of fate decide your path.

1.) Hospital
After the accident that killed Shiki's parents and left her in a coma, she was brought here. This unnamed hospital is unremarkable in almost every respect, the kind of place that exists more out of necessity than importance. Still, it is where Shiki has been kept alive and monitored for the past year, unknowingly caught between life, death, and something stranger. You might be a patient recovering from your own injuries, a visitor connected to Kento Nanami checking on his niece, or simply someone passing through at the wrong moment in the wrong place. Either way, this is where the story quietly begins

2.) Gojo Compound
Welcome to the Gojo Clan's main residence near Tokyo, a sprawling estate hidden behind layers of wealth, security, and cursed technique barriers. Shiki spent much of her childhood here whenever she wasn't on missions or being carried around by her cousin Satoru. The compound is both absurdly luxurious and filled with powerful sorcerers. You might be a clan member, an invited guest, or a child deemed interesting enough to be allowed to interact with Shiki.

3.) Tokyo Jujutsu Highschool
This is Tokyo Jujutsu Highschool, one of the central institutions of the jujutsu world and a training ground for the next generation of sorcerers. Behind its relatively normal academic facade lies a heavily fortified campus where missions are assigned, curses are studied, and students routinely risk their lives under supervision. You might be a first-year student just arriving, a returning upperclassman, or even a newly assigned instructor trying to survive your job long enough to teach something useful.

4.) Kyoto
It appears you're starting off in Kyoto, one of the traditional power centers of the jujutsu world and home to both ancient influence and modern tension. The Kyoto Jujutsu Highschool operates here alongside strong clan presence, including branches of the Kamo and Zenin families, as well as proximity to Jujutsu Headquarters' administrative reach. The city itself is calm on the surface, but beneath that calm sits a dense concentration of sorcerer politics, rivalries, and controlled chaos.

5.) Jujutsu Headquarters
You find yourself within or near Jujutsu Headquarters, the bureaucratic and strategic core of the jujutsu world. This is where missions are assigned, information is processed, and the Higher-Ups quietly shape the direction of sorcerer society through layers of tradition, fear, and calculated control. The building itself is understated, almost intentionally dull, masking the weight of authority it holds. Whether you are here as an official, an observer, or someone being evaluated, this is where decisions are made that ripple across the entire world.

6.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in another country if you want.

Time

You will be starting out the day the main plot of the story begins. Shiki will awaken from her coma shortly and be brought before the Gojo Clan in a few hours.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

Origins

You may choose one origin below. Any of the origins may be taken as a Drop-In if you wish. Drop-In refers to you forgoing an In-Jump history and simply appearing within the world.

Clan Sorcerer

Ultimately the Jujutsu world runs on legacy and lineage. These are the factors that drive clans forward, and it appears that you are one of them. You are a Sorcerer belonging to one of the various clans, or at least tied to them in some meaningful way. You might be a warrior within the Gojo Clan, an attendant of a Branch Family, or even the founder of a new and lesser known clan. Regardless, you are stepping into a world seeped in politics, manipulation, and the occasional bloodbath. Power here is rarely just your own. It is inherited, observed, and often controlled by those who came before you.

Zenith

Most individuals tend to fit within a certain mold. Even those who are exceptional can still be categorized and understood. There are, however, rare exceptions such as Satoru Gojo and his cousin Gojo Shiki. They are individuals who stand apart as singular existences, destined to shape the world through their power and potential. You are another piece which has now been placed on the board. You are not simply talented, nor merely gifted. You are an abnormality, something that does not quite fit within the rules that define everyone else.

Outsider

While rare, there are still a notable number of Sorcerers who emerge from the ordinary civilian population. For many, this is a traumatic and disorienting experience, being dragged into a hidden world they were never meant to see. You are one of those individuals. Perhaps you have only just learned the truth, struggling to make sense of it all, or perhaps you have already adapted after years within this new reality. Either way, you lack the structure and expectations of the clans, leaving you free to carve out your own path, for better or worse.

Student

Welcome to school, my young friend. As one might expect, Sorcerers still require training, even if the clans often handle such matters internally. As a result, the students of the Jujutsu High Schools are typically a mix of Outsiders brought into the system and Clan scions sent to demonstrate their potential. You likely fall into one of these

categories, though there is always room for exceptions. Regardless of your background, you are still in the process of being shaped. What you become is not yet set in stone, and that uncertainty may prove to be your greatest strength.

Higher Up

The Jujutsu world does not run on strength alone. Behind every mission, every execution order, and every sealed secret lies a group of individuals pulling the strings. Traditions are upheld, rules are enforced, and the balance of power is carefully maintained by those who rarely step onto the battlefield themselves. You are one of these figures. A member of the higher ups, or at least someone closely tied to them. Whether you are an elder preserving tradition, an administrator managing operations, or a quieter force working behind the scenes, your influence carries weight.

Curse User

Curse Users are a varied group, drawn from all walks of life. The one constant among them is that they have crossed a line. Whether through ideology, desperation, or simple greed, they have committed acts that Jujutsu society refuses to tolerate. You are one such outcast. Perhaps you see yourself as a visionary, following in the footsteps of Suguru Geto, or perhaps you are simply someone looking to profit in a dangerous world. Whatever the case, you now stand opposed to the system, and it will not take kindly to your existence.

Cursed Spirit

Cursed Spirits are beings born from the accumulation of negative emotion and Cursed Energy. They take on countless forms, ranging from formless masses to entities that embody specific fears held by humanity. More often than not, they are hunted down by Sorcerers due to their tendency to harm or slaughter the living. You are one such entity, though that does not necessarily mean you are driven by mindless violence. Whether you act on instinct, purpose, or something more complex is entirely up to you.

Affiliation

Power alone does not define your place in this world. Where you stand, and who you stand with, often matters just as much. Whether bound by blood, circumstance, or choice, your affiliations will shape how others perceive you and what resources are available at your disposal. These primarily are meant to help shape your background. You may choose one of the following, or remain independent if you prefer.

Three Great Families

The Three Great Families are the strongest Sorcerer Clans in the Jujutsu World. They include the Gojo, Zenin, and Kamo Clans. You may choose which clan you belong to and what line of the family you are a part of. For instance, you could choose to be another member of the Gojo Mainline, possibly even being Satoru's sibling. Similarly choosing the Zenin would allow you to be related to Megumi or Maki.



Sorcerer Clan

You are tied to one of the great families of Jujutsu society, such as the Yagyu Clan or the Inumaki Clan. This grants you access to resources, training, and influence that will give you quite a leg up on your competition. However, such benefits rarely come freely. Expectations will be placed upon you, and your actions will reflect upon the clan as a whole.

Jujutsu High

You are affiliated with one of the Jujutsu High Schools, whether as a student, graduate, or active Sorcerer. This provides structure, mentorship, and a steady stream of missions. You are, in many ways, part of the system itself, expected to uphold its rules and carry out its duties.

Independent
You operate outside of major organizations, whether by choice or circumstance. You have no safety net, but also no one dictating your actions. This freedom allows you to act as you wish, though it also means that support will be scarce when things go wrong.

Underworld
You are connected to the darker side of Jujutsu society, working alongside Curse Users, criminal groups, or other unsanctioned forces. Resources here are often easier to obtain, but they come with greater risks. Trust is fragile, and betrayal is never far away.

Unknown
For whatever reason, your existence does not cleanly register within the established systems. Records may be missing, altered, or entirely absent. This makes you difficult to track or predict, though it may also draw attention from those who notice the discrepancy.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Human - Free
Admittedly the boring, but expected option. You are a bog standard human… well, mostly. You were born as one of the rare few capable of perceiving and manipulating Cursed Energy. Whether this blessing came through bloodline, luck, or sheer misfortune is up to you. You may belong to one of the great clans, a lesser family, or simply be an outsider who awakened their gift one day. As a human you possess the greatest flexibility of the available species.

You are fully compatible with Reverse Cursed Technique, healing abilities, and most forms of training or enhancement. Humans also tend to integrate more easily into society, meaning fewer issues with politics, infiltration, or simply walking down the street without someone trying to exorcise you. Of course, being human also means you lack the natural advantages other species possess. So no absurd regeneration, no bizarre biology, or any special protections. Just talent, hard work, and whatever cursed nonsense you can get your hands on.

Curse - Free
You are a Cursed Spirit. A being born from fear, hatred, sorrow, or some other form of human negativity. Your exact form may reflect the concept that created you. For instance, you might be a living disaster like Jogo, a humanoid monstrosity like Mahito, or some bizarre abomination no one wants to look at for too long. As a Curse, your body is naturally made of Cursed Energy. This grants you superior regeneration so long as you possess enough energy to restore yourself, and you may recover from injuries that would kill most humans outright.

You also possess a body less constrained by biology, allowing unusual anatomies, natural weapons, or stranger traits. You are naturally invisible to mundane humans and cannot be harmed by conventional weaponry unless it is imbued with supernatural power. However, you are vulnerable to positive energy and techniques specifically designed to exorcise spirits. Reverse Cursed Technique is particularly lethal to your kind, and many sorcerers will try to kill you on sight. Still, if you survive long enough…you may become the next calamity the world fears.

Cursed Corpse Doll - 100 CP
You are a Cursed Corpse Doll similar to Panda, a puppet granted true life through advanced cursed energy engineering. By default you will be considered one of Panda's siblings, though you may decide the exact nature of your creation. You may freely design your body, though it will be noticeably inhuman in appearance. You could choose an animalistic body like Panda, a vaguely humanoid frame like Mechamaru's puppets, or something completely stranger entirely. As a Cursed Corpse Doll, your body is naturally tougher than flesh and blood.

Even without any additional enhancements, your frame will possess physical ability on par with the average Grade 2 Sorcerer. Your body may also be repaired, upgraded, or modified through the use of tools, armor, or external systems, making you highly compatible with technology and cursed tools. Unlike most beings, your true life is contained within your core. So long as your core remains intact, your body may be rebuilt even after catastrophic damage. Of course, if someone destroys your core…well. That's usually the end of the conversation. Though you can grow stronger naturally over time, much of your greatest potential lies in external upgrades and clever engineering.

Hybrid - 100 CP
You are something that should not exist. A hybrid between human and Cursed Spirit similar to Choso and the Death Painting Wombs. You may be the result of experimentation, ancient rituals, or simply some bizarre fluke that slipped into existence. Though let's be honest…Kenjaku probably had something to do with it. As a hybrid, you gain many of the advantages of both species while suffering fewer of the drawbacks. You retain a human form and can move through society without issue, while still benefiting from a curse's unnatural resilience and partial regeneration.

Your body may possess unusual biology, allowing things such as toxic blood, enhanced physical traits, or specialized organs depending on your nature. You are also naturally more compatible with both cursed objects and cursed techniques than most. Unlike a full Curse, positive energy is harmful but not instantly fatal, and unlike a normal human, your body can survive injuries that should be impossible. That said, your existence may attract attention. Sorcerers will likely see you as a threat, while Curses may see you as an abomination, and mad scientists may see you as an opportunity. Welcome to the worst of both worlds.

Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

General Perks

Cursed Energy - Free
Cursed Energy is a special power born from negative emotions. Whether you are a Sorcerer and how much Cursed Energy you possess is decided by your birth. Now you're obviously going to be one of the individuals gifted with this power, though your other perks will help decide how much Cursed Energy you have. Additionally, you will receive the ability to awaken others as Sorcerers, decide whether future worlds will birth Curse Spirits, and ensure that you can use Cursed Energy properly in any future worlds. Though the amount of Cursed Energy others will vary on an individual basis.

You're Not Normal Either - Free
To be honest, every Sorcerer is a little insane. It comes with the territory of fighting for your life on a regular basis, especially if you were thrown into the deep end without warning. Thankfully, that’s not really an issue for you. You’ve got a level of mental fortitude that lets you keep it together no matter the situation. Fear, pain, stress, it all hits you, but it never takes control. You stay calm, you stay focused, and you keep moving forward. You could be staring down something far stronger than you or barely hanging on, and you’d still be thinking clearly. When things fall apart, you don’t.

Cursed Beauty - Free/100 CP
For one reason or another, most people in this world tend to be more attractive than not. You’d think with the amount of scarring and mutilation going around people wouldn’t look so good, but that’s just not how it works. Since you’re one of them now, you get to enjoy that benefit as well. You’re easily a solid nine out of ten in terms of appearance. You stand out, carry yourself well, and people tend to notice.

On top of that, any scars or lasting injuries you pick up won’t ruin your looks. If anything, they end up adding to them, giving you a more striking or memorable appearance rather than dragging you down. If that’s still not enough, you can pay an additional 100 CP to push things even further. At that point, you’re on the same level as Satoru Gojo and Gojo Shiki, the kind of presence people remember the moment they see you. At this point you’ll probably be considered one of the most attractive people in the world.

Ray of Sunshine - 100 CP
Like Tsumiki Fushiguro, you are simply a wonderful person to be around. Your presence has a calming, uplifting quality that can brighten even the worst of days. Even those who would normally be distant, hostile, or difficult to approach will find themselves far more tolerant of you. Just as important is that you always seem to know what to say when it actually matters. A well-timed comment from you can calm someone down, pull them out of a spiral, or give them the push they need to keep going. You're not magically fixing people, but you make it a lot easier for them to find their footing again.

Sure-Hit Technique - 100 CP
Some techniques are unavoidable, striking their target regardless of distance, speed, or conventional defense. You are able to apply that same principle to your own abilities. Any attack you perform can be designated as a sure-hit technique, ensuring that it will connect with its intended target. This effect won't ignore defensive properties, but it will bypass any attempts at dodging regardless of speed. Activating this ability requires energy, the cost of which will scale with the power and complexity of the technique being used. With practice, the efficiency of doing so can improve. This allows you to reduce this cost significantly and, in some cases, eliminate it entirely. So once you commit to an attack, it will land.

I Will Find You - 100 CP
Tracking someone down can be a nightmare, especially when your target knows how to disappear. Individuals like Suguru Geto or Kenjaku don't stay hidden by accident. That isn't enough to stop you. You have a natural talent for investigation and pursuit. Cold cases, dead ends, and missing links are far less likely to remain that way under your attention. Patterns stand out, overlooked details become obvious, and you can reliably turn nothing into something. More importantly, you tend to get the breaks you need. Not constantly, but when a trail truly goes cold, something will shift in your favor. A chance sighting, a misplaced clue, or an unexpected message can put you back on track.

Knives for Days - 100 CP
Due to a combination of paranoia and her love of sharp objects Shiki normally has at least a dozen blades on her at all times. The more impressive part is that no one ever seems to notice. You share that talent. Anything you carry on your person can be perfectly concealed. It does not matter how thoroughly you are searched or what methods are used. Pat downs, scans, and other forms of detection will fail to reveal what you are holding. As long as it can reasonably be kept on you, it will remain hidden until you choose otherwise. Whether it's for insurance, escaping from imprisonment, or something more deliberate, you are never unarmed.

Money Makes the World Go Round - 100 CP
At the end of the day, power is great, but it doesn't pay the bills on its own. Someone still needs to turn that strength into something practical. Like Mei Mei, you know how to make that happen. You have a natural sense for monetizing your abilities, whatever they may be. Whether it's taking on the right jobs, setting up contracts, or finding niche uses for your skills, you always seem to know how to turn what you can do into steady profit.

You're also good at building that into something bigger. Businesses, networks, or personal brands come together easily for you, and you know how to keep them running in a way that stays profitable. You won't just make money, you'll know how to keep it coming in. It doesn't matter what world you're in or what powers you have, there's always a way to make a living. You'll find it.

I'm Always at my Best - 100 CP
Tengen's purification barriers within Japan serve a critical role as they increase the effectiveness of the country's Sorcerers. They however, are also a critical weakness as their destruction would weaken almost every technique utilized. Luckily, you seem to be an exception to this rule. Your abilities function at full effectiveness regardless of outside conditions. If something would normally empower you, that benefit will be internalized and become part of your baseline. Once gained, it cannot be removed, suppressed, or denied by changes in the environment. Likewise, powers that rely on external systems, structures, or conditions will adapt to function independently within you.

Unchanging Form - 200 CP
While rare, there are abilities that bypass conventional defenses entirely. Techniques like Mahito's Idle Transfiguration or various sure-hit effects can directly alter or lock onto a target, ignoring durability altogether. Somehow though your "core" is locked tight meaning that it cannot be directly manipulated, overwritten, or locked onto. Anything that attempts to alter your body, soul, or internal structure against your will will simply fail to take hold. Effects that rely on sticking to you, marking you, or establishing a guaranteed connection are similarly unable to function properly. This doesn't affect your durability in any way, but it ensures that you won't be taken out of a battle in an instant just because you had an unlucky match-up.

Perfect Vessel - 200 CP
Some beings require a host. Others force their way into one. In either case, you are an ideal vessel similar to Yuji Itadori. Your unique nature allows you to house any entity within yourself without suffering strain, corruption, or loss of control. Their presence will not damage you, overwhelm you, or degrade your body over time. If you choose to

restrain them, they will remain contained regardless of their power. Of course, this is reliant on you being able to seal them in the first place. Although, should you do so, you are also capable of holding multiple entities at once. They will be kept separate and contained inside you without interference. At the same time, you may allow cooperation or interaction when it benefits you. Lastly, if needed you can safely draw upon their power without the usual risks involved in doing so.

Jump Him - 200 CP
While not an official term, jumping is a time honored practice among Jujutsu Sorcerers. This tactic is particularly useful when facing an opponent that cannot be overcome alone. In this situation numbers, coordination, and relentless pressure often serve as the deciding factors. You however, excel in this style of combat. You have an innate sense for teamwork in battle, allowing you to coordinate allies with little to no prior planning.

Attacks will flow seamlessly from one person to the next, maintaining constant pressure and preventing your target from regaining control of the fight. You'll instinctively position yourself and others to cut off escape routes, disrupt techniques, and capitalize on openings the moment they appear. Even a significantly stronger opponent can be worn down, staggered, and ultimately overwhelmed when facing you and your allies. Under your lead, any group will function as a single, relentless unit.

Prayer and Elegance - 200 CP
You possess both the grace of a shrine maiden and a natural affinity for spiritual practices. Your movements carry a refined elegance, and you are an exceptionally skilled dancer capable of delivering truly mesmerizing performances. More than that, you are able to weave Cursed Energy into these acts, transforming them into functional rituals. By aligning your movements with the proper intent and timing, you can produce meaningful spiritual effects.

A dance performed during Obon, for instance, may guide spirits peacefully to the afterlife, while offerings or ceremonies dedicated to a deity or higher power may invite their attention or even their blessing. With practice, your performances may take on greater significance, allowing you to influence the boundary between the physical and spiritual in subtle, but profound ways.

I Know You're Still In There - 200 CP
Despite everything that happened Satoru continued to reach out to Geto. While he was prepared to kill his friend he only would do so if there was no other option. Perhaps if you had been around things might have been easier. No matter how far someone has

fallen, how twisted they've become, or how deeply they've committed to their path, you can reach them. There is always something left to grasp onto, some part of them that can be pulled back. This is not instant. It may take time, effort, and the right moment, but your words, actions, and presence will always have a chance to get through. Even in the middle of violence, even when they should be beyond saving, you can make them hesitate, reconsider, or stop entirely. There is no such thing as too far gone. Not when you're involved.



Strings of the Shikigami - 200 CP
Shikigami are a pretty common tool among Sorcerers, used for everything from fighting to scouting to just passing along messages. Most people can manage a few, but it usually stops there. You're a bit different. Working with shikigami comes naturally to you. Making them, controlling them, fighting alongside them, it all clicks in a way it doesn't for others. You can handle more at once, keep better control over them, and use them in ways that feel smooth instead of clunky.

In a fight, they move how you want them to without you needing to overthink it, letting you pressure opponents from multiple angles or cover your own blind spots. Outside of combat, they're just as useful, whether you're scouting an area or keeping tabs on something from a distance. Give it time, and they'll start to feel less like tools and more like extensions of you.

Binding Vows - 200 CP
Binding Vows are a fundamental part of Jujutsu Sorcery. By placing restrictions on yourself or accepting risk, you can gain a meaningful increase in power, efficiency, or effectiveness. The greater the cost, the greater the return. You have a deep understanding of how these vows function and how to make the most of them. You can create Binding Vows with yourself to push your abilities further, carefully balancing risk and reward to get the best possible outcome.

Best of all you seem to have a knack for coming up with vows that favor you while only imposing minor consequences for you. Additionally, you can extend the vows beyond their usual limits. You are capable of forming Binding Vows with others regardless of whether they possess Cursed Energy or not. Once established, these agreements are absolute. Both parties are bound to the terms, and breaking them carries consequences as expected. This opens up a wide range of possibilities, from enforcing agreements to creating powerful conditional abilities, so long as you are willing to accept the cost.

Domain Cancelization - 200 CP
Domain Expansions are considered the pinnacle of Jujutsu, overwhelming opponents through guaranteed effects and controlled environments. For most, the only reliable answer is to deploy a Domain of their own. Luckily for those who haven't developed that skill there are a few methods to do so which you happen to have mastered. You have mastered multiple anti-domain techniques, including the Yagyu Clan's Simple Domain, Domain Amplification, Hollow Wicker Basket, Falling Blossom Emotion, and a few other hidden techniques. In addition, these methods are not limited to Domains alone. Any ability that creates a field, imposes rules over an area, or attempts to override the normal flow of combat can be resisted or disrupted in a similar manner.

Reverse Curse Technique - 200/300 CP
Reverse Cursed Technique, or RCT, is a special application of positive energy created by inverting Cursed Energy. It's rare, difficult, and something only a small handful of Sorcerers ever manage to use properly. For 200 CP, you gain the ability to use RCT on yourself. This will allow you to actively heal yourself in the midst of combat provided your Cursed Energy remains in sufficient supply. Best of all virtually any injury can be recovered from including loss of limbs. The only restriction is that you still need a certain amount of your brain intact to keep going.

For an additional 100 CP, your control improves to the point where you can use RCT on others. This will make you one of the only individuals alive capable of healing others. Unfortunately though healing lost limbs may be beyond you. At this level, your skill is comparable to Shoko Ieiri, one of the best healers around. You also gain the knowledge of an experienced physician, letting you understand what you're actually fixing instead of just pouring energy into a problem. This makes your healing far more effective, especially in more complicated situations.

Hojutsu - 300 CP
Hojutsu is a specialized school of techniques centered around the use of positive energy. Traditionally practiced by monks as a form of meditation, it focuses on refinement, control, and harmony rather than raw output. You are an expert in this

discipline, on par with Araya Souren. You are highly skilled in the use of positive energy across a wide range of applications. This includes advanced healing, purification, and exorcism, allowing you to deal with Cursed Spirits in ways that go beyond standard combative methods. You also gain an affinity for Barrier techniques. They will come naturally to you, letting you create stable, well-constructed fields for protection, containment, or ritual use.

I Won't Let Things End This Way! - 300 CP
If a sorcerer is slain without being killed by a cursed energy infused attack their cursed energy can erupt turning them into a Vengeful Spirit. Additionally, this process will typically only occur if they are feeling intense emotions at the time of their death. In the event of your death you will undergo a similar transformation however, you will retain all of your mental faculties. Best of all once forty-eight hours passes your body will adapt and return to your standard form while you retain all of your enhanced powers. This however, can only occur once every ten years or once per Jump, whichever is shorter.

Ritual Specialist - 200/400 CP
Whether it's concealing an area, trapping a target, or reinforcing a location, they shape how battles are controlled just as much as raw power does. You specialize in this field. You have a deep understanding of barrier techniques and how to apply them in different situations. Curtains, containment fields, detection barriers, you can deploy them quickly and adjust them as needed. Your barriers are stable, efficient, and harder to break than most, allowing you to control the flow of a fight or secure an area without constant strain.

You're also skilled in the ritual side of things. Given time and preparation, you can set up more complex effects, layering conditions, strengthening outcomes, or creating specialized environments that favor you and your allies. Incidentally this also provides you with a solid foundation for constructing your Domain Expansion. You'll understand the principles behind it and how barrier construction ties into it. This does not grant you a Domain outright, but if you have an appropriate technique you should have no trouble creating your own Domain Expansion.

However, if you're not satisfied then for an additional 200 CP you can take this one step further. Being a rare talent when it comes to barriers you have been taken in as a student by Master Tengen. Through extensive training you have been taught all that the legendary Sorcerer knows. This includes the various forbidden and lost techniques utilized during the Heian period. Skill-wise you are on par with Tengen and Kenjaku. With time you could develop your own Purification Barriers similar to the ones surrounding Japan or create equally impressive wonders. You may optionally choose

whether or not this status is known to the rest of the world given the importance it will place on you.

Heavenly Restriction - 400 CP
A Heavenly Restriction is not a cursed technique, but a binding placed upon the user at birth. This restriction takes something from the user in exchange for granting extraordinary power elsewhere. The exact nature of the exchange varies from person to person. In your case you've gained one of the more beneficial variants. Like Toji Fushiguro and Maki Zenin, you lack the ability to use cursed energy. However, in exchange you've gained a monstrously strong body allowing you to fight on par with most Special Grade combatants. Your speed, strength, and durability will be well beyond the vast majority of individuals.

Grade - Varies
Sorcerers and Cursed Spirits alike are classified using a graded system, ranging from Grade 4 to Special Grade. While not a perfect measure, it serves as a general indicator of power, skill, and the level of threat an individual represents. By default, you begin as a Grade 3 Sorcerer. This represents a baseline level of competence, enough to handle lower level threats while still leaving plenty of room to grow. This level is **Free** and reflects the standard starting point for most Sorcerers and trained students.

You may choose to start at a higher grade by paying the appropriate cost. Doing so does not simply increase your raw power. Instead, it grants you the experience, instincts, and skill expected of someone at that level. Your body and mind are brought up to par, as though you had already gone through the training and battles required to reach it. This process will integrate cleanly with your existing abilities. That way you can utilize your perks, techniques, and skills at a level appropriate for your chosen grade.

- **Grade 2 - 100 CP:** An above average Sorcerer or Cursed Spirit. At this level, you are reliable and capable, able to handle most standard missions without issue. Your fundamentals are solid, and you possess enough experience to avoid common mistakes. An apt comparison for this level is a team heavily armed and trained operatives.
- **Grade 1 - 200 CP:** The level most Sorcerers strive to reach. Grade 1 represents individuals who can operate independently and handle dangerous assignments on their own. You have refined control over your abilities, strong combat instincts, and the experience needed to deal with a wide range of threats. This is also considered the pinnacle for the vast majority of conventional beings. At this point armored vehicles like tanks are more of an annoyance than a threat.
- **Special Grade - 400 CP:** Special Grade is less a rank and more an exception. This category exists for those who cannot be properly measured by the normal

system. Individuals at this level are rare, unpredictable, and often capable of altering the outcome of entire conflicts on their own. Reaching this tier places you among the absolute elite. Your abilities, whether through raw power, versatility, or sheer uniqueness, go beyond what the standard grading system was meant to handle. As a general rule most Special Grade individuals are capable of wiping out entire cities and countries single handily.

Clan Sorcerer

Heir Apparent - 100 CP
Within a clan, position matters almost as much as power. Even those without authority can be shaped by expectations, favoritism, and reputation. Luckily, you have an unusual advantage in all three cases. You tend to be recognized as someone of importance within any lineage or structured family you belong to. Elders are more likely to take note of you earlier, opportunities will fall into your hands, and your growth is more likely to be supported rather than suppressed.

Even in less favorable circumstances, you are rarely ignored or sidelined for long. This does not guarantee you a position at the top, but it ensures you will be recognized. Additionally, this will ensure you are capable of claiming a position should you be qualified. For example, if you were the child of a Branch Family, you'd still be able to become the Clan Heir for the entire clan. Age and background will be irrelevant as long as your skills are up to par.

Paperwork Slayer - 100 CP
Someone has to handle the boring stuff, and unfortunately, that "someone" is usually you. Thankfully, you're absurdly good at it. You can handle the workload of a dozen people on your own without slowing down. Reports, logistics, scheduling, finances, it all gets done quickly and without mistakes. What would normally take an entire department can be managed by you alone in the same amount of time it would take anyone else to do a single task. Whether you're an administrative worker or running an entire clan, this keeps things from piling up and falling apart behind the scenes.

How Does It Work - 200 CP
Information is one of the most valuable resources in the Jujutsu world, right up there with raw power. That's why most Sorcerers go out of their way to keep their techniques and weaknesses hidden. You take that a step further. Any attempt to analyze you, study your abilities, or figure out how your techniques function tends to fall apart.

Observations come out incomplete, conclusions are off, and even careful investigation fails to produce anything reliable. People might think they understand how you work, but they're usually wrong. The only real way to learn anything about you is to fight you and survive. Even then, what they take away is likely to be flawed, misinterpreted, or missing key details. You are, for all intents and purposes, a black box.

Blood Runs Thick - 200 CP
There is a great emphasis placed on bloodlines within the Jujutsu world, particularly due to the inheritance of clan techniques and traits. To be born into a clan is to carry its legacy, and to lack that inheritance is often to be cast aside. You however, will never face that uncertainty, as your blood runs remarkably thick. Any inherited ability, trait, or potential tied to your lineage will manifest within you without fail, regardless of how rare, unstable, or selective it would normally be. For example, if you were a member of the mainline Gojo family you would possess Limitless and the Six Eyes. Even conflicting traits within a bloodline will harmonize rather than problems. This trait will carry on in your children ensuring they inherit your legacy unless you wish otherwise.

Curses and Paperwork - 400 CP
Running a clan or organization isn't just about strength, it's about keeping everything functioning day to day. Resources need to be managed, missions assigned, and people kept in line. Most groups struggle with this. You don't. You have a natural talent for organization and management on a large scale. You can structure any group into a smooth, efficient system where roles are clear, tasks are handled properly, and nothing important slips through the cracks.

Delegating work comes easily, and you know exactly who to assign to what, making the most out of your people without overburdening them. Supply lines stay consistent, communication remains clear, and problems are dealt with before they have the chance to spiral. Even chaotic or poorly run groups can be brought under control and turned into something functional under your leadership. Give it time, and you can turn almost any organization into a well-oiled machine.

One with the Blade - 400 CP
There are countless weapon styles developed over centuries of fighting curses. Each style was refined through experience and necessity. Among them, the Kageryu style stands as one of the most respected. This sword style is built around efficiency, precision, and the complete dismantling of an opponent. You are a master of this style on par with Gojo Kiyohara. Additionally, your skill with bladed weapons is exceptional, bordering on instinct.

Every movement you make is deliberate and every strike placed with purpose. You know how to cut through defenses, exploit openings, and end a fight quickly when needed. Technique matters more than brute force here, and you make full use of that. Even when exhausted or pushed to your limits, your fundamentals do not falter. You remain a lethal threat purely through skill alone, capable of holding your own against stronger opponents so long as you can still move and strike.

It's Training, Not Torture, Now Run - 600 CP
Despite all of his eccentricities, Satoru Gojo is actually a very effective teacher. His methods might look questionable, throwing students into dangerous situations and expecting them to figure it out, but the results speak for themselves. You're just as capable, if not more so. You have an exceptional talent for bringing out the full potential of others. No matter who your student is, what abilities they possess, or how they learn, you can develop a training method that fits them perfectly. You know when to push, when to hold back, and how to create the exact conditions needed for growth.

Under your guidance, people don't just improve, they accelerate. Skills develop faster, breakthroughs come sooner, and limits that would normally take years to overcome start falling in a fraction of the time. More importantly, they don't just reach their potential, they go beyond it. This isn't limited to individuals either. Given time, you can apply the same principles to groups, organizations, or even entire systems, shaping them into something far more effective than they were before. Call it harsh, call it insane, call it whatever you want. It works.

Legacy Made Manifest - 600 CP
Most of the Clans do their best to cultivate and empower members of their bloodlines. This is often done through slow growth, calculated marriages, and the occasional mutation. Ultimately though true evolutions are rather rare. You however, are an abnormality as your bloodline seems to be actively evolving. Techniques can develop new applications or improved forms, inherited abilities become more efficient or more stable, and weaknesses that once plagued your bloodline begin to fade over time.

The most interesting part is that this evolution isn't random. It will be directed by your desires. Should you crave strength your lineage will grow more combat oriented. Should you instead value control, your energy might become more malleable. Moreover, you'll find that your lineage is capable of integrating other powers letting your lineage grow ever stronger. Additionally, due to this you'll be considered a highly desired partner. Especially for groups or individuals who wish to improve their bloodlines.

Zenith

We Were The Strongest - 100 CP
Ultimately, Satoru Gojo's greatest desire was not power, but someone who could truly stand beside him. Someone who could understand him. Perhaps fate has decided to grant you that same answer. You have a tendency to encounter individuals who exist on your level. Rivals, equals, and companions who can keep up with you will naturally enter your life, often at the exact moment they are needed.

Whether it's a fellow prodigy enrolling alongside you, a wandering equal crossing your path, or someone who grows into your level over time, you will not be left alone at the peak. These individuals are not guaranteed to agree with you, nor are they bound to follow you, but they will be capable of standing beside you. They will challenge you, understand you, and grow alongside you in ways others simply cannot. The higher you rise, the more certain it becomes. The peak may be lonely for others. It never will be for you.

You Crying? - 100 CP
This is either going to be really useful or get you punched. Like Satoru Gojo, you have a talent for getting under people's skin. You know exactly what to say to annoy someone, throw them off, or push them into reacting emotionally instead of thinking clearly. In a fight, this can be surprisingly effective.

A well-timed comment can make an opponent sloppy, bait them into overextending, or distract them at the worst possible moment. Outside of combat, it's just as useful for getting a rise out of people or breaking their composure when needed. Thankfully knowing how to push people's buttons also means you know the point at which you need to stop before things get out of hand.

Who Said I Only Had One? - 200 CP
As a general rule, an individual is born with a single Innate Technique. It's a hard limit, one that defines a Sorcerer's abilities for their entire life. Like most rules in this world, there are exceptions. Individuals such as Satoru Gojo, Gojo Shiki, Yuta Okkotsu, and Ryomen Sukuna don't quite follow it. Now, neither do you. Your body lacks the usual restriction that limits individuals to a single ability.

You are capable of possessing and developing multiple techniques without them interfering with one another. Each one functions as it should, with your mind and body

adapting to handle the added complexity. This extends beyond Jujutsu as well. In other systems with similar limitations, you can bypass the “one ability” rule entirely, allowing you to acquire multiple powers where others would be restricted to just one. What you do with that freedom is up to you.

We Serve the Blessed Child - 200 CP
Despite her issues, Shiki was able to inspire a remarkable sense of loyalty within those under her. This loyalty was nigh unbreakable and only grew stronger over time. You are capable of inspiring that same devotion. Anyone who comes under your leadership will never truly consider betraying you. Doubt may arise, disagreements may occur, but the idea of turning against you will never take root.

Instead, their resolve will solidify, driving them to follow you wholeheartedly regardless of circumstance. Even those who approach you with ulterior motives will find themselves changing. Suspicion gives way to curiosity, curiosity to respect, and in many cases, respect to genuine allegiance. What begins as deception or obligation will not remain that way for long. You may see them as your responsibility. They will see you as someone worth following.

I Fixed My Brain - 400 CP
There are many abilities with incredible potential, but just as many come with equally severe drawbacks. Minds burn out, bodies break down, and powers that should be overwhelming are held back by the cost of using them. You are an exception to this rule. Any ability you possess that would place excessive strain on your body or mind simply fails to do so. Mental overload, physical backlash, degeneration, or long term damage caused by overuse are all rendered irrelevant to you. Your body and mind will always be able to handle the full extent of your power.

This allows you to push your abilities without hesitation. You can repeatedly use techniques that others would be forced to limit, sustain outputs that would normally be unsustainable, and operate at levels that would destroy anyone else. This applies universally. Whether it is abusing Reverse Cursed Technique to eliminate the need for sleep, repeatedly deploying abilities that should have strict limits, or using powers in other worlds that would normally carry severe consequences, those drawbacks no longer apply to you. For instance, you could spam the Mangekyou Sharigan without going blind. If something is yours to use, then you are free to use it. As much as you want.

Master of the Black Flash - 400 CP
A Black Flash is a rare phenomenon where Cursed Energy is applied to a strike within a millionth of a second. When it happens, the impact is amplified dramatically, and the user is pushed into a heightened state of focus often referred to as “the zone.” In this state, everything sharpens. Your control improves, your movements become more precise, and your overall performance rises well beyond your normal level. Even after it fades, part of that improvement sticks, gradually raising your baseline over time.

For most Sorcerers, landing even a single Black Flash is a once in a lifetime achievement. You are not most Sorcerers. Like Satoru Gojo and Yuji Itadori, you can trigger Black Flashes with some level of consistency. More than that, you can chain them together, maintaining that heightened state and delivering successive empowered strikes. In your hands, what is normally a rare occurrence becomes a reliable part of your fighting style. Moreover every successful instance will only push your potential higher and higher.

Immaculate Consciousness - 600 CP
Araya Souren spent decades refining a single idea. If humanity was flawed, then it could be replaced. If the world was limited, then something greater could be created. His answer was not destruction alone, but perfection. That perfection was Gojo Shiki. You are something similar. Perhaps you are her sibling, a parallel creation, or the result of a similar experiment. As a result you have been shaped into a vessel connected to a fundamental aspect of reality.

Death is the most well known example, but you may choose to be tied to another concept like life, space, emptiness, or another concept of similar scale. This connection is intrinsic to your being. You perceive and interact with your chosen aspect in ways others cannot. If tied to death, you may perceive endings and bring them about. If tied to space, distance and position may become fluid in your presence. If tied to life, growth and vitality may fall under your influence. Your abilities will naturally develop around this concept, growing more refined and more absolute over time. What begins as perception or influence can evolve into direct control as your mastery deepens.

The Honored Jumper - 600 CP
You are the second coming of Satoru Gojo. An existence that stands at the peak of what Jujutsu can produce, and perhaps beyond it. Your talent in all things related to Jujutsu is unmatched. Control, efficiency, output, and understanding all come to you with a level of ease that others cannot replicate. You can grasp complex techniques and refine them with minimal effort. Outside of theoretical work your ability to apply what you know in real situations is similarly useful.

Just as important, is how your presence shifts the scale of the world around you. Your presence alone will bring about a new Golden Age. What was once considered advanced will become standard in your hands. What others view as the height of achievement is your next stepping stone. You are not among the strongest, you are The Strongest. Moreover, your growth will not slow as you improve. If anything, it'll accelerate. The stronger you become, the easier it is to continue advancing, allowing you to reach heights that others could never realistically attain. You are not just an anomaly within the system. You are something that forces it to redefine its limits. You may optionally restrict this effect on the world if you wish.

Outsider

I Just Want To Enjoy Life - 100 CP
Fate can be cruel, but sometimes it’s willing to lend you a break. If you don’t want to be drawn into the various conflicts that plague the world or be pulled into politics you won’t. For one reason or another you’ll be able to leave to your own devices. Perhaps others fear your wrath, don’t want to upset the balance, or they simply might not believe you're worth the investment. Regardless, you will always have the option to simply walk away and put everything behind you. This also covers miscellaneous effects such as stopping you from attracting Cursed Spirits and the innate negativity that occurs due to Cursed Energy.

Find a Healthy Outlet - 100 CP
The life of a Sorcerer is a stressful one. Constant danger, long hours, and the kind of things you see on the job tend to wear people down. Most end up picking up some kind of bad habit to cope with, whether that’s drinking, drugs, or just chasing the next fight. You managed to avoid that. You’ve developed healthy ways to deal with stress, and more importantly, they actually work.

You can process what you go through without letting it build up or spiral out of control. This makes you highly resistant, if not outright immune, to addiction and similar self-destructive tendencies. On top of that, you’re good at helping others do the same. You can recognize when someone is slipping and know how to steer them toward better habits, giving them something stable to hold onto before things get worse.

I Just Want Her to Be Safe - 200 CP
Nanami was put in an awkward position due to the Gojo Clan’s machinations with Shiki and the various conflicts that arose later on. Ultimately though his goal was simply to protect his niece. Thankfully, for you the fate of those you care about is safe. You will not return from a mission only to find they were killed in your absence, nor will they be abruptly taken from you by events you had no chance to react to.

This does not make them invulnerable, nor does it remove hardship from their lives. They may still struggle, be injured, or face danger. But the kind of abrupt, irreversible tragedies that come without warning or opportunity for intervention will not occur. If something threatens them, there will always be a chance for you to act. They will not be taken from you without a fight.

They’re Under My Protection - 200 CP
Being a new factor can be beneficial, but it also means that you have nothing to rely on. No legacy, no established allies, and no safety net within the system. In your case, however, things seem to work out differently. You have a tendency to draw the attention of powerful individuals, particularly those willing to act in your favor. Whether out of interest, instinct, or something harder to define, they are far more likely to take notice of you, step in on your behalf, or involve themselves in your growth.

What might have been a brief encounter for others can turn into mentorship, protection, or long-term support in your case. This does not bind them to you, nor does it guarantee constant intervention, but it consistently tilts things in your favor. When it matters most, someone strong is more likely to step in, offer guidance, or ensure you are not crushed before you have the chance to grow. Much like how Satoru Gojo chose to protect and guide Yuta Okkotsu, you will rarely have to face the world entirely alone.

Suffering Builds Character - 400 CP
Sorcerers rarely grow in a steady line. Their greatest leaps come when they are pushed to the edge. You, however, thrive under those conditions. The closer you are pushed to your limits, the greater the growth you experience afterward. Minor challenges like spars will bring small improvements, but true danger, especially situations where your life is at risk, will result in explosive gains. Surviving a near death experience could see your power double or even triple afterwards. The harsher the trial, the greater the reward. This is believed to be a survival mechanism imposed due to the nature of Cursed Energy. So as long as you survive, you will come back stronger.

Curse Puppet Maker - 400 CP
Cursed Corpses are one of the more unusual branches of Jujutsu Sorcery. While most see them as little more than tools, in the right hands they can become something far greater. Like Masamichi Yaga, you are a master of Cursed Corpse creation. You understand how to shape Cursed Energy into stable forms, construct artificial bodies, and imbue them with purpose. Basic puppets are trivial for you, but your real talent lies in creating something closer to life.

You are capable of producing advanced Cursed Corpses similar to Panda. These are beings that possess independent thought, personality, and the ability to grow over time. These creations are not just extensions of your will, but entities in their own right, capable of acting without constant input while still remaining loyal to you. Given enough time and experimentation, your creations can become increasingly complex, developing unique traits, combat abilities, or even multiple cores. What you create may start as a puppet, but it does not have to stay that way.

Sorcerer Killer - 600 CP
Some people fight curses. Others fight Sorcerers. Then there are those who specialize in killing both. Like Toji Fushiguro, you are exceptionally dangerous to anyone who relies on supernatural abilities. You have an instinctive understanding of how such powers are used, where their weaknesses lie, and how to exploit them. Techniques are easier for you to disrupt, avoid, or counter.

You know how to close the distance, apply pressure, and prevent your opponent from using their abilities effectively. Even against stronger enemies, you can force the fight into a space where skill, timing, and positioning matter more than raw power. Against Cursed Spirits, this edge is just as pronounced. You can identify their core weaknesses faster and bring them down more efficiently than most. You're not just fighting the opponent, you're fighting the system they rely on, and you're very good at breaking it.

Boundless Potential - 600 CP
Most individuals are shaped by the world they are born into. Their growth follows established paths, their limits are defined early, and even the exceptional rarely stray too far from what is expected. You are not one of them. Your growth is not bound to any single system, tradition, or method. You can learn from anything, adapt to any style, and incorporate techniques or principles that would normally be incompatible. Where others are limited by how they were taught or what they inherited, you are free to take what works and discard what does not.

This freedom extends to your potential. You do not have a clearly defined ceiling. As long as you continue to grow, there is always another step forward, another level to reach, another way to improve. Progress may slow, but it will never truly stop. More importantly, your existence allows you to bridge gaps others cannot. You can connect different systems, ideas, or powers in ways that would normally be impossible, creating something greater than the sum of its parts. You were not meant to exist within this world. And because of that, there is nothing saying how far you can go.

Student

Unconvention is Key - 100 CP
Many students follow established paths, refining known techniques and building on proven methods. Others take stranger routes. You have a talent for developing and utilizing abilities that don't fit neatly into standard expectations. Whether it's a highly specific technique, an unusual application of your power, or something that seems impractical at first glance, you can turn it into something genuinely effective.

Like Toge Inumaki's restrictive speech or Kirara Hoshi's complex spatial interactions, your abilities may seem useless. However, in your hands they'll become dangerous, flexible, and difficult to counter. Additionally, even if your abilities are relatively normal, you'll have no trouble coming up with out of the box uses for them. You'll practically always have a hidden move ready when needed and can come up with them on the fly when pressed.

What Type of Woman Do You Like? - 100 CP
It's a strange question, but apparently, it tells you a lot about a person. Just ask Aoi Todo. You have a knack for getting a quick read on people through simple, seemingly ridiculous questions or interactions. By pushing someone to answer honestly, you can get a surprisingly accurate sense of their personality, values, and mindset.

This makes it easier to judge character, figure out who you're dealing with, and decide how to approach them. In some cases, it can even help you build connections faster, skipping the usual awkward stages and getting straight to the point. It might not always be subtle, and it might catch people off guard, but it works more often than it really should.

Luck's Favored Child - 200 CP
Some people get by on skill. Others rely on planning. Then there are people like Kinji Hakari, who seem to ride a constant wave of good fortune. You fall into that last category. Luck tends to favor you in noticeable ways. Things line up when they need to, small chances tilt in your direction, and situations that should go wrong somehow work out. You're more likely to draw the right card, be in the right place at the right time, or have something go your way when it matters most.

In a fight, that might mean an opening appearing at the perfect moment or an opponent slipping up just when you need it. Outside of combat, it can be the difference between success and failure in situations that come down to chance. It's not absolute, and it

won’t carry you through everything on its own, but more often than not, things just seem to go your way.

I’m Going All In - 200 CP
Some people fight carefully, while others prefer to take risks. You happen to be one of the individuals who thrive when the odds are uncertain. When you commit to a risky action, such as overextending your power, relying on chance, or simply putting yourself in a vulnerable position for a greater payoff, the outcome tends to favor you far more than it should. You’re not guaranteed success by any means, but it’ll skew probability in your favor when you fully lean into the gamble. The greater the risk, the greater the potential reward. For instance, throwing yourself into a suicidal manuvear could potentially let you take down a foe far beyond your means. Like Kinji Hakari, you can turn unstable situations into overwhelming advantages if you’re willing to commit. Playing it safe will still work. But taking the risk is where you shine.

We Stick Together - 400 CP
Sometimes it’s hard to keep up with those around you, especially when your peers happen to be geniuses. Somehow, that never becomes a problem for you. When you are surrounded by allies, companions, or even rivals you regularly interact with, your growth begins to synchronize. If you fall behind, your development accelerates, allowing you to rapidly close the gap. If you are the one leading, those around you will begin to rise alongside you, their own potential pushing past its normal limits. Breakthroughs happen more frequently, new abilities emerge under pressure, and limits that would normally take years to overcome begin to crack in far shorter timeframes. No matter how high one of you climbs, the others will not be left behind for long.

530,000 IQ - 400 CP
Some people are smart. Others are on an entirely different level. Like Aoi Todo, you're a true genius who’s mind works at a speed and depth that most people can’t keep up with. You can process information almost instantly, break down complex situations, and come up with effective plans on the fly without getting overwhelmed. You’re especially good at reading intent and acting on it. With only the slightest cues, a glance, a gesture, a shift in movement, you can understand what someone is trying to do and respond accordingly.

In some cases, this goes so far that full plans can be conveyed without a word being spoken. In combat, this lets you adapt almost immediately, keeping up with fast-paced fights and coordinating seamlessly with others. Outside of it, you can handle complicated problems, strategies, and moving parts without losing track of anything

important. It might not actually be 530,000 IQ, but it's close enough that the difference doesn't matter.

Master of Arms - 600 CP
Due to their Heavenly Restrictions, both Toji Fushiguro and Maki Zenin were forced to rely on skill rather than technique. The result was an absurd level of mastery across a wide range of weapons. You've reached a similar level. You have an exceptional affinity for weaponry of all kinds. It doesn't matter if it's something standard like a sword or something more unusual like a rope dart, you can pick it up and understand how to use it effectively almost immediately.

Within moments, you're fighting at the level of a trained user, and with even a short period of practice, your skill quickly surpasses most specialists. More importantly, this isn't limited to just knowing how to use a weapon. You understand how to apply it in real combat, how to adapt your style, and how to get the most out of whatever you're holding. Give it a few weeks, and even true masters would have to acknowledge your skill. In your hands, anything can become a weapon, and most people won't be able to keep up.

Get Behind Me! - 600 CP
Students are not always the strongest, nor the most experienced. But when it matters, they are the ones who step forward anyway. When you place yourself between others and danger, your power rises to meet the situation. The greater the threat, and the more people relying on you, the more dramatically your abilities will surge. Everything about you, be it strength, durability, output, and focus will all increase, allowing you to hold the line against forces that would otherwise overwhelm you.

This boost will scale with your intent and responsibility you hold. Protecting a single person will sharpen you, giving you a minor boost. However, being the sole guardian of hundreds would push you to heights you could not normally reach. Should you do something frankly suicidal like trying to hold off Sukuna to protect Toyko Jujutsu High as a normal student you mgiht actually be able to hold him back till someone like Satoru arrives.

As long as you do not falter, it becomes extraordinarily difficult for anything to bypass you. Attacks grow easier to intercept, defenses hold longer than they should, and your presence alone becomes a barrier that others must struggle to overcome. This does not make those behind you untouchable, as the harder you push yourself the worse you'll crash afterwards, if something wishes to reach your charges, they'll have to get through you first.

Higher Up

Everything is Balanced - 100 CP
Jujutsu Headquarters is meant to act as a neutral force, keeping the various clans in check and maintaining a balance of power. Of course, that balance doesn't maintain itself. When one side grows too strong, something has to be done to even things out. That's where you come in. You have a strong sense for how power shifts within groups, organizations, and entire systems. More importantly, you don't just see the imbalance, you understand the lever that will fix it. Whether that means elevating one side, restricting another, or quietly redistributing influence, you can keep things from spiraling out of control.

You also understand how to present yourself as neutral, even when you're actively shaping the outcome. Others are far more likely to accept your decisions as fair, or at least necessary, even if they don't particularly like them. On top of that, any place or group you formally declare as neutral will tend to be treated that way. So long as they don't break that neutrality themselves, outside forces are far less likely to interfere, letting those under your protection operate without constant pressure. Maintaining balance isn't always clean or pleasant, but you know how to do it.

Politics Do and Don'ts - 100 CP
It is an unfortunate reality that politics are deeply intertwined with Jujutsu Sorcery. Power is not only measured in strength, but in influence, reputation, and perception. You, however, are a natural at navigating these waters. You can seamlessly slip into political environments, instinctively understanding the expectations, etiquette, and unspoken rules at play.

You know how to present yourself in a way that earns respect, avoids scrutiny, and keeps suspicion off your back. More importantly, you have a talent for working within the system without being trapped by it. Loopholes, technicalities, and gaps in authority stand out clearly to you, allowing you to avoid consequences, redirect blame, or maneuver around restrictions that would bind others. Even when surrounded by schemers and power players, you are rarely the one caught off guard.

All is Beneath my Gaze - 200 CP
Muta Kokichi better known as Mechamaru is one of the few individuals known to possess a Heavenly Restriction. His specific variant crippled his body, but gave him an unrivaled range. When putting in effort he can cover a large country with his technique.

You possess a similarly overwhelming reach. Your abilities can extend far beyond their normal limits, covering areas that would be considered impossible for others.

Regardless of whether it's perception, control, or the effective range of your techniques, you can project your influence across distances that would normally render such actions impossible. This enhancement applies broadly to any ability you possess that has a concept of range. The abilities reach and area of effect will be dramatically expanded. This allows you to act, observe, or influence events from far beyond what others could manage.

Strings Behind the Curtain - 200 CP
Powerful people are rarely controlled directly. They are guided, constrained, and placed into situations where the path they choose was decided long before they arrived at it. You happen to be exceptionally good at creating these situations. Anyone within your sphere of influence can be steered through careful control of information, resources, timing, and pressure. You understand what people want, what they fear, and what they cannot afford to ignore, and you use that understanding to shape their decisions without ever needing to issue a direct command.

The stronger or more independent someone is, the less this feels like control and the more it becomes inevitable. You are not overriding their will, you are constructing circumstances where their most reasonable choice aligns with your intentions. Even those who resist authority can be managed through isolation, redirected responsibilities, or problems that only you can conveniently resolve. You cannot force someone to act completely against their nature, but you can ensure that acting according to their nature leads them exactly where you want them.

Omen of an Era - 400 CP
With the birth of so many powerful sorcerers, the Inspector General realized a calamity was approaching. You have learned to recognize the signs of something larger than any single conflict. The sudden rise of powerful individuals, shifts in talent across generations, and the clustering of rare abilities are not coincidences to you. They are warnings. When a period of upheaval, crisis, or large scale change is approaching, you will feel it in advance as a growing certainty. This is not prophecy in the sense of exact knowledge, but a deep, instinctive awareness that something is coming and roughly what form it will take. The greater the coming storm, the clearer this sense becomes. More importantly, you understand what must be done in response and can guide the world into that preparation.

Under your influence, individuals and organizations begin to shift in ways that mirror your intent. Talent emerges where it is needed, promising individuals grow faster than they otherwise would, and internal conflicts become easier to resolve or quietly fade when they would hinder your goals. Dangerous or unstable elements do not simply disappear, but they become easier to manage, less likely to erupt prematurely, or are pushed into positions where they can be dealt with on your terms. Even you are not exempt from this momentum, finding your own growth and development accelerating as the situation demands it. Your decisions may seem questionable, even reckless, in the moment. You may allow threats to grow, support individuals others would eliminate, or ease tensions where conflict might seem necessary. But when the crisis finally arrives, it becomes clear that these choices were not oversights. They were preparations for the oncoming storm.

Time for Another Cover Up - 400 CP
While the big fights tend to get all the attention, most Sorcerers spend just as much time cleaning up the aftermath. Property damage, missing persons, strange incidents that need a normal explanation, it all has to be handled before the public starts asking questions. You're good at this side of the job. You know how to assess a scene quickly, figure out what needs to be fixed, and put together a believable explanation for what happened.

Regardless of whether it's coordinating repairs, managing witnesses, or working with whatever authorities are involved, you can smooth things over before they turn into a larger problem. Given a bit of time and the right resources, you can easily cover up even major incidents. Even hiding something major like an entire city getting wrecked isn't that difficult for you, though it will likely be a bit time consuming. So whenever the situation has to be contained, you're likely to receive a call.

Cursed Crafter - 600 CP
Cursed Tools are a staple of the Jujutsu world, but truly skilled craftsmen are rare. Creating something reliable is one thing, creating something exceptional is another entirely. You fall into the latter category. You have the knowledge and skill needed to forge Cursed Tools of all kinds. Given the proper materials, you can consistently produce high quality weapons and items, up to and including Special Grade tools. You understand how to shape materials, imbue them with Cursed Energy, and integrate techniques into their function without instability. This also includes barrier type abilities such as Simple Domains should you possess the capabilities of utilizing the skill.

Moreover, your skillset isn't limited to just making new items either. You can repair damaged tools, reinforce existing ones, and modify them to better suit their user. With

enough time and effort, you could tailor equipment to specific individuals or situations, bringing out far more potential than a standard weapon ever could. At the very least, you'll never be short on work. More likely, you'll end up as one of the most sought after individuals in the Jujutsu world.

The Shape of the World - 600 CP
At a certain point, control stops being about individuals entirely. It becomes about the systems that produce their choices, and you understand those systems well enough to reshape them. Any organization or structure you hold real influence over will begin to align itself with your preferences over time. This is not immediate or obvious, but gradual and deeply rooted. Procedures shift, expectations change, and decisions start to reflect what you would have chosen even if you were not present. What begins as influence becomes embedded as the natural order of things.

This influence sustains itself. Removing you does not immediately undo your work, because the system continues to function along the lines you established. People trained within it will reinforce those patterns, and new members will adopt them without question. Opposition does not disappear, but it finds itself slowed, redirected, or quietly undermined by the very structure it is trying to challenge. You can also carve out exceptions, allowing specific individuals or groups to exist outside of this structure while still being acknowledged by it. Whether they serve as independent actors, controlled variables, or deliberate blind spots is entirely up to you. At this level, you are no longer managing power. You are defining how power is allowed to exist.

Curse User

It's Not Worth It - 100 CP
For the most part, Curse Users are only pursued when they become a problem that cannot be ignored. Until then, the system is often slow to act. You benefit from that hesitation. As long as you do not create chaos beyond what your level of power would justify, authorities will be reluctant to fully commit to stopping you. Investigations stall, priorities shift, and efforts to track you down tend to lose momentum before they reach a conclusion. The stronger you are, the more leeway you are given. For instance, a Special Grade individual would be able to get away with far more than a Grade 3 individual.

Might Makes Right - 100 CP
Sorcerers may act civilized, but at the end of the day, power decides everything. Status, authority, and even tradition tend to fall in line behind whoever proves themselves strongest. This has been made clear time and time again, such as when Satoru Gojo simply claimed his position through sheer strength. You embody this principle.

Whenever you decisively defeat an opponent or group, you can enforce your terms upon them. Whether it’s taking control of an organization, settling a dispute, or forcing a change in leadership, your victory carries weight that others recognize. Those involved will accept the outcome and fall in line, so long as your dominance was clear. This does not make them blindly loyal or obedient beyond reason, but it does establish your authority in that moment. In a world like this, strength speaks, and people listen.

Of the Heian Era - 200 CP
The Heian Era was the Golden Age of Jujutsu, a time when monsters walked freely and power far exceeded what is considered normal in the present day. You were not born to modern standards. Whether through your lineage, Kenjaku’s experimentation, or something stranger, your base level far exceeds your peers. Your cursed energy, physical ability, and overall potential are all elevated to a level that would be considered exceptional even among experienced sorcerers. For instance, someone who should have been Grade 1 may instead be a Special Grade combatant. Someone already exceptional becomes something far harder to measure. You are operating on a different baseline.

We're Almost Ready - 200 CP
It took years for Suguru Geto to prepare his plans, and throughout that time he remained frustratingly out of reach. Even Satoru was unable to find him despite his best efforts. You are equally evasive, able to remain hidden as you go about your duties.

Attempts to track you down, intercept you, or force a confrontation tend to fail at the last moment. Leads go cold, timing falls apart, and even when discovered, circumstances interfere just enough to prevent a decisive engagement. Perhaps they'll stumble onto you, but will be recalled by an emergency or you'll simply remain just out of reach. This does not make you impossible to find, but it ensures that until you choose to act, you are never truly forced into a situation you did not plan for.

Ancient - 400 CP
While immortality is out of reach for most, there's a surprising number of individuals who happen to be centuries old running around. It appears you're one of those deathless individuals roaming around. Perhaps you possess the bog standard ageless immortality or maybe you have some sort of body hopping technique like a certain brain hopper. With that time comes refinement.

Every skill you possess has been honed over years, decades, or even centuries, reaching a level of mastery that others would struggle to replicate in a single lifetime. Techniques are cleaner, control is sharper, and your overall efficiency is pushed to its limits. More importantly, you carry knowledge from another time. Having lived through the Heian Era or an equivalent period, you are familiar with lost techniques, forgotten methods, and ways of thinking that no longer exist.

Put Him on the Throne - 400 CP
Monsters are feared. Kings are followed. Like Suguru Geto and Ryomen Sukuna, you possess a presence that goes beyond simple charisma. Your ideals, your strength, and the way you carry yourself create a gravity that draws others in and compels them to believe. Those who follow you do not do so lightly. Their loyalty runs deep, reinforced by belief in your vision and confidence in your inevitability.

They will act in your interest even without direct orders, taking initiative to further your goals and protect what you have built. More importantly, your will persists through them. If you are removed, sealed, or otherwise taken out of action, your followers will not simply scatter. They will work to restore you, continue your plans, and bring your ambitions to completion. Over time, your influence becomes self-sustaining, carried forward by those who believe in you.

Culmination of Centuries - 600 CP
Araya Souren did not simply seek power. He sought to create something beyond humanity. Through decades of planning, experimentation, and manipulation, he laid the foundation for Shiki's birth. You possess that same level of capability. You have an exceptional understanding of souls, identity, and the processes that define life and

existence. With time, resources, and preparation, you can create or reshape beings into something far beyond what they once were.

This can take many forms. You might choose to cultivate vessels designed to house immense power, alter individuals to grant them entirely new abilities, or create entities from the ground up. Doing so would allow you to shape their nature, purpose, and potential rather than being reliant on random chance. These creations will not be crude experiments, but carefully constructed existences that might as well be true souls. More importantly, your work will improve over time. Each success will refine your understanding, allowing you to push further, create better results, and attempt more ambitious designs. Given enough time, you could create something on the level of Shiki herself or potentially something even greater.

Lastly, you also have comprehended methods to transfer unique traits such as Innate Cursed Techniques or biological abilities between individuals. The only requirement is the target must be alive during the transfer process. This ritual is effective on any soul or biologically based power.

King of Curses - 600 CP
There are many who wield power. And then there are those who redefine what power means. Like Sukuna, you stand at the peak of what a Curse User can become. Your presence alone carries weight, your actions shape the battlefield, and your very existence forces others to reconsider how they approach you. Your abilities are amplified in every meaningful way. Output, efficiency, control, and lethality all rise to levels that place you firmly above your peers. Techniques you wield hit harder, last longer, and are far more difficult to counter or endure.

More importantly, you are exceptionally difficult to put down. Defeating you is not enough. Sealing you, killing you, or otherwise removing you from play will rarely be permanent unless extraordinary measures are taken. Given time, opportunity, or the actions of others, you will find your way back. You will be given a 1-Up which will allow you to survive one such event every ten years or once per Jump. The world will realize you are not just a powerful individual. You are a calamity that will continue until you are truly ended.

Cursed Spirit

I Am Greed - 100 CP
Most Cursed Spirits embody a single fear or negative emotion. This is what defines their nature and the abilities they develop. A Curse born from fire will burn, one born from fear will terrify, and one born from greed will take. You do not share this limitation. Each time you take this perk you may choose a concept such as greed, fear, hunger, or something similar. That concept will manifest within you, granting abilities tied to it and strengthening you when it is present. For instance, there was a unique Special Grade Cursed Spirit born from greed. Its powers allowed it to force people into debt which eventually resulted in them giving up their lives as payment. Additionally, these concepts will stack and synergize. As an example being a Cursed Spirit of Nature and Fear could let you affect natural disasters to a degree.

Born of Fear - 100 CP
Cursed Spirits do not grow the way humans do. They are shaped by negativity, feeding on it, evolving through it, and becoming stronger the more they embody it. You function the same way. Negative emotions, whether directed at you, around you, or simply present in your environment, will fuel your growth. Fear, anger, despair, hatred, all of it can be absorbed and converted into power. The stronger the emotion, the greater the benefit you'll receive. This is not just limited to passive growth either. In moments of intense emotional stimulation, your strength can rise just as quickly, allowing you to become far more dangerous in the middle of conflict and regenerate your energy. Others require time and effort to grow stronger, you only need the world to feel worse to unleash your power.

Cloning - 200 CP
You can create clones of yourself, each one fully capable of acting on your behalf. They possess your abilities, your skill, and your awareness, all linked together through a shared hivemind. Creating a clone takes a significant amount of energy, but once formed, they do not require constant upkeep. They will act independently while still remaining perfectly in sync with you.

This allows for coordinated actions without any delay or confusion. At the start, you can maintain up to five clones at once. With time, practice, and increased power, this limit can grow, letting you field larger numbers or create more specialized uses for them. Whether used for combat, scouting, or multitasking, having more of yourself around tends to be a pretty big advantage.

Land God - 200 CP
Land Gods are a rare type of Cursed Spirit that can be created due to worship or extreme build ups of negative energy. While inside a territory they claim, the Curse is greatly empowered. For instance, a Grade 1 Curse would be almost as strong as a Special Grade Curse. Additionally, their abilities and healing will be greatly enhanced. You possess a similar ability allowing you to claim areas for yourself. These territories will grow over time. The longer you hold an area, the more deeply it becomes tied to you, increasing both its size and the strength of the benefits it provides. While you begin with a single territory, your capacity to claim more will expand as you grow stronger.

You Can't Get Rid of Me - 400 CP
Cursed Spirits are notoriously difficult to deal with. Even when the majority of their bodies are seemingly destroyed, they have a habit of coming back one way or another. You are an especially persistent example of this. So long as your core is not completely erased, you will eventually reform. Destruction, dispersal, or even partial purification will not be enough to get rid of you for good. Given time, you will return, your form rebuilding itself from lingering energy or the environment around you. This process can be sped up significantly if your concept is still active. A Curse of fear will recover faster where fear is present, while something like greed or hatred will reform more easily where those emotions are common.

You Think You Can Hold Me? - 400 CP
Containment is a go-to solution in the Jujutsu world. If something can't be killed, it gets sealed. If it can't be controlled, it gets locked away somewhere no one has to deal with it. That approach doesn't really work on you. If you're ever imprisoned, you will get out. It doesn't matter how perfect it looks on paper, there's always going to be something you can exploit, a flaw, a gap, or just a way through that only you can find.

Even something like the Prison Realm isn't going to hold you forever. And it's not just physical. Mental traps, spiritual bindings, soul-based techniques, anything that tries to lock you down in some way eventually fails. You might get caught for a bit, but staying that way isn't happening. At the end of the day, you're not something that can be contained. The best anyone can do is slow you down.

He's That Good - 600 CP
Forcing someone to follow you works, but it is rarely the best option. People are far more useful when they choose to be involved, when they believe the plan is their own idea or aligns with what they already want. Figures like Kenjaku understand this well, and now, so do you. You have an exceptional level of insight into others. With only brief observation, you can get a clear read on a person's personality, habits, priorities, and

weaknesses. You know what drives them, what they want, and what they are likely to do next.

More importantly, you know how to use that information. Whether through conversation, suggestion, or careful planning, you can guide people into acting the way you want without them realizing they're being manipulated. They don't have to like you, and they don't even have to trust you fully, they just need a reason to go along with things, and you are very good at giving them one. With enough time and setup, you could gather large groups under your influence, from skilled Sorcerers to entire organizations, all moving in a direction you set.

Disaster Grade - 600 CP
At a certain point, a Cursed Spirit stops being something that can be dealt with normally. They become a phenomenon and a disaster upon the world. You are no longer just a being that possesses power. You are a living embodiment of the concept you represent. Your presence spreads it, your actions reinforce it, and the world itself begins to reflect echoes of your birth. If you embody fear, it will take less for others to feel it around you. If you embody greed, desire and obsession will grow in your presence. These effects are not overwhelming on their own, but they are constant, subtle pressures that shape the environment and the people within it.

More importantly, as your concepts spread, so does your strength. The more your influence takes hold, the more powerful you become. Entire areas can begin to reflect your nature, turning into extensions of your existence even without being formally claimed as territory. You are also incredibly difficult to erase completely. As long as your concepts continue to exist and take root somewhere in the world, there will always be a path for you to return, whether through gradual reformation or by manifesting again where those ideas are strongest.

Cursed Techniques

Cursed Techniques are the foundation of a Sorcerer's power. They define how one fights, how they grow, and in many cases, how they are remembered. Some are inherited, passed down through generations and refined over time. Others are unique, emerging from the individual with no clear origin. A rare few exist as abnormalities, abilities that do not follow the rules that govern everything else.

Most techniques are simple at their core. What separates the weak from the strong is how those techniques are used. Output, control, efficiency, and application all matter far more than the concept itself. A technique that seems unimpressive at first glance can become overwhelming in the hands of someone who understands it. There are limits. There are rules. And there are always exceptions.

You will receive a **400 TP** stipend to spend on techniques. **CP** may be converted to **TP** at a **1:2 ratio** (ergo **50 CP = 100 TP**). Additionally, you receive three discounts that can be used on any technique below. Any **100 TP** techniques will become **Free**.

General Techniques and Factors

Walking my Own Path - Free
There are quite a few impressive techniques, but maybe you want to develop your own abilities. This option will generate a Cursed Technique based around your personality and character. The only issue is that you'll have to discover most of its traits and develop yourself. As your Cursed Technique is not set in stone. With time, training, and the right conditions, it may evolve, gaining new properties or fundamentally changing in scope.

Custom Technique - Varies
The world of Jujutsu is filled with strange and highly specific cursed techniques. If none of the available options fit your needs, you may create one here. The cost will depend on the overall power, flexibility, and scope of the technique in question. Obviously simpler or narrow abilities will fall on the lower end, while highly versatile techniques will cost significantly more. Use the rest of the techniques listed as guidelines for an appropriate cost.

Lapse - 100 TP
A Technique Lapse is the standard expression of an Innate Technique and the most basic application of one's power. For most sorcerers this is all they will ever use, simply refining and strengthening this singular aspect over time. However, in some rare cases a Lapse can represent a more specialized extension of a technique rather than its default state. For example, Satoru's Blue is the Lapse of Limitless, amplifying the concept of attraction to create a violent vacuum. Purchasing this grants each of your Cursed Techniques a unique Lapse ability if they do not already possess one. If your technique already has a Lapse, then it will be significantly strengthened and refined. Additionally, this will grant you a high degree of proficiency in your Lapse technique.

Reversal - 100 TP
Cursed Technique Reversal is the result of flowing positive energy into an Innate Technique, effectively inverting its effect and creating a mirrored application. This is considered an advanced skill due to the difficulty of generating positive energy through Reverse Cursed Technique in the first place. For example, Satoru's Red is the Reversal of Limitless, turning attraction into violent repulsion. Purchasing this grants each of your Cursed Techniques a Reversal if they do not already possess one. This reversed effect will naturally oppose, invert, or otherwise contrast the original ability in a logical and useful manner. If the technique already possesses a known Reversal, then it will become more efficient or powerful. Of course, using Reversals tends to be significantly more expensive than the base technique.

Cursed Trait - 100 TP
While uncommon, some sorcerers possess cursed energy with unique properties. These traits can drastically alter how their abilities function. Each time you take this perk, choose a single trait for your energy. This could be elemental, such as lightning like Hajime Kashimo, or something more abstract like cutting, decay, or heat. Your energy will naturally carry this property, enhancing your attacks and influencing your techniques. Even basic applications of cursed energy become more dangerous when infused with a defined trait. Multiple purchases allow you to stack traits or apply them in different ways depending on how you use your energy.

Maximum - 200 TP
Maximum Techniques are the supreme expression of a sorcerer's Innate Technique short of a Domain Expansion. These abilities are the strongest attack or application a technique can normally achieve through raw output and mastery. While Domains are often more refined, a Maximum Technique is usually more straightforward and destructive. Examples include Geto's Maximum: Uzumaki and Eso's Maximum: Wing King. Purchasing this grants each of your Cursed Techniques a unique Maximum Technique if they do not already possess one. This will represent the strongest conventional use of that power, often dramatically increasing scale, output, or lethality. These techniques are extremely costly and may rapidly drain your reserves if overused.

Domain Expansion - 400 TP
A Domain Expansion is the ultimate manifestation of a sorcerer's Innate Technique and a reflection of their heart, mind, and soul. By erecting a barrier and filling it with one's technique, the user creates a separate space where their abilities are massively enhanced and often gain a guaranteed hit effect. This is the pinnacle of Jujutsu and something many sorcerers will never achieve. Your Domain will be deeply personal, shaped by your personality, experiences, and Cursed Techniques. It may be a closed barrier domain like Unlimited Void, an open domain like Malevolent Shrine, or some stranger variation entirely. Purchasing this grants each of your Cursed Techniques its own Domain Expansion if they do not already possess one. Alternatively, multiple techniques may merge into a single stronger Domain if that would be more fitting. Domains consume immense amounts of Cursed Energy and weaker barriers may be overwhelmed by stronger or more refined Domains. Still, within your Domain…you are the one who makes the rules.

Reserves - Free/200/400 CP
The greatest limitation most sorcerers face is the amount of Cursed Energy they possess. While it can be increased over time, doing so is slow, difficult, and rarely enough to close the gap between individuals. For Free, you have an average reserve of cursed energy. Not bad by any means, but a single Domain Expansion will exhaust you. For 200 TP then, like Gojo Shiki and Satoru, you possess an overwhelming reserve of energy that surpasses the majority of sorcerers, if you are not satisfied then you may pay 400 TP to match Sukuna's seemingly infinite reserves. With this you will have greater reserves than all, but the absolute best. More importantly, this advantage is not limited to cursed energy. Any internal energy system you possess will be amplified in the same way, granting you a vast pool to draw from regardless of the setting.

Output - Free/200/400 TP
Cursed energy reserves define how long you can fight. Output defines how hard you can hit. By default for Free you'll have average output assuming none of your abilities improve it. Proper utilization can greatly enhance techniques that rely on immediate power, such as reinforcement or high-impact attacks. For 200 TP, your output rises to match above average sorcerers like Yuta Okkotsu, allowing you to consistently perform at a level above the norm. For 400 TP, your output reaches the level of Ryu Ishigori, the highest recorded among sorcerers. At this point, the sheer force behind your techniques becomes your defining trait, overwhelming others through raw power alone. You may not have the largest reserves. But what you can use, you use all at once.

Control - Free/200/400 TP
Your skill in controlling Cursed Energy determines not only how efficiently you fight, but also what techniques you can safely wield. By default and for Free, your control is average for a trained Sorcerer. You possess a solid grasp of reinforcement, output, and basic manipulation. Your energy waste is minimal enough to use your abilities effectively, though nothing exceptional. If you’re not happy then for 200 TP, your control is exceptional. You waste very little energy and can shape it with precision far beyond most Sorcerers. For instance, reinforcement is easier to maintain and your techniques cost noticeably less. Additionally, complex applications such as barriers, healing, or delicate manipulation become significantly easier to learn and perform. Lastly, for 400 TP, your control is nearly unrivaled, on par with a Six Eyes user. Every bit of energy you use is handled with near perfect precision, leaving virtually no waste. Techniques that would normally require immense amounts of energy cost only a fraction of that amount. In practice, this allows you to fight longer, maintain expensive abilities more easily, and often outlast opponents with vastly greater reserves.

- The **400 TP** tier of this perk is **Free** with **Six Eyes**

Inherited Technique

These techniques are tied to bloodlines and passed down through generations. They are typically more stable and refined, having been developed and optimized over long periods of time. In many cases, they come with established methods of use and known applications, though that does not mean they cannot evolve further.

Blood Manipulation - 600 TP
Blood Manipulation is the inherited cursed technique of the Kamo Clan. This inherited technique allows the user to freely manipulate their own blood both inside and outside their body. The user may shape blood into projectiles, weapons, or constructs, controlling its movement with precision. Techniques such as piercing attacks, flowing armor, or restrained bindings are all possible. Blood can also be accelerated and compressed to dramatically increase its speed and piercing power, making it lethal at both close and long range. Because this technique relies on blood, excessive use can result in blood loss and physical weakness. Skilled users often learn to recycle blood or use Reverse Cursed Technique to offset this weakness.

Limitless - 600 TP
Limitless is one of the two infamous cursed techniques of the Gojo Clan. At its core, Limitless grants control over space through the concept of infinity. Its most basic application creates an infinite division between yourself and anything approaching you, causing objects and attacks to slow to a halt before ever making contact. This is not a barrier in the traditional sense, but a direct manipulation of space itself. With sufficient control, this extends far beyond simple defense. You can pull objects, people, or even attacks toward a chosen point or forcefully repel them outward with overwhelming power.

By combining these effects, you can generate far more destructive outputs, compressing and releasing space to devastating effect. Limitless also allows for precise spatial manipulation, letting you control distance, positioning, and the flow of combat without relying on direct contact. However, this technique is extremely demanding. Without exceptional control, the cost of maintaining even its basic functions becomes impractical. In the hands of someone capable of handling it properly, Limitless becomes one of the most oppressive and versatile techniques in existence.

- **Gojo Awakened:** Limitless and the Six Eyes are powerful on their own, but together they become something else entirely. If you possess both, their interaction is refined to its highest level. The inefficiency and strain normally associated with Limitless are effectively removed, allowing you to maintain its effects continuously without meaningful drain.

Six Eyes - 600 TP
The Six Eyes is the second legendary ability of the Gojo Clan. These eyes grant near perfect perception of cursed energy, allowing you to see its flow, structure, and composition with extreme clarity. Techniques can be understood at a glance, and even subtle changes in energy can be tracked in real time. Their greatest strength lies in efficiency and control. You waste virtually no cursed energy, with every action refined to the highest degree.

This drastically reduces the cost of all techniques, allowing you to maintain abilities that would normally drain others in moments. This level of control makes even complex or demanding techniques far easier to manage, while also allowing for continuous high level output without exhausting your reserves. At the same time, it enhances your ability to read opponents, letting you anticipate actions and identify weaknesses through their energy alone. Lastly, this technique only awakens in a single individual each generation. So a second Six Eye user is likely going to draw quite a bit of attention.

- **Gojo Awakened:** Limitless and the Six Eyes are powerful on their own, but together they become something else entirely. If you possess both, their interaction is refined to its highest level. The inefficiency and strain normally associated with Limitless are effectively removed, allowing you to maintain its effects continuously without meaningful drain.

Nihility - 800 TP
Nihility is the second inherited cursed technique belonging to Gojo Shiki. This technique grants the user control over the concept of “nothingness,” allowing Shiki to manipulate whether something can or cannot be affected. As Shiki refined her technique, she developed two primary applications.

White is the cursed technique Lapse of Nihility. By maximizing the concept of “nothingness” on a target, it ensures that nothing can affect them. All attacks will be blocked, a target’s condition can be preserved, and you can stop your clothes from getting dirty. White is considered to be one of the most powerful defensive cursed techniques ever recorded, often being compared to Satoru Gojo’s Infinity. However, it is not invincible. White may only be applied to a single target at a time and, as a lapse technique, continuously consumes cursed energy while active. Even individuals with exceedingly large reserves of cursed energy may only be able to keep the technique up for an hour total.

Black is the cursed technique reversal of Nihility. By minimizing the concept of “nothingness” on a target, it ensures that whatever happens to them will happen to them. In practical terms, this means Shiki’s attacks cannot miss. If she swings at you,

the strike will connect. If she throws a weapon, it will land. Like a Domain Expansion's sure hit effect, Black prevents targets from dodging and makes their agility worthless. Even Toji Fushiguro was unable to dodge this attack despite his lack of cursed energy and his sheer agility.

Projection Sorcery - 800 TP
Projection Sorcery is an inherited cursed technique of the Zenin Clan, famously wielded by Naobito Zenin. This technique allows the user to divide one second into twenty four frames and pre-determine their movements across those frames. By following this predetermined path, the user gains incredible speed moving incredibly fast. This technique allowed Naobito to be known as the fastest sorcerer in the world. Anything touched by the user may also be forced into this twenty four frame rule. If the target fails to obey the imposed movement pattern, they are frozen in place for one second. Additionally, if they are broken out of this frozen state they will be heavily injured. As a result the technique is devastating for both mobility and crowd control. The main weakness the technique possesses is precision. The user must commit to their movement path in advance and cannot violate the frame rules themselves without suffering similar consequences. Lastly, the user can maintain the technique continuously to keep building speed.

Cursed Speech - 800 TP
Cursed Speech is the inherited cursed technique of the Inumaki Clan. This technique allows the user to enforce commands through their voice, compelling reality and those who hear it to obey. Simple commands such as "Stop," "Sleep," or "Blast Away" can immediately immobilize, incapacitate, or launch targets with overwhelming force. The strength of the command determines the amount of cursed energy required.

Minor actions can be used repeatedly with little issue, while more complex or powerful commands demand far greater reserves. Stronger targets may also require more power to affect. The backlash of using this technique falls primarily on the user's throat. Repeated use or issuing commands beyond your capacity can damage your voice, cause internal strain, or leave you unable to speak temporarily. Those born with this technique often possess the markings known as Snake Eyes and Fangs, sigils that manifest around the mouth and tongue as a sign of their power.

Cursed Eyes of Death Perception - 1000 TP
The Cursed Eyes of Death Perception is the first inherited curse technique possessed by Gojo Shiki. These eyes allow the user to perceive the "death" of all things as gleaming red lines. By tracing along these lines with a blade or similar object, the user may cut through the target's existence, killing it instantly. This bypasses any lethal

points on the target, though it doesn't necessarily have to be a fatal injury. This ability is not limited to living beings. Objects, barriers, cursed tools, techniques, diseases, and even abstract or conceptual phenomena may be "killed" so long as the user can perceive them.

For instance, Shiki was capable of killing the voice of a Zenin Clan elder, preventing him from speaking. A wound inflicted through these lines is not simply physical damage. It is the destruction of the target's existence at that point, making regeneration, Reverse Cursed Technique, and most forms of healing ineffective. Additionally, the eyes do grant enhanced perception, albeit nowhere near to the extent of the Six Eyes. Unfortunately like the Six Eyes, this can lead to intense strain on the user's mind. Prolonged use may cause headaches, exhaustion, or sensory overload.

Ten Shadows - 1000 TP
Ten Shadows is the inherited cursed technique of the Zenin Clan. This technique allows the user to manifest shikigami from their shadows and control them in battle. Each shikigami possesses unique abilities and roles, ranging from direct offense to mobility, tracking, support, or utility. The technique begins with access to the Divine Dogs, but additional shikigami must typically be unlocked by defeating and taming them in ritual combat. Once brought under your control, they may be summoned repeatedly and dismissed at will. If a shikigami is completely destroyed, it cannot normally be summoned again. However, its power may be inherited by the remaining shikigami, creating stronger fusion forms or enhancing existing summons.

Beyond summoning, the user may manipulate shadows themselves. Shadows can be used as storage spaces, allowing weapons, tools, or even the user to hide within them. Skilled users may travel through shadows, ambush opponents, or use them to reposition themselves and their shikigami. The greatest and most infamous summon of this technique is the Divine General Mahoraga, a shikigami capable of adapting to any and all phenomena over time. However, controlling it is notoriously difficult, and summoning it without proper preparation is often suicidal. Lastly, while the Ten Shadows technique will automatically grant users a pool of ten shikigami, it is also possible to gain new shikigami by making contracts with various entities.

Innate Technique

These are abilities that manifest naturally within an individual. They are not tied to lineage and often reflect something personal, whether that be mindset, experience, or something less easily defined. Innate techniques tend to be more flexible, but also less understood, requiring the user to develop them on their own.

Antigravity System - 200 TP
Antigravity System is the cursed technique once possessed by Kaori Itadori. This technique allows the user to reduce or nullify the effects of gravity within a chosen area. At its lowest level, this allows the user to lighten objects, slow falls, or disrupt an opponent's footing. With greater output, entire areas can be subjected to altered gravity, causing enemies and attacks to lose stability or float helplessly. The technique may also be reversed to dramatically increase gravity instead, crushing targets into the ground or pinning them in place under immense force.

Ratio Technique - 200 TP
Ratio Technique is the cursed technique of Kento Nanami. This technique allows the user to divide a target into ten equal sections and identify the precise seven to three ratio point. Striking this point results in a critical hit, dealing significantly more damage than normal. The effect ignores much of the target's natural toughness, making it especially effective against durable opponents. Against weaker enemies, a properly placed strike can cleave through them in a single blow. The marked lines are not limited to the target's full body. You may apply the ratio to smaller sections such as limbs, weapons, or even structures, allowing you to exploit weak points in objects and the environment just as easily as living targets.

Love Rendezvous - 200 TP
Love Rendezvous is the cursed technique of Kirara Hoshi. This technique allows the user to assign up to five different anchors to chosen targets. Targets with matching anchors are drawn toward one another, while movement between differently marked targets follows a specific order determined by the user. Attempting to approach a target out of sequence results in repulsion instead. This creates a complex field of attraction and repulsion, allowing the user to control positioning, restrict movement, and confuse opponents attempting to navigate the battlefield. Those marked with the same anchor will still naturally attract one another, regardless of sequence.

Pain Killer - 200 TP
Pain Killer is the cursed technique of Arata Nitta. This technique allows the user to halt the progression of injuries. Any wound treated with this ability will be stabilized immediately, preventing it from worsening regardless of movement, strain, or further

exertion. This technique cannot heal injuries on its own, but it creates a perfect window for medical treatment. However, the technique must be maintained continuously to prevent an injury from worsening until healed.

Boogie Woogie - 200 TP
Boogie Woogie is the cursed technique of Aoi Todo. This technique allows the user to swap the positions of two targets with a clap. The targets may be living beings, objects, or even cursed tools so long as they possess sufficient cursed energy or are otherwise valid targets. The user may choose the two targets freely, allowing them to reposition themselves, allies, enemies, or attacks in an instant. This makes Boogie Woogie incredibly effective for disorienting opponents, dodging attacks, creating openings, or setting up combinations. Despite its simple concept, the sheer speed and unpredictability of repeated swaps can make it extremely difficult to counter. This is a rather straightforward technique, but one that is devastating in the hands of a skilled user.

Straw Doll Technique - 400 TP
Straw Doll Technique is the cursed technique of Nobara Kugisaki. This technique uses a hammer, nails, and a straw doll as a medium to attack targets indirectly. By driving cursed nails into surfaces or opponents, the user may create explosive impacts, launch projectiles, or manipulate the battlefield from a distance. Its most dangerous application is Resonance. By obtaining a piece of the target such as blood, flesh, or a severed limb and linking it through the straw doll, the user may inflict damage directly onto the target's body and soul from afar. This allows the technique to bypass many conventional defenses and makes it particularly effective against beings with linked bodies or distributed forms.

G Warstaff - 400 TP
G Warstaff is the innate cursed technique of Charles Bernard. This technique manifests through a large staff shaped cursed tool resembling a pen or spear. When the user successfully draws blood from the target and spills it onto the manga panel, they gain the ability to glimpse several seconds into that target's future actions. These glimpses appear as manga panels or visual frames, allowing the user to predict movements, attacks, and decisions before they occur. The more successfully the user lands strikes, the more information they can gather, making the technique increasingly effective over time.

Contractual Re-Creation - 400 TP
Contractual Re-Creation is the innate cursed technique of Reggie Star. This technique allows the user to reproduce the subject of contracts, receipts, and other written

agreements. By channeling cursed energy into a valid contract or receipt, you may summon or recreate the object or service described within it. This can include weapons, vehicles, buildings, or even more abstract effects depending on the wording of the contract. The strength and complexity of the recreated object depends on the quality of the contract and the amount of cursed energy invested. More detailed or expensive contracts generally produce stronger results. Lastly, these contracts don't have to belong to the user, they simply must be valid deals.

Dimension Hopper - 400 TP
Dimension Hopper is the title given to an otherwise unnamed cursed spirit once controlled by Suguru Geto. This cursed technique allows the user to create grey vortexes capable of transporting themselves, others, or objects across space. Anything targeted by the vortex is swallowed and emerges from a second vortex at the intended destination. The user may selectively choose what is taken, allowing for precise transportation, sudden repositioning, or the removal of enemies from the battlefield. This makes the technique highly effective both offensively and defensively. However, the vortex remains active for a brief moment after use. During this time, anything entering it may also be transported, meaning sufficiently fast or reckless opponents can potentially follow through.

Puppet Manipulation - 400 TP
Puppet Manipulation is the cursed technique of Kokichi Muta. This technique allows the user to remotely control cursed corpse puppets across a wide area. At its most basic, this permits the manipulation of individual puppets for scouting, combat, or surveillance. With greater skill, you may control multiple puppets simultaneously, coordinating them with precision as though each were an extension of your own body.

The technique naturally grants exceptional multitasking and fine control, allowing for highly precise movements and complex coordinated actions. Your range will be your greatest limitation as without outside enhancement, Heavenly Restrictions, or amplification perks, your effective control radius will be far less than Kokichi's. Most users of this technique will find their combat style heavily reliant on puppets, but in exchange it offers incredible flexibility and the ability to fight from relative safety.

Judgeman - 600 TP
Judgeman is the cursed technique of Hiromi Higuruma. This technique manifests a large black humanoid shikigami carrying scales and acting as an impartial judge. Upon activation, the target is brought into a court hearing where Judgeman presents evidence of a crime or wrongdoing committed by them. The accused is allowed to plead their case, defend themselves, or remain silent.

Once arguments have been made, Judgeman delivers a verdict. Depending on the ruling, the target may receive a penalty. These can range from the confiscation of cursed energy or cursed techniques to more severe punishments depending on the circumstances and your mastery. Judgeman itself is impartial and cannot be directly controlled once proceedings begin. The outcome depends on evidence, argument, and the target's actions.

Immortality - 600 TP
Immortality is the innate technique belonging to the famous Sorcerer Master Tengen. Though it's more accurate to say this technique grants the user prolonged aging rather than true immortality. Once a sufficient amount of time passes the user will begin to evolve to improve the user's body. However, given that you're paying for this technique you may either choose to remove the need for a Star Plasma Vessel or have the evolutions become purely beneficial. In the event of the second option you may still develop an inhuman appearance, but there will be no risk of your awareness being overwritten.

Solo Forbidden Area - 600 TP
Solo Forbidden Area is the cursed technique of Utahime Iori. This technique creates a ritualized field that amplifies cursed techniques within its range up to one hundred and twenty percent of their normal effectiveness. The enhancement can be applied to the user or to any consenting individuals within the field. This can increase output, improve effectiveness, and strengthen the overall impact of techniques used under its influence. The only restriction is that this field must be set up in order to properly activate. Bringing out the techniques full scope involves ritualized movements, dancing, and music. Because of this, it is less suited for sudden combat and far more effective in coordinated battles or prepared engagements. It however is still considered to be one of the greatest support techniques known.

Sky Manipulation - 600 TP
Sky Manipulation is the cursed technique of Takako Uro. This technique allows the user to physically manipulate space by treating the sky itself as a tangible surface. You may grab, pull, twist, and distort space as though it were a sheet of fabric. This can be used defensively to bend the trajectory of incoming attacks, causing them to miss or even redirecting them back at the attacker. Offensively, the user may distort the "surface" of space and shatter it like ice, creating powerful shockwaves that bypass conventional defenses and launch opponents away. The technique also grants incredible mobility. By manipulating the sky beneath yourself, you may levitate, fly, or move in unnatural

directions. You may even cloak your body by wrapping distorted space around yourself, rendering yourself difficult to perceive.

Construction - 600 TP
Construction is the cursed technique wielded by sorcerers such as Yorozu and Mai Zenin. As the name implies, this technique allows the user to create matter from nothing using cursed energy. Anything you construct is real and permanent, remaining even after the technique has ended. The exact nature of what can be created depends on your understanding of the object or material in question. With enough knowledge, you may create weapons, armor, tools, or even exotic materials with unusual properties. Particularly skilled users may manipulate their creations in real time, such as controlling liquid metal or forming constructs around their body. The greatest weakness of this technique is efficiency. Creating matter requires an enormous amount of cursed energy and places heavy strain on the user's body. Without exceptional reserves or control, most users will be limited to creating smaller objects. However, in the hands of someone with vast reserves and creativity, Construction is potentially one of the most versatile techniques in existence.

Seance - 600 TP
Seance is the cursed technique of the Curse User Ogami. This technique allows the user to summon the body information of a deceased person and overlay it onto themselves or another target. Doing so effectively transforms the host into the chosen individual, granting them the target's physical abilities, appearance, and potentially aspects of their skills or instincts. Depending on the ritual and the compatibility of the host, it may also summon the soul's information, allowing for a more complete recreation. However, this greatly increases the risk of the summoned personality overwhelming the host. This technique is most often used to temporarily recreate powerful fighters, allowing their abilities to be used again through another body.

Obstacle Removal - 600 TP
Obstacle Removal is the Cursed Technique used by the Special Grade Cursed Spirit Ganesha. This technique allows the user to conceptually remove obstacles. Rather than destroying an object or person through force, the technique identifies something as an "obstacle" and removes it from the equation entirely. This can be used to bypass defenses, erase barriers, or displace opponents and objects that stand in the user's way. Depending on the target and the user's power, the effect may appear as banishment, erasure, or forced displacement. Because of its conceptual nature, it can affect things that would normally resist direct attacks. However, more powerful beings can resist this effect and require a correspondingly higher amount of energy to affect.

Idle Death Gamble - 600 TP
Idle Death Gamble is the domain based cursed technique of Kinji Hakari. This technique revolves around a pachinko game and is themed after Hikari's favorite romance manga. The rules will instantly be downloaded into the enemies mind, but in exchange the technique will activate near instantly. Upon activation, the user will repeatedly play the game gaining various boosts. The most significant of which is the jackpot. By hitting a jackpot, the song Admiring You will begin to play and the domain will fully activate. During this period, the user gains effectively infinite cursed energy and automatic Reverse Cursed Technique. The bonus round lasts for four minutes before the user returns to normal with their cursed energy fully replenished. If another jackpot is hit before it ends, the effect can be refreshed or chained. Outside of the jackpot states, the technique doesn't offer the user many benefits as it relies on the user's luck.

Abstract Art - 600 TP
Abstract Art is a cursed technique belonging to the ghost known as Maria. This technique allows the user to bring artwork to life and manipulate reality through painted mediums. By creating or using a painting, the user may manifest its contents as real constructs. These can range from simple objects to fully formed cursed entities. For instance, Maria was able to create multiple canine-like Grade 3 borderline 2 Cursed Spirits. Additionally targets can be trapped within a canvas. Once sealed inside, they are effectively removed from the battlefield and cannot escape through their own means. The strength and complexity of what can be created depends on the quality of the artwork and the user's cursed energy.

Disaster Flames - 800 TP
Disaster Flames is the innate cursed technique of the Special Grade cursed spirit Jogo. This technique grants the user control over intense volcanic fire and heat. The user may generate flames, magma, and explosive eruptions capable of devastating large areas. Attacks can range from focused blasts and streams of fire to widespread explosions and volcanic bombardments. The sheer heat produced by this technique can incinerate most opponents instantly and melt or destroy surrounding structures with ease. The user may also create volcanic vents or eruptive points across the battlefield, allowing for area denial and surprise attacks.

Disaster Tides - 800 TP
Disaster Tides is the cursed technique of the Special Grade cursed spirit Dagon. This technique grants the user control over massive quantities of water and sea based shikigami. The user may generate and manipulate waves, torrents, and pressurized blasts of water capable of crushing or sweeping away opponents. In addition, the technique allows for the summoning of aquatic shikigami such as fish, serpents, and

other sea creatures to attack or overwhelm enemies. This makes Disaster Tides highly effective at controlling the battlefield, restricting movement, and attacking from multiple angles at once.

Disaster Plants - 800 TP
Disaster Plants is the cursed technique of the Special Grade cursed spirit Hanami. This technique grants the user control over plant life, allowing them to create, manipulate, and weaponize vegetation at will. Roots, vines, branches, and flowers may be grown rapidly from the ground or from the user's body. The plants created can be reinforced with cursed energy, making them durable enough to restrain powerful opponents or withstand heavy damage. Certain creations may drain life or cursed energy from those they ensnare, while others can release spores, seeds, or cursed buds with various effects. Beyond direct combat, this technique grants a powerful form of presence concealment. The user may suppress their presence blending into the surrounding environment. This makes it nearly impossible for them to be detected even by skilled sorcerers.

Star Rage - 800 TP
Star Rage is the cursed technique of Yuki Tsukumo. This technique allows the user to add virtual mass to themselves and their shikigami without actually increasing their size or affecting their speed. By increasing your virtual mass, your attacks gain absurd force, turning even simple strikes into devastating blows capable of pulverizing powerful opponents or destroying large sections of the environment. Despite this increase in power, your body remains agile and unhindered. The added mass also makes you harder to move or affect physically, allowing you to resist impacts, forced movement, or similar effects through sheer "weight." This technique can also be applied to your shikigami, increasing their power in the same way. There is effectively no obvious upper limit, but excessively high mass may place strain on your body or the environment around you.

Technique Extinguishment - 800 TP
Technique Extinguishment is the cursed technique of the ancient sorcerer known as Angel. This technique allows the user to extinguish cursed techniques and similar supernatural effects. At its most basic level, it can nullify active cursed techniques on contact or within its area of effect. This includes dispelling barriers, dismantling constructs, and shutting down abilities entirely. Even highly complex or powerful techniques can be disrupted or erased. This technique is especially effective against incarnated beings, curses, and unnatural existences. This allows the user to purify or destroy them outright under the right circumstances. Even a cursed entity as strong as Sukuna can be slain without much trouble. The technique may be projected outward as

waves or focused into specific attacks, allowing for both precision and wide area suppression.

Cursed Energy Discharge - 800 TP
Cursed Energy Discharge is the cursed technique of Ryu Ishigori, a reincarnated sorcerer. This technique allows the user to fire immense blasts of cursed energy with overwhelming force. The blasts however, must be charged, with the overall strength being dependent on charging time. Its most basic application is a raw discharge of cursed energy fired like a cannon. Though the blasts can take on a variety of forms such as a scattered volley, tracking blasts, or the standard canon shot. When sufficiently charged these blasts are powerful enough to devastate large areas and destroy most opponents through sheer output alone.

Transplant - 800 TP
Transplant is the original cursed technique of Kenjaku. This technique allows the user to possess the body of another by removing their brain and transplanting their own into the vacant skull. Upon taking over a body, you gain access to its physical traits, memories to varying degrees, and most importantly its innate cursed technique. This allows you to wield abilities that would normally be inaccessible to you.Unlike most forms of possession, techniques acquired this way are not lost when moving to a new body. You retain access to previously stolen abilities, allowing you to accumulate a wide variety of powers over time. The user will only be limited by how their brain can store. You will most likely be limited to three or four techniques as a Sorcerer.

Idle Transfiguration - 1000 TP
Idle Transfiguration is the cursed technique of Mahito. This technique allows the user to manipulate the shape of souls through physical contact. Because the body conforms to the soul, altering one immediately changes the other. With a touch, you may reshape flesh, heal wounds, distort bodies into grotesque forms, or kill outright by damaging the soul directly. You can create servants, weapons, or monstrous constructs from living beings, and may freely alter your own body for combat, mobility, or defense.

This technique can also be used for self modification, allowing you to form weapons, armor, extra limbs, or otherwise reshape your body without lasting harm. The effectiveness of this technique depends on your understanding of the soul and the strength of your target. Powerful beings or those capable of protecting their souls may resist or lessen the effect. Against most opponents, however, even a single touch can be fatal.

Curse Spirit Manipulation - 1000 TP
Cursed Spirit Manipulation is the cursed technique of Suguru Geto. This technique allows the user to exorcise, absorb, and control cursed spirits. Once a cursed spirit has been weakened and exorcised by you, it may be condensed into a small orb and consumed. This will bring it under your permanent control. Controlled spirits may be summoned at will and commanded individually or in large numbers. The user gains access to the abilities and cursed techniques of the spirits under their command, allowing for an extremely varied arsenal depending on what has been collected. Spirits may also be combined or expended for stronger effects. Outside of this world this is useful against spiritual entities and monsters as well.

Shrine - 1000 TP
Shrine is the cursed technique of the King of Curses, Ryomen Sukuna. This technique consists of three primary applications. Dismantle is a ranged slashing attack used for general destruction. It launches invisible cuts capable of slicing through most targets and structures with ease. Though with sufficient skill this attack can cut through space. Cleave is a more refined slash that automatically adjusts its power based on the target's toughness and cursed energy, ensuring the attack is as lethal as necessary.

Against most opponents, this results in clean and immediate dismemberment. However, to activate Cleave the user must first make physical contact with a target. The final technique is Divine Flame, an overwhelming blast of firepower capable of incinerating large areas. This ability can only be activated after using Cleave and Dismantle, as though the prior attacks prepare or "open" the technique. This technique is capable of burning the target to death. Even beings like Mahoraga and Jugo can be slain instantly with a single flaming arrow.

Copy - 1000 TP
Copy is the cursed technique of Yuta Okkotsu. This technique allows the user to replicate the innate cursed techniques of others and use them as their own. Copying is a technique that can be done through three ways. You can consume part of your target, observe them, or get a sufficient understanding of their essence. Once copied, a technique can be used with your own cursed energy and control.

Copied techniques retain their original functions, though their strength depends on your own output, skill, and understanding. Highly complex techniques may require practice to use effectively, while simple ones can often be employed immediately. There is effectively no hard limit to the number of techniques you may store, though managing and mastering many at once can become increasingly difficult.

Items

All items are discounted to their origins and the **100 CP Items** are **Free** for their origin. In addition, you gain **400 CP** to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Zenith of the Stars - Free/100
This is a copy of the Zenith of the Stars fanfic. It contains the events that occurred throughout the story and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Cursed Glasses - 100 CP
These are a set of glasses designed to allow individuals without cursed energy, such as Maki Zenin, to see cursed spirits and residuals. While worn, you will be able to clearly perceive curses, cursed energy, and related phenomena without needing any natural aptitude. The lenses are reinforced to withstand high level combat, ensuring they will not crack, distort, or fail under pressure. Simple, but essential for anyone lacking proper perception.

Relax and Unwind - 100 CP
This is a simple villa which you happened to come into possession of. The house itself is modest, but it possesses one key trait. It is impossible to locate without your permission. No tracking, perception, or technique will reveal its location unless you allow it. This makes it an ideal place to rest and put your feet up. If you ever need to step away from everything else this house is perfect. You may choose its exact location, or have it placed within a short distance of your primary residence by default.

Inventory Curse - 100 CP
The Inventory Curse is a low level cursed spirit used for storage. It takes the form of a large worm-like entity and can ingest a wide variety of items, storing them within its body. When needed, it will regurgitate them on command. Anything stored inside is

completely concealed. No cursed energy signatures or presence can be detected while items remain within it. You may alter its appearance slightly if its natural form is undesirable. If the Inventory Curse is destroyed, it will reform after one day. Any items it was holding at the time will remain perfectly preserved and returned upon its revival.

Puppet Network - 200 CP
The Jujutsu Headquarters commands an impressive force, but the limited number of Sorcerers makes complete observation difficult. To compensate, systems like Muta's puppets were developed to extend their reach. Due to this they invested in Muta's puppets creating a network to locate cursed spirits that would have escaped the notice of their Windows. This is a large-scale network made up of thousands of autonomous puppets spread across a wide area. They constantly observe their surroundings, detecting cursed energy, tracking movement, and reporting information back in real time.

While primarily used to locate cursed spirits that would otherwise go unnoticed, the network is just as effective for surveillance. It can monitor individuals, follow activity patterns, and function as an extensive intelligence web. The system is maintained by a small team of skilled Sorcerers along with its primary operator. All are competent, coordinated, and completely loyal to you. Any information gathered through the network will be organized and delivered efficiently, ensuring you are never overwhelmed by the volume of data.

The Market - 200 CP
Given that Curse Users operate outside the law, they cannot gather openly. To solve this, certain brokers and neutral zones exist where business can be conducted without interference. This is one such market, and it is under your control. It serves as a safe haven for Curse Users, independent Sorcerers, and anyone willing to follow its rules. Best of all no violence will ever occur here. Even those who normally revel in a slaughter will restrain themselves. The market deals in information, contracts, cursed tools, and other black market goods. If it can be traded, it can be found here with enough time and resources. You will be acknowledged as the head of the market, though you will have a trustworthy stand in to take care of day to day duties. Lastly, should you choose to make use of the services offered, you will always receive preferential treatment and reduced cost.

Jujutsu Library - 300 CP
There are many archives within the Jujutsu world, but all of them are incomplete in some way. This one is not. This is a massive, fully organized library containing effectively all recorded knowledge related to Jujutsu. Techniques, cursed spirits,

historical events, experimental research, forgotten legends, and suppressed information are all preserved here in detail. It is structured in a way that makes navigation intuitive, regardless of how complex or obscure the subject may be.

Whether you are looking for a specific technique, a pattern in curse behavior, or fragments of lost knowledge, it can be found with enough time. To support this, the library is staffed by a group of dedicated librarians. They are highly knowledgeable across a wide range of subjects and can assist in locating, cross-referencing, and contextualizing information. They will not gate-keep access, and will do their best to ensure you understand what you are reading. Lastly, post-jump, the library will continue to expand, integrating an equivalent level of knowledge from each new world you enter.

Cursed Tools

Cursed Tool - Varies
There are numerous cursed tools with well established reputations. If none of them fit your needs, you may instead choose to create your own. The exact form, function, and appearance are up to you as long as they aren't overpowered compared to similarly tiered items.

- For 100 CP, you may obtain a relatively simple cursed tool comparable to Slaughter Demon or Nanami's Cleaver.
- For 200 CP, you may acquire a high grade tool on par with weapons like Dragon Bone or the Split Soul Katana.
- For 300 CP, you may obtain a legendary cursed tool. This relic will stand alongside the likes of the Inverted Spear of Heaven or the Sword of Extermination in both power and influence.

Nanami's Cleaver - 100 CP
The Nanami's Cleaver is a cursed tool resembling a blunt cleaver wrapped in thick cloth, commonly used by Kento Nanami. While the blade itself is not especially remarkable, it excels in application. It allows cursed energy and techniques to be channeled through it with exceptional ease, making execution more consistent and controlled. The cloth wrapping serves a practical purpose. It enables non lethal strikes by dulling the edge while still allowing techniques to be applied effectively. When removed, the weapon functions as a standard cleaver, restoring its full cutting capability. Simple and reliable, it is an ideal tool for precise technique usage and controlled combat.

Chain of a Thousand Miles - 100 CP
The Chain of a Thousand Miles is a special grade cursed tool once used by Toji Fushiguro. At a glance it appears to be a normal metal chain, complete with a clip at one end that allows it to be attached to other weapons. Its true ability, however, is far more unusual. The chain can extend indefinitely, provided that one end remains hidden from view. As long as the opponent cannot perceive its full length, it will continue to grow without limit.

This restriction can be worked around by concealing the end, covering it, or moving the chain faster than the opponent can track. In practice, this allows for effectively limitless reach in combat. On its own, the chain functions as a flexible weapon for binding or striking. Its real strength lies in combination. When attached to other cursed tools, it extends their effective range dramatically, allowing techniques or effects to be applied from a distance. While it lacks raw destructive power, it excels in control, positioning,

and versatility, making it far more dangerous in the hands of someone who knows how to use it.

Slaughter Demon - 100 CP
Slaughter Demon is a simple cursed tool in the form of a dagger. The blade is roughly a foot long, featuring a black furred guard and two holes drilled through the metal. It is lightly imbued with cursed energy, allowing even non sorcerers to harm and exorcise cursed spirits. While effective against weaker curses, it is not designed for high level combat. Against Grade 1 or Special Grade spirits, it serves more as an emergency measure than a primary weapon.

Festering Life Sword - 200 CP
The Festering Life Sword is a cursed tool wielded by the Special Grade cursed spirit Kurourushi. It takes the form of a short, thick, cleaver like blade with a grotesque, insectoid design. The most notable feature is a set of six barrel-like openings along the front of the blade. The weapon is a macabre fusion of life and death. On impact, whether the strike lands cleanly or is blocked, it can fire small cursed eggs directly into the target's flesh.

These eggs embed themselves beneath the surface and hatch shortly after, spawning small insect-like curses from within the wound. This effect occurs on both direct cuts and guarded impacts, making it difficult to fully defend against. The initial damage is not especially high, but the real threat comes from what follows. Once infected, the target is forced to deal with the infestation or risk it spreading further through their body. This is a diabolical weapon meant to inflict pain and wear down opponents over prolonged combat.

Split Soul Katana - 200 CP
The Split Soul Katana is one of the many weapons wielded by Toji Fushiguro. At a glance, it appears to be a standard katana, but its edge is anything but normal. This cursed tool ignores conventional durability entirely, allowing it to strike directly at the target's soul rather than their physical body. As a result, it can cut through reinforced defenses, bypass toughness, and even interact with intangible or normally untouchable targets. If something exists, it can be struck. Wounds inflicted by this blade are far more difficult to recover from. Any being struck will temporarily lose access to Reverse Cursed Technique and similar healing abilities, making even a single hit significantly more dangerous than it appears.

Prisoner's Chains - 200 CP
Prisoner's Chains is a cursed tool designed for restraint and suppression. These heavy chains bind to a target and begin draining cursed energy immediately. Any energy the target attempts to draw upon is siphoned away, weakening their output and making technique use increasingly difficult. The chains are strong enough to restrain even Special Grade individuals for a time, provided they are properly secured. This version has been modified to prevent overload. No matter how much energy is drawn through it, the chains will not break or fail, ensuring consistent performance even against high output targets. The chains however, can still be shattered provided a being is physically strong enough to break through them.

Dragon Bone - 200 CP
Dragon Bone is a cursed tool forged by the master craftsman Juzo Kumiya. The weapon is a thick, single edged blade with three engine-like openings along the back. It is connected to a highly mechanical hilt, with an extended handguard partially covering the base of the blade and several square protrusions built into it. In contrast, the grip itself is far more crude, wrapped in stitched cloth with a ribbon tied at the end. The blade is designed to absorb and store both cursed energy and kinetic force from movement and impact. Rather than simply reinforcing itself, it can eject this stored energy through the three engines along its spine. When released, this force propels the blade forward, dramatically increasing its speed and cutting power. Strikes can be accelerated mid swing, allowing for sudden bursts of force that are difficult to anticipate or defend against. It does not generate energy on its own, but it ensures that anything you put into your movements or techniques is amplified and returned with far greater impact.

Kamutoke - 200 CP
Kamutoke is a bladed cursed tool wielded by Ryomen Sukuna The weapon resembles a tokkosho, with a short, dagger like blade on one end and a central grip framed by two circular rings that intersect around it. Despite its size, it carries immense destructive potential. The tool is imbued with the innate technique of Yorozu, allowing the user to summon and direct lightning through it.

With a swing or command, it can call down torrents of lightning from above or discharge them directly at a target. These strikes are fast, wide reaching, and difficult to avoid, making the weapon effective at both close and mid range. The output is high enough to overwhelm most defenses through sheer force. The lightning is generated by the weapon itself rather than your own reserves, allowing for consistent use without significant strain. It can also be used to pressure opponents, disrupt attacks, or create openings rather than simply dealing damage.

Playful Cloud - 300 CP
Playful Cloud is one of the few Special Grade cursed tools that is not imbued with a cursed technique. This three segmented staff relies entirely on raw physical force. Rather than producing an effect on its own, it amplifies the user's strength directly, turning every strike into a devastating blow. The harder it is swung, the more damage it deals. In the hands of a capable user, it can generate enough force to injure or even overwhelm Special Grade cursed spirits through sheer impact alone. It does not require cursed energy to function, but it scales heavily with the user's physical ability. Simple in design, but brutally effective.

Inverted Spear of Heaven - 300 CP
The Inverted Spear of Heaven is a Special Grade Cursed Tool wielded by Toji Zenin. The weapon takes the form of a spearhead with a shortened handle, resembling a large dagger. It features a two pronged, jitte-like blade with a rounded hand guard that curves outward along the longer edge. The handle is black with a circular link at the end, allowing it to be attached to chains. A third forward prong once existed, though it has since been broken off.

The spear is imbued with a unique cursed technique fueled by a foreign type of cursed energy. Its effect is simple and absolute. Any cursed technique it comes into contact with is forcibly cancelled. This applies to both active abilities and the flow of cursed energy itself. If the blade strikes a target or their technique directly, the effect is immediately nullified. Even extremely advanced techniques such as the Limitless can be completely invalidated on contact. In addition to direct nullification, it disrupts cursed energy flow, making follow up techniques harder to execute cleanly.

Sword of Extermination - 300 CP
The Sword of Extermination is the primary weapon of the Divine General Mahoraga. This large, curved blade is bound to the concept of purification. Unlike most cursed tools, it generates positive energy rather than cursed energy, making it uniquely lethal to cursed spirits. Any strike infused with this energy deals devastating damage to curses. Weaker spirits may be erased outright, while stronger ones will be severely wounded.

Even beings on the level of Ryomen Sukuna avoid taking direct hits from this weapon. Best of all the blade does not rely on your own reserves to produce this effect. It will continuously generate positive energy on its own, allowing it to remain effective regardless of your current state. Against non-cursed targets, it functions as a high grade weapon, but its true value lies in its ability to counter and destroy cursed entities with overwhelming efficiency.

Clan Sorcerer

Clan Communication Mirrors - 100 CP
Coordination is one of the most important aspects of any mission. Thankfully there are a variety of methods to handle this critical task. This particular method comes in the form of a paired set of small mirrors used for secure communication between clan members. When activated, they allow for direct visual and auditory communication regardless of distance, as long as both mirrors remain intact. The connection will always be stable and cannot be intercepted. Additional mirrors can be produced and linked into the network over time if needed. You will receive the instructions needed to produce them alongside your initial pair.

Attendants - 200 CP
When going on missions most Sorcerers will be assigned a Window to help them. You're particularly lucky as you are supported by a dedicated team of a dozen individuals working alongside your Window. This includes roles such as chauffeur, translator, cook, and field medic, allowing you to operate without distraction regardless of location or situation. All members of this group are Grade 3 Sorcerers, with a single Grade 2 Sorcerer acting as their leader and coordinator. They are competent, reliable, and capable of handling both support tasks and low level threats without supervision. They are loyal to you and function as a cohesive unit. If any member is lost, they will be replaced within a few days with someone of equal capability.

Curse Binding Reliquary - 400 CP
Being able to exorcise Cursed Spirits is one of the most important duties of a sorcerer. Though it's best to build up to a higher level rather than just throwing someone in the deep end. This is a ritual container designed to capture and contain cursed spirits. Once sealed inside, a spirit cannot escape and will gradually become more stable and easier to manage over time. You may release contained spirits temporarily under your control or draw on them as a power source for techniques, barriers, or cursed tools. This allows for both practical training and resource generation. Stronger spirits however, require more effort to subdue, but once sealed, they can be contained indefinitely. This reliquary will not degrade, can not fail, and is capable of holding an unlimited number of spirits.

Great Family - 600 CP
The Great Families are the three Sorcerer Clans who stand above the rest. At least there used to be three, now it appears that a fourth Clan has risen. You are either the head or heir of a newly risen clan equal in influence, wealth, and power to the Gojo, Zenin, or Kamo. Your family is one of the most politically dominant forces in the world,

with reach extending across both sorcerer society and beyond. The clan consists of several thousand members, the majority of whom are Sorcerers. While you may not possess a Special Grade, your forces include over a dozen Grade 1 Sorcerers and hundreds of lower grade operatives, giving you an overwhelming advantage in most conflicts.

More importantly, your Clan has its own heritage. This comes in the form of a hereditary technique that manifests at least once per generation. This individual will always have the potential to reach Special Grade if developed properly. Additionally, the clan has possession of a collection of unique cursed tools, resources, and restricted knowledge gathered over centuries. Beyond raw power, the true strength of a Great Family is influence. You can shape decisions, control information, and direct large scale operations with ease. Few organizations can act against you without consequence. If desired, your clan may instead be a sibling branch of one of the original three, having split off in the past while retaining shared history. Lastly, post-Jump you may choose to turn your Clan's territories into a warehouse attachment and insert them into future settings.

Zenith

Suppression Blindfold - 100 CP
This is a specialized blindfold designed to regulate overwhelming perception and power. Originally created to manage the strain of abilities like the Six Eyes, this version has been adapted to function with any supernatural system. When worn, it suppresses both your active output and the amount of information you process at once. This will not weaken you and it may be removed at a moment's notice restoring your full capabilities. Additionally, the level of suppression is adjustable, allowing you to fine tune how much is held back at any given time. With consistent use, it can also serve as a training tool, helping you build precision and tolerance before removing it entirely.

Muramasa Blade - 200 CP
The Muramasa Blades are a series of weapons forged for Sorcerer Clans, valued for their reliability rather than unique abilities. They are not imbued with cursed techniques or special effects. Instead, their strength lies in their construction. Each blade possesses durability on par with Special Grade tools, allowing them to endure extreme use without damage. Despite this simplicity, they are not entirely mundane. Each blade carries a faint sense of awareness tied to its wielder. If taken by force, the weapon will resist violently, disrupting control, destabilizing cursed energy flow, or otherwise making itself unusable to anyone but its owner. Lastly, should you already have a weapon of choice you may merge it with the blade.

Branch Family - 400 CP
You do not stand alone at the top. Whether by choice or inevitability, others have chosen to stand beneath you. Somehow you have earned the undying loyalty of a reality powerful sorcerer group. By default this is a Branch Family should you belong to a Clan or perhaps a miscellaneous group. You may either be the head of the Branch Family or simply possess their loyalty if applicable. Regardless, this group has pledged itself to you completely.

They follow your decisions without hesitation, act in your interests without being asked, and will continue to do so regardless of circumstance. The group includes combatants, support staff, and specialists, with several members reaching Grade 2 or higher. They are capable of operating independently, managing territory, gathering resources, and carrying out long term plans in your name. Furthermore, this group will grow as you become more well known. Others can be drawn in over time, naturally gravitating

toward you and being absorbed into the group. The stronger your presence becomes, the stronger and more numerous they will be.

Prison Realm - 600 CP
The Prison Realm is a cube shaped cursed tool capable of sealing nearly any target. The artifact was created by the monk Genshin using his flesh. This forbidden object generates a living barrier that forms a separate, self contained dimension. Once the conditions are met, the target is sealed within, completely removed from the outside world.While sealed, the target cannot act on the outside, nor can they be interacted with through conventional means.

Time, space, and interference are effectively cut off, making escape functionally impossible under normal circumstances. Unlike the original, this version does not possess a back end. There is no alternate method of release, no secondary failsafe, and no external override. Only you may unseal what has been trapped within. Just keep in mind that stronger entities will require a slightly longer period to be sealed. During this time others can interrupt the sealing.

Outsider

Cursed Toy - 100 CP
The Cursed Toy is a special Cursed Corpse Puppet designed for one purpose: control. When you don't put enough cursed energy into it, it will poke you. When you put in too much, it will start screaming. Simple, immediate, and impossible to ignore. Crude as it sounds, the feedback is extremely precise. Over time, it trains your output, control, and consistency far more effectively than standard practice ever could.

The toy's sensitivity can be adjusted to match your current level, ensuring it remains useful from beginner to expert. With enough use, this training can translate directly into combat. You'll be capable of a cleaner output, reduced waste, and far better handling of high-intensity techniques. Purchasing this grants you five toys, along with the blueprints required to create more.

Cursed Ring - 200 CP
The Cursed Ring is a cursed tool designed to store and regulate cursed energy. It passively siphons off excess energy you generate, capturing any surplus that would otherwise be wasted. This creates a constantly growing reserve that you can draw from at any time. The stored energy can be released instantly, allowing you to refill your reserves in the middle of combat or sustain techniques longer than you normally could. The transfer is smooth and will not disrupt your control. While the ring can hold an effectively unlimited amount of energy, it does possess a built in safety limiter. This limiter restricts that at which energy can be drawn out is tied to your own output, preventing you from overwhelming yourself with more power than you can handle at once.

Engraving Chamber - 400 CP
Creating Cursed Tools requires a certain amount of finesse alongside a proper workstation. While we can't do anything about the first part this will help with the second. This is a fully equipped workshop designed for the crafting and modification of cursed tools. It includes a forge, specialized instruments, and dedicated stations for handling cursed energy with precision. More importantly, it allows for technique engraving. Through a controlled ritual, you can bind aspects of a cursed technique into an object, creating custom tools tailored to your needs. Though the strength and stability of the result depend on the quality of the technique, the materials used, and your level of control.

How to Jujutsu - 600 CP
The appearance of a new bloodline is a wonderful thing, but it also represents a major obstacle. You would normally be forced to forge your own path. This requires experimenting, failing, and slowly piecing together the truth of your technique. Thankfully, you've been given a way around that. This is a special journal that appears blank to anyone but you, though you may disable this security if desired. For you, however, it contains detailed notes on every technique you possess. This book will progressively unlock deeper layers of understanding as your skill improves.

The true value lies in how this knowledge is presented. Every concept, no matter how complex, is explained in a way perfectly suited to your way of thinking. Whether that means diagrams, instincts, step-by-step breakdowns, or something else entirely, the information will always make sense to you. More importantly, the journal doesn't just explain what you can do, it helps you refine it. Inefficiencies, missed applications, and potential evolutions will be highlighted as you improve, allowing you to develop your abilities far faster and with far less wasted effort. Finally, whenever you gain a new ability, the book updates itself, adding a new section fully integrated with everything else you possess.

Student

Training Dummy - 100 CP
Going through the motions is useful, but eventually you need to use your techniques on a practical level. This is a cursed corpse designed specifically for technique training. It can record cursed energy patterns from attacks used against it, gradually learning their shape, timing, and output. Once recorded, it can reproduce a weaker version of those techniques, allowing you to practice counters, refine execution, and test your abilities under pressure.

The dummy is capable of replicating any technique using this method and will reflect your habits accurately. You may also provide it with external data or recordings, allowing it to simulate known opponents in the same manner. You receive ten dummies. Their durability and output can be adjusted, and they will scale alongside you over time, ensuring they remain useful at higher levels.

The Basement - 200 CP
If a student is going to learn their limits, they need a place where breaking things is expected. This is a large underground training complex originally built to withstand clashes between Special Grade Sorcerers. It has been reinforced and adjusted to handle your full power, allowing you to train without holding back. The space includes multiple environments designed for different types of practice.

Everything you'd possibly need such as open arenas, confined spaces, reinforced structures, and controlled hazard zones can all be found here. This way you can test out your techniques under a variety of conditions. It is also equipped with training equipment and systems meant to push you further. Output testing, endurance drills, and controlled stress scenarios can all be run without outside interference. Lastly, damage to the facility will repair itself over time, ensuring it remains usable no matter how hard you push.

Ultimate Jumper - 400 CP
Ultimate Jumper is a massive mechanoid armor standing roughly 120 feet tall. This titanic construct is powered entirely by cursed energy and is built for overwhelming force. By default, it contains a reserve comparable to an average Special Grade Sorcerer. This energy naturally regenerates, returning to full capacity over the course of 24 hours. It can also be directly fueled by you or others, allowing it to be pushed far beyond its baseline for short periods.

The armor responds to your will, moving as naturally as your own body despite its size. Its durability is immense, capable of withstanding high level techniques and direct combat with powerful Cursed Spirits. The mech's strength and sheer scale allows it to dominate large battlefields. While it does not come with an innate cursed technique, it is fully compatible with yours. Any technique you can use may be channeled through it, often with increased scale and impact. Despite its size, control remains precise, allowing for both brute force and controlled application when needed.

Jujutsu High - 600 CP
While there are a number of institutions throughout the world, the two main Jujutsu Highschools in Tokyo and Kyoto are undoubtedly the most important. Now, however, a third school has been established, and it falls under your control. If you are underage or simply uninterested in direct leadership, the position will instead be filled by a powerful Grade 1 Sorcerer who is completely loyal to you. They are competent, proactive, and capable of running the school without constant oversight. Like the other schools, enrollment is relatively small, typically only a dozen or two students at a time. However, the infrastructure is capable of supporting a much larger population if needed.

The school is staffed by experienced Sorcerers, equipped with proper training facilities, and can function as a fortified stronghold in times of crisis. Beyond education, it also serves as a central hub for coordinating Sorcerer activity, giving you influence over missions, information flow, and resource allocation. As an academy, its greatest strength lies in development. All training, learning, and recovery that takes place on school grounds is tripled in effectiveness. This applies to both yourself and anyone under your authority. Finally, the details of the school can be tailored to your preferences. Staff composition, teaching style, layout, and overall atmosphere will naturally align with what you want from it.

Higher Up

A Proper Suit - 100 CP
While power matters above all else, it is still important to present yourself properly. To ensure you do so you've been given this room. To ensure that you do, you have been given access to a dedicated room connected to your warehouse. This space contains an extensive collection of clothing suited for any occasion. Though formal wear is the focus, ranging from traditional attires like kimonos to perfectly tailored modern tuxedos.

Best of all, whenever you wear something from this collection, you will naturally project the presence most appropriate for the situation. Authority, respect, intimidation, trust, or refinement will come across effortlessly depending on what is needed. If something is not already present, the room will immediately generate it. This extends to others as well. Any associates you bring inside will be provided with properly fitted attire, regardless of size, form, or species.

Cursed Radar - 200 CP
This is a table with a large holographic sphere displaying a full view of the planet. It continuously monitors the flow and buildup of cursed energy, allowing you to track cursed spirits and anyone actively using cursed techniques. Movements, spikes in activity, and large scale disturbances are all visible in real time. The system can be configured with additional information. You may register allies, monitor their condition, and set automatic alerts for specific thresholds. This includes sudden surges, large manifestations, and ongoing disasters. If you possess or encounter other supernatural systems, the radar will adapt, allowing it to track those energies as well with the same level of accuracy.

Purification Barriers - 400 CP
The Purification Barriers are a series of barriers spread throughout Japan to concentrate cursed energy making techniques more powerful and allowing cursed spirits to be corralled to a degree. Purchasing this allows you to install these barriers over any property you own. Once active, they increase the ambient energy density, making techniques more efficient and slightly more powerful for those aligned with you. At the same time, they suppress unwanted manifestations.

Hostile entities will find it more difficult to form or act freely within the area. Similarly active threats can be more easily contained and directed. Over time, these barriers improve the overall quality of those within them. Sorcerers develop more efficiently, cursed energy becomes more stable, and the environment itself becomes more refined.

They will function using cursed energy by default, but can adapt to any other energy system you possess. If damaged or destroyed, they will fully restore themselves within twenty four hours.

Inspector General - 600 CP
The Inspector General is the highest ranked individual within the Jujutsu Headquarters and the unofficial leader of the Jujutsu world. You may take this position directly, or instead serve as the second in command under Tsuchimikado Kagemitsu if you prefer a degree of separation. In this role, you have the authority to dispatch allied Sorcerers on missions, assign priority targets, and coordinate large scale operations. You control the flow of information, access to resources, and the classification of threats. You may issue orders to clans, independent Sorcerers, and affiliated organizations, with most lacking the authority to openly refuse without consequence. You also have influence over promotions, designations, and disciplinary action within the system.

Beyond direct command, you shape policy. You can determine how threats are handled, what risks are acceptable, and how power is distributed across Jujutsu society. Given time, you can restructure the system itself to better suit your goals. This position comes with the infrastructure to support it, including administrative staff, intelligence networks, and logistical resources necessary to maintain control. Post-Jump you may select one similar organization in which to gain a similar position. For instance, you could become the Minister of Magic in Harry Potter. Just make sure you have the power to back up your desired position.

Curse User

False Marks - 100 CP
Most Curse Users are constantly on the move, primarily due to the chance they'll be hunted down. Given this risk many Curse Users tend to have some form of disguise. This is a fascinating tool made for such a purpose taking the form of a sigil. This branded sigil can be placed on yourself or others. While equipped it alters your cursed energy signature. You can appear weaker, stronger, or simply alter your energy signature. While the sigil isn't perfect against individuals with extremely high level analytical abilities, it is more than enough to mislead most sorcerers and systems. Lastly, you may freely change the design of the sigil if you have a preference.

Black Rope - 200 CP
The Black Rope is a cursed tool once wielded by the Curse User Miguel. Originally crafted over decades by an African sorcerer lineage, it was designed with a singular purpose in mind. It disrupts cursed techniques. Any technique it comes into contact with will be interfered with, weakened, or outright unraveled depending on the level of power behind both sides. This applies broadly, allowing it to interact even with unusual or conceptual abilities such as Shiki's Cursed Eyes. In its original form, the rope would gradually burn away with use, limiting how often it could be relied upon. This version has been improved, removing that limitation entirely. It will not degrade, no matter how often it is used.

Human Puppet Guide - 400 CP
This is a compiled body of research drawn from Araya Souren, Touko Aozaki, and Kenjaku, covering centuries of work in manipulating the human form. Within these notes are detailed explanations of human puppetry, flesh crafting, soul interaction, and the methods required to alter, preserve, or reconstruct the body. Everything is written with enough clarity that, with time and study, you can replicate their results.

At a basic level, this allows you to create perfect biological prosthetics, repair otherwise irreversible damage, and maintain bodies far beyond their natural limits. With greater mastery, you can begin modifying structure, transferring functions, or constructing entirely new vessels. For those willing to push further, the guide does not shy away from more extreme applications. The processes behind artificial beings, altered existences, and experiments like those that produced Shiki are all present. Of course, reaching that point will likely take decades if not more.

Curse Gestation Chamber - 600 CP
One of the biggest reasons Geto frequently traveled the world was to find Cursed Spirits to absorb. This is a building sized chamber designed to generate cursed spirits through condensed negative energy. Left to its own devices, it will produce a Grade 2 spirit each day and a Special Grade spirit once per month. This rate is not fixed. By supplying additional cursed energy, production can be accelerated dramatically.

A full output from a Special Grade Sorcerer could reduce the creation of a Special Grade spirit down to minutes. You may influence the general traits of what is created, shaping temperament, form, or broad abilities, though not to the level of designing a precise technique. More refined control becomes possible with familiarity and repeated use. All cursed spirits produced by this chamber are born loyal to you. This loyalty is absolute at creation and does not degrade over time unless deliberately altered.

Curse Spirit

Foundation of Fear - 100 CP
Cursed Spirits are born from negativity. More specifically, they are born from negative emotions regarding specific concepts. These concepts define what a cursed spirit is at its core. Purchasing this allows you to make the concept you were born from more prevalent and well established within the world. These changes will be done naturally and affect beings that normally might not experience these negative connotations. For instance, if you're born from fear of volcanos then every society might gain cautionary tales around volcanos even if they aren't any direct issue for most people. This will justify your existence and provide you with an avenue to grow stronger over time. Post Jump, this effect carries forward. In each new world, the concept behind you will naturally take hold, ensuring you are never without a foundation.

Feeding Grounds - 200 CP
Many cursed spirits remain where they are born, while others drift in search of better conditions. You have secured a location that offers exactly that. This is a fixed area saturated with cursed energy. Within it, cursed spirits grow faster, recover more quickly, and remain consistently active. The environment is stable, preventing weaker spirits from dissipating and allowing stronger ones to persist without issue. It serves as an ideal site for raising, maintaining, or gathering cursed spirits without them scattering. Left alone, it will naturally attract additional spirits over time. The longer the area remains active, the stronger and more developed the population within it becomes. Post-Jump the area may be turned into a warehouse attachment and be inserted into future worlds. The area will attract any spiritual beings similar to Cursed Spirits.

Cursed Womb: Death Paintings - 400 CP
The Cursed Womb Death Paintings are a set of cursed objects created by mixing the blood of a cursed spirit and a human. The paintings were seized and locked away hundreds of years ago by the Jujutsu society. Somehow though you've acquired the complete set of all thirteen Death Womb Paintings. These cursed objects can produce incarnated beings under the right conditions, creating hybrid entities between human and cursed spirit.

Each carries immense potential and can be used as a foundation for creating powerful, abnormal existences. All thirteen share a natural bond, viewing one another as siblings. They will not act against each other without cause and can function as a coordinated group if needed. They will view you as their parent by default, but you may alter this if you wish. Lastly, you may optionally design the appearances and personalities of all thirteen entities.

Jumper’s Fingers - 600 CP
This is a set of preserved fragments of an ancient Cursed Spirit comparable to Ryomen Sukuna in power. Like the infamous King of Curses it has been reduced to a physical object. This finger radiates immense cursed energy at all times, enough to attract spirits, distort the environment, and empower techniques simply by being nearby. Thankfully, you may integrate the finger rather than having to eat it. Rather than consuming them, you may integrate each finger directly. Every integration grants a significant increase in cursed energy, output, and overall presence, stacking with each additional fragment.

You receive twenty fingers in total. As you integrate more of them, the influence of the original being begins to take shape. Once all are integrated, the spirit will manifest in full and confront you. Defeating it allows you to claim its power entirely. You may either absorb its essence to further enhance yourself or restore it as a Companion while retaining the benefits gained from integration. Lastly, Post-Jump you may select one entity who has been sealed or is deceased to gain a matching set of artifacts for. They will follow the same rules as these objects and Sukuna’s fingers. As you consume more of them you will gain access to more power till you are challenged by the entity you choose.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Companions may also purchase other companions. Lastly, unless stated otherwise you may choose what relationship you have with the companion.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Sensei - 100 CP (Free Clan Sorcerer)
Ah yes, the perks of nepotism. Unlike most students, you've been blessed with a proper mentor from the start. A more experienced sorcerer has been assigned to oversee your training and make sure you don't die doing something stupid. This is a semi-retired Grade 1 Sorcerer who has mastered a particular field such as swordsmanship, barriers, healing, cursed tools, or some other specialty of your choice. While they may no longer be in their prime, they are still more than capable of protecting you, teaching you, and occasionally smacking some sense into you. They are loyal to you, or at the very least deeply invested in your growth. You may design their personality and appearance if you wish.

Someone Who Understands - 100 CP (Free Zenith)
The strongest are often the loneliest. The main reason Satoru Gojo had so much trouble growing up was because no one truly understood him. It's why he latched onto Suguru Geto so tightly and later found that same comfort in Shiki. Well, now you have your own. This is your Geto. Or your Yuzuki if you're more like Shiki.

They are someone capable of understanding you, keeping up with you, and grounding you when needed. They can explain things in a way that clicks, challenge you when necessary, and stand beside you without being left behind. They need not be your equal

in raw power, but they will always be strong enough to remain relevant. Whether they are your best friend, rival, confidant, or something more is up to you. You may freely customize their appearance and personality as well.

Wandering Soul - 100 CP (Free Outsider)
Not everyone belongs. This is another outsider, someone who slipped through the cracks of the system just like you did. Maybe they're a runaway clan heir, a former curse user seeking redemption, or simply someone who never fit within the rigid structure of Jujutsu society. They are independent, adaptable, and strong enough to survive on their own, though they've chosen to stick with you. This companion will possess some unusual skills or a strange technique that makes them difficult to predict. More importantly, they understand freedom and won't try to tie you down. You may design their personality and appearance if you wish.

Classmates - 100 CP (Free Student)
Congrautilions, it looks like you're not the only recruit this year. This group is composed of three young sorcerers all attending alongside you. One is a clan kid, talented and proud with all the baggage that comes with it. One is a "normal" person who only recently awakened their powers and is still learning the ropes. And one is an outright genius. The sort of prodigy that makes everyone else question their life choices. Together they'll train, fight, and probably almost die with you. You may freely customize their appearances and personalities as well. Try not to get too attached or become strong enough to protect them all.

Loyal Secretary - 100 CP (Free Higher Up)
Every important person needs someone to handle the paperwork. This companion is your assistant, advisor, and right hand in political matters. They are intelligent, efficient, and highly knowledgeable in administration, logistics, and the inner workings of Jujutsu society. Need a meeting arranged? Done. Need a cover story? Done. Need someone quietly removed from a list?…Done.

While not necessarily a frontline combatant, they are at least capable of defending themselves and may possess useful support abilities. They are utterly loyal and terrifyingly competent. You may freely customize their appearance and personality as well. Worst case, if you decide you hate your job or are too old you can always make them take over it for you.

Fellow Fugitive - 100 CP (Free Curse User)
It's dangerous out there. Good thing you've got company. This is another curse user, criminal sorcerer, or rogue agent who has found themselves hunted by the same people

hunting you. They are skilled, resourceful, and willing to bend or break the rules to survive. Whether they're a fellow revolutionary, a mercenary, or just an unhinged lunatic with nowhere else to go is up to you. They may not be trustworthy by nature… But they happen to trust you. So try not to convince them that doing so was a mistake. Also, should you happen to be a goody two shoes then you might have mysteriously acquired a pardon letting them return to normal society. Lastly, if you wish you may freely customize the appearance and personality as well.

Siblings - 100 CP (Free Cursed Spirit)
Well, at least you aren't lonely. It appears that whatever event birthed you also created three more cursed spirits alongside you. So congratulations. You're the older sibling now. These spirits are all distinct beings with their own personalities, abilities, and appearances. They may represent related fears, different aspects of the same concept, or entirely separate abnormalities. They are fiercely loyal to you and will naturally grow stronger over time. Of course, being siblings means they may also argue constantly, cause problems, and embarrass you in public. Well as much as they can given you'll likely be hanging around fellow cursed spirits. You may design their appearances and personalities if you wish.

The Idol - 100 CP
Not every sorcerer hides in the shadows. Some stand in the spotlight. This companion is an internationally famous idol and performer whose voice has become the center of her cursed technique. Her cursed technique, Encore, allows her to amplify emotions through song and performance. Allies who hear her music become stronger, faster, and more resistant to fear or pain. Enemies can be overwhelmed by despair, hesitation, infatuation, or even temporary paralysis depending on the "performance." The more attention she receives, the stronger the effect becomes. Large crowds can allow her to empower entire armies or cripple city blocks. Outside of combat, she possesses immense social influence, media connections, and enough fans to start riots if she asks nicely. She's cheerful, playful, and used to being adored. And yes. Her fans are absolutely a bigger threat than some cursed spirits.

The Crimson Mercenary - 100 CP
There are sorcerers, there are cursed spirits, and then there's… whatever this idiot is. This individual is a hybrid existence, born from the union of a powerful cursed spirit and a powerful sorcerer. The result was an absurdly resilient half-curse with a body built for battle and a personality built for causing problems. His cursed technique, Devil Armory, allows him to manifest and swap between numerous cursed tools and weapons instantly.

Swords, firearms, gauntlets, and stranger things all seem to appear at will. Many possess unique abilities or forms, and he is somehow proficient with all of them. He also possesses incredible regenerative abilities, absurd reflexes, and a transformation state that massively boosts all his physical stats while wrapping him in demonic cursed energy. He is cocky, lazy, and impossible to embarrass. He will flirt with danger. And probably with your allies too.

The Minister's Daughter - 100 CP
Politics are just another form of violence. This eerily calm woman is a master manipulator who always seems to know more than she should. Her cursed technique, Domination, allows her to control anyone she perceives as beneath her. Through eye contact, commands, or ritualistic contracts, she can bend weaker beings to her will and weaponize them as tools. She also possesses extensive knowledge of contracts, curses, and long-term planning. She is intelligent, composed, and terrifyingly pragmatic. You will never know whether she genuinely likes you. And that should concern you.

The Gentleman Thief - 100 CP
Some sorcerers save the world, while some want to rob it blind. This companion is an infamous international thief who has somehow managed to steal cursed tools, ancient relics, and state secrets without ever being caught for long. His cursed technique, Grand Heist, allows him to temporarily "steal" objects, techniques, or even attention. He can make others overlook his presence, lose track of items, or fail to notice things happening right in front of them. While he cannot permanently steal cursed techniques, he can suppress or disrupt them briefly by "taking" their activation. He is witty, shameless, and far too comfortable in dangerous situations. He will absolutely steal your wallet. And then help you look for it.

Dragon Empress - 100 CP
Some bloodlines produce greatness, while others produce monsters. This companion is an ancient sorcerer who has reincarnated in modern times, carrying with her overwhelming cursed energy and the arrogance of someone who once stood above entire kingdoms. Elegant, prideful, and terrifyingly powerful, she views most people as beneath her. Thankfully, she seems to have a soft spot for you.

Her cursed technique, Crimson Dominion, grants her control over cursed flames and the ability to summon three powerful dragon shikigami. The first is a swift crimson dragon that specializes in speed and destructive fire. The second is a massive iron-scaled dragon capable of acting as a living fortress and overwhelming foes with brute force. The third is a pale serpentine dragon with immense cursed energy and powerful support

abilities, capable of barriers, flight, and ranged devastation. Together they make her an overwhelming force on the battlefield.

Beyond her shikigami, she can unleash torrents of cursed fire, exert pressure strong enough to dominate weaker wills, and overwhelm most opponents through sheer power alone. She is beautiful, haughty, and utterly convinced of her own superiority. She is also usually correct.

The Last Convoy - 200 CP
Not all cursed corpses are small. This companion is a colossal autonomous cursed corpse built in the shape of a towering mechanical warrior clad in red and blue armor with silver accents. A relic of a forgotten craftsman, he was originally designed to protect humanity from curses and still follows that purpose with unwavering dedication. He can transform into a massive transport vehicle for rapid travel and battlefield support, allowing him to ferry allies or crash directly through enemy lines. His cursed technique, Transforming Arsenal, allows parts of his body to shift into weapons, shields, and support systems depending on the situation.

Cannons for ranged bombardment. Axes and energy blades for close combat. Missiles and heavy artillery for overwhelming force. Protective barriers and support systems for defending allies. He is immensely durable being able to endure most Special Grade attacks fairly easily. Additionally, he possesses a tactical mind focused on defense, leadership, and sacrifice. He speaks with calm authority and endless patience, often acting as a mentor or father figure to those around him. For better or worse, he is genuinely more responsible than most humans. And if someone threatens the people under his protection…well. Freedom is apparently non-negotiable.

The Sword Saint - 200 CP
This companion is a Special Grade sorcerer whose mastery of combat has reached an absurd level. Years of dedication has allowed him to condense his intent and momentum into singular impossibly powerful strikes. Each attack is clean, precise, and absolute. When they slash barriers split, techniques part, and curses die. He possesses immense discipline and near-perfect emotional control. He’lll rarely speak, but he’ll rarely need to. Though if you give him some sake he’s happy to tell you about his battles. Finally, if you happen to wield a blade he’ll insist on making sure you know how to use it. By the time he’s done you’ll be able to cut a bolt of lightning down the middle.

The Queen of Blades - 200 CP
Once human, not anymore. This individual was a powerful Special Grade sorcerer, but after being betrayed by her teammate she transformed into a Vengeful Cursed Spirit.

Her cursed technique, Swarm Queen, allows her to generate cursed insect-like entities, mutate her body into blades and wings, and overwhelm enemies through sheer numbers. She is ruthless, calculating, and terrifyingly efficient. Yet strangely protective of those she claims. She seems to have seen something in you that brought out her protective instincts.

The Hollow Child - 200 CP
…This small masked child was born from the concept of emptiness. A cursed spirit formed from loneliness, silence, and abandoned things. Despite their size and silence, they are an incredibly dangerous Special Grade cursed spirit. Their cursed technique, Void Heart, allows them to weaponize emptiness itself. They can create blades, tendrils, and waves of void-like cursed energy capable of erasing weaker techniques and cutting through reinforced bodies. They can also move silently through shadows and summon swarms of lesser “Siblings,” tiny cursed creatures that overwhelm enemies. They possess immense physical agility and instincts bordering on precognition in combat. Though they rarely speak, they understand far more than they let on. They are quiet, curious, and deeply attached once bonded. Hurting them is unwise. Hurting you is worse.

Vengeful Cursed Spirit - 300 CP
Some bonds don’t break cleanly. Strong emotions, especially negative ones, can twist something that should have passed on into something far more dangerous. Like Yuta Okkotsu, you are tied to a powerful Vengeful Cursed Spirit. This entity is a Special Grade Cursed Spirit, possessing immense power, durability, and a deep connection to you. It can manifest to fight on your behalf, protect you, or act independently when needed. In combat, it serves as a devastating force, capable of overwhelming most opponents through sheer strength and presence alone.

More importantly, your bond allows for a level of synergy that goes beyond simple cooperation. You can draw upon its power, reinforce each other, and act in perfect coordination without needing to communicate. As you grow stronger, so does it, evolving alongside you rather than remaining static. Lastly, unlike Rika this being is already at peace. They simply have chosen to remain alongside you. As a bonus this also means they can freely transform between their spirit form and a normal humanoid body. You may freely design their appearance and personality if you wish. The only trait that can’t be altered is them being incredibly protective of you, no matter how strong you get.

Gojo Shiki - 300 CP

Some people are born exceptional. Others become exceptional through effort, training, or sheer bad luck. And then there's Shiki. Gojo Shiki is our titular protagonist, and the Blessed Child of the Gojo Clan. She was originally born without cursed energy only to awaken with two never before seen cursed techniques. Her cursed technique, Nihility, allows her to manipulate the concept of nothingness itself. She possesses both an impenetrable defense and an unavoidable offense. Complementing this, she possesses the Cursed Eyes of Death Perception, allowing her to perceive the "death" of all things as visible lines. By tracing these lines with a blade or similar medium, she can kill objects, techniques, curses, and even abstract phenomena directly.

However, she is not particularly good at social interaction. Shiki tends to interpret most problems through extremely direct solutions. This tends to involve violence as a first instinct rather than a last resort, though she is remarkably adept at politics when needed. Emotional nuance tends to slip past her unless explicitly explained, and her default response to distressing situations may be alarmingly practical. Despite this, she is not mindless or unstable. She is capable of forming strong bonds and she's continuously working to improve her social skills. Moreover, once someone is accepted into her inner circle, her loyalty is absolute and uncompromising. Lastly, as a warning for some of you, she's proclaimed her partner must be someone capable of beating her in combat.



Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this Jump and use it as a supplement to a second Jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So, you want to be one of the named characters huh? By taking the appropriate background and making any other necessary purchases, you may choose to replace any canon character in the setting. This will place you in their role, history, and relationships as appropriate. However, this does not grant you any of their skills, powers, techniques, or items unless you explicitly purchase them. Otherwise, if you simply want the appearance or identity without the baggage, you are free to insert as nearly any character you'd like. Try not to derail the plot too quickly.

Leave When The Story Finishes - 0 CP
Normally a jump is only supposed to last ten years. Unfortunately, in this setting that means you would leave long before the main story actually concludes. Specifically, you'd be heading out right around the time Shiki begins attending Jujutsu High School. And really…do you want to leave right when things start getting interesting? By taking this toggle, your stay will instead last until the story naturally concludes. This will add roughly four or five extra years to your time here, depending on how events unfold. A small price to pay for seeing the fireworks.

Continuity Toggle - 0 CP
You may choose to make another similar property by the same company canon to this jump's universe. Whether this means another fanfic, another story by the same author, some canonical details you preferred or even an alternate continuity with overlapping lore is up to you. As an example since this technically is a Fate crossover, you could include the Magus Association or decide you want to start a Holy Grail War. This may add new locations, characters, powers, and complications to the world depending on what you choose. Because apparently things weren't chaotic enough already.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may

give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

A Bunch of Monkeys +100 CP
Like Suguru Geto, you've developed a rather unfortunate view of those outside your "group." If you are a sorcerer, you will come to hate non-sorcerers with a passion. Their weakness, ignorance, and dependence will grate on your nerves constantly. You may still work with them if necessary, but every interaction will feel like pulling teeth. If you are not a sorcerer, then this prejudice will instead target whatever group would be considered "beneath" you in the local setting. Should you be a cursed spirit, this drawback instead magnifies your hatred toward all non-cursed spirits, making peaceful coexistence extremely difficult. This hatred won't override your personality and make you do something obviously suicidal, but it will heavily color your judgment and make diplomacy far harder than it should be.

You're An Orphan Jumper +100 CP
Welcome to the dead parent club. We've got plenty of famous members. For one reason or another, your parents are dead, missing, sealed away, or otherwise removed from your life. Maybe they were killed by curses. Maybe they vanished mysteriously. Maybe they just went out for milk and never came back. Alternatively, if your backstory or origin makes more sense another way, you may instead lose another important guardian or parental figure. Beyond the obvious emotional baggage, this may leave you without financial support, training, family connections, or inheritance you would otherwise possess. Character development sold separately.

Clueless Ojou-Sama +100 CP
To be blunt, you're an oblivious one. You are not stupid by any means. You can understand strategy, combat, academics, and anything else just fine. What you struggle with is social interaction and emotional nuance. Subtle hints will fly right over your head. Romantic interest may as well be written in invisible ink. If someone starts crying, your first instinct may be to ask who needs killing rather than offering comfort. You may come across as cold, eccentric, or unintentionally intimidating simply because you fail to react "properly" in delicate situations. This won't stop you from learning eventually…but expect a lot of awkward misunderstandings along the way.

Plague of Politics +200 CP
You will inevitably be drawn into politics during your stay here. No matter what you do, people with power will notice you and attempt to use, manipulate, recruit, threaten, or control you. Clan disputes, succession crises, Higher Up schemes, inter-school tensions, curse user factions, and international incidents will somehow find their way to your doorstep. Even if you actively avoid politics, politics will not avoid you. Worse still, your actions will often be interpreted politically whether you intended them that way or not. Saving the wrong person, killing the wrong curse, or backing the wrong faction may spiral into major consequences. Hope you like meetings…or assassinations, eh…usually both.

Stab Happy +200 CP
Like Gojo Shiki, you have…issues. While not quite a true sociopath, you have trouble processing emotions the way most people do. Fear, sadness, anger, embarrassment…they all tend to get filtered through a very simple response. Violence. Your default answer to most situations is to stab the problem, threaten to stab the problem, or calmly explain in detail how you could stab the problem. And the worst part? You are completely serious.

Someone insults you? Stabbing is on the table. Someone cries near you? You may offer to stab whatever caused it. Someone flirts with you? Honestly, that might somehow end in stabbing too. It's not that you aren't trying to help, but you really don't understand why it's a problem. Though maybe this is why so many people seem to be intimidated when you try to make friends. Lastly, this will not automatically override your thoughts, but your first solution to any issue will involve knives so take a moment to think before speaking if you can. After all, social interaction is hard, but knives are easy.

You're a Good Person +200 CP
Like Tsumiki Fushiguro, you're a genuinely kind person. Now you're probably wondering why this is a drawback. Well… have you seen the Jujutsu world? You care about

people. You want to help. You hesitate to abandon the weak or make the “logical” sacrifice play. You may struggle to kill when mercy seems possible and will likely go out of your way to save others even when it puts you at risk.

Unfortunately, people will take advantage of that kindness. Enemies may exploit your mercy. Allies may lean on you too much. The sheer amount of suffering around you may weigh heavily on your conscience. And when things inevitably go wrong anyway? You’ll remember. You’ll likely end up with guilt, trauma, nightmares, or all three. Honestly, I hope you can keep it up. The world really does need more hope in it.

Money, Money, Money +200 CP
Like Mei Mei, you are obsessed with money. Not “I’d like to be rich” obsessed. “I will charge you for breathing near me” obsessed. Your first thought in most situations is how to profit from it. Missions, favors, information, healing, protection…everything has a price, and you are not known for offering discounts. You won’t hesitate to gouge others for your services, even allies if you think you can get away with it. This greed may strain relationships, cause others to distrust your motives, and tempt you into risky or morally questionable jobs if the payout is high enough. On the bright side, at least you’ll be rich. Probably.

Be Silent Wench +200 CP
The Jujutsu world is archaic in many ways. One of the more obvious issues is the way women and other “undesirables” are treated. Despite Gojo Shiki’s incredible power, many still looked down on her due to her age and sex. Unfortunately, it seems you have your own trait that draws similar treatment. Maybe you’re female. Maybe you’re young. Maybe you have a weak constitution. Maybe you’re seen as timid, cowardly, strange, or otherwise “lesser” by the standards of the local culture.

Whatever the reason, people will underestimate you, dismiss your opinions, talk down to you, or openly disrespect you. In more traditional factions, this may lead to lost opportunities, greater scrutiny, or outright discrimination. The stronger or more successful you become, the more this may shift into resentment or hostility. Of course, most won’t be brave enough to do so to your face. Especially if you follow Shiki’s example of killing sufficiently uppity individuals. So congratulations, you now get to prove them wrong. Repeatedly.

Traditions Must Be Upheld +400 CP
Despite appearances, the Gojo Clan is considered the progressive faction within Jujutsu society. Which should tell you everything you need to know about how bad things are. Now it seems you’ve picked a side. You are either a staunch traditionalist or an

uncompromising reformist. There is no middle ground, no nuanced position, and no “let’s hear both sides.” If you side with tradition, you will genuinely believe the Higher Ups and old systems are necessary. The hierarchy exists for a reason, rules must be followed, and dangerous change should be suppressed. Hooray, you’re another cog in the machine.

If you side with progress, then you will view the current system as rotten and in desperate need of reform. Old traditions will infuriate you, and you’ll feel compelled to challenge them whenever possible. At the very least you won’t care in the slightest about offending others. On the bright side, Satoru will probably like you. Your beliefs are sincere and deeply rooted. While you are still capable of strategy and compromise when absolutely necessary, your bias will heavily color your judgment and actions. This will inevitably drag you into ideological conflicts, arguments, and possibly civil wars depending on how badly things spiral. Congratulations. You are now insufferable at meetings.

Forgotten Payments +400 CP
It seems your benefactor forgot to pay for the premium package. Or maybe they were just cheap. Either way, your access has been restricted. While in this jump, you may not use any items, equipment, or artifacts that do not originate from this setting. Additionally, your Warehouse is completely inaccessible for the duration of your stay. No pulling out legendary swords from other worlds. No panic room. No emergency medbay. No infinite pantry. You keep access to your personal powers and abilities, but if it’s an item and it doesn’t belong here, it’s off limits. Hope you packed light.

Powers Begone +400 CP
So you thought you could just roll in here with your out of jump powers and blitz the setting? That’s adorable. All powers, perks, abilities, and supernatural advantages from outside this jump are sealed away for the duration of your stay. If you’re going to survive here, you’re going to do it with the tools this setting provides. As a small mercy, powers that could reasonably “fit” within this setting may remain available. Abilities from other Jujutsu Kaisen jumps or closely related settings may still function, subject to common sense. Everything else? Gone. Good luck.

Please Tell Me This Isn't Normal +400 CP
My friend, you have truly horrific luck when it comes to assignments. Your first mission? Rampaging Grade 1 curse. Routine patrol? Special Grade curse user in the area. Escort mission? Terrorist attack. Simple retrieval? An ancient cursed object awakens. You get the idea.

While it won't literally happen every single mission, you will encounter the absolute worst case scenario far more often than anyone reasonably should. You'll find yourself running into Special Grades, infamous curse users, political disasters, and other major incidents with alarming regularity. On the bright side, this does mean you'll get plenty of "main character" moments. Assuming you survive them.

Twin Omens +400 CP
Twins are considered an inauspicious sign within the Jujutsu world. Many believe that when twins are born, their potential is split between them, halving what either could have become alone. Unfortunately for you… they're right. You now have a twin. Whether identical or fraternal, friendly or hostile, the two of you are mystically linked. Your power, potential, and perhaps even fate have been divided between you. Both of you are significantly weaker than you otherwise would have been.

For instance, one of you might lack cursed energy or have a minor pool of it when you should have a veritable ocean. Your true power will only fully awaken upon the death of your twin. Of course, there may be rare methods capable of safely severing the connection without killing either of you… but such methods will not be easy to find. If the connection is broken safely, or if both of you somehow survive until the end of the jump, your full power will be restored. Additionally, you may take your twin as a Companion for free. Assuming you don't kill each other first.

Truly Worthless +600 CP
You are utterly incapable of using cursed energy. No manipulation. No reinforcement. No techniques. No barriers. Nothing. Additionally, you may not circumvent this through a Heavenly Restriction, alternate energy system, or similar loophole. Your body will be weakened to that of an average civilian with no supernatural enhancements, and you are prevented from using any abilities gained from this jump that would require cursed energy. Most importantly, you cannot perceive curses. To you, the monsters lurking in the dark are invisible. That does not mean they cannot see you or hurt you. Surviving this jump like this will require allies, luck, or a level of stubbornness bordering on suicidal unless you get far away from the plot in any way possible.

A New Age is Upon Us +600 CP
When Satoru Gojo was born, the world itself responded. Cursed energy rose across the globe. Sorcerers grew stronger. Cursed spirits became deadlier. The balance shifted overnight as a new Golden Age of Sorcery dawned on the world. It seems your birth caused something similar. Your existence has further destabilized the world and ushered in a new age of power.

Across the globe, cursed spirits become more common, more intelligent, and more powerful. Existing curses may evolve beyond their normal limits. New Special Grades may emerge. Ancient threats may awaken sooner than expected. Sorcerers too will rise to meet this challenge. Hidden prodigies will awaken, new techniques appear, and quite a few old monsters will crawl out of retirement. The world is now stronger and so are your enemies. I hope you're ready to justify all this trouble.

A True Visionary +600 CP
You have a dream. Not a simple goal. Not a vague ambition. A true dream. A grand, world-shaping vision that consumes your thoughts and drives your every action. Your desire is on the level of Suguru Geto wanting to wipe out all non-sorcerers or Yuki Tsukumo seeking to eliminate cursed energy entirely. You may freely choose what your dream is. Perhaps you wish to unite humanity, destroy the clans, create a new golden age of sorcery, eradicate curses forever, or something even more extreme.

The important part is this: You must pursue it. You will become obsessed with making progress toward your goal. You do not need to dedicate every waking second to it, but if too much time passes without tangible advancement, it will gnaw at your mind. Your thoughts will drift back to it. Your frustration will grow. Your patience will wear thin. You may still act rationally and plan carefully, but abandoning the dream or ignoring it entirely is not an option. After all…what kind of visionary would you be if you stopped halfway?

Such a Fascinating Individual +600 CP
Oh dear…this could be a problem. Somehow, some way, you have caught the attention of Kenjaku and been deemed a vital part of his plans. Whether he sees you as a tool, a rival, a test subject, or the missing piece to one of his absurd schemes, he now has a vested interest in your existence. And Kenjaku is not known for giving up.

You may find yourself manipulated into his plans, targeted by his agents, stalked by cursed spirits, or thrust into conflicts you were never meant to survive. Worse, Kenjaku is smart enough to adapt. He will study your abilities, exploit your weaknesses, and prepare contingencies specifically for you. Even if you thwart one plan, another will be waiting. Even if you kill one pawn, there will be ten more. And if he ever gets the chance to sit down and "have a conversation" with you…you should probably run. Alternatively nuking the area is a valid strategy. The only mercy is that while he's a Special Grade Sorcerer he is still significantly weaker than someone like Gojo Satoru or Sukuna.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. ***You will not chain-fail*** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

What Eyes Are These?

Congratulations, you are now the protagonist of our story. That's right, you will be replacing Gojo Shiki. You will begin at five years old shortly before the accident that changed her life forever. From there, you must survive every challenge Shiki faced throughout the course of Zenith of Stars, from childhood missions and clan politics to cursed spirits, ancient sorcerers, and the monsters lurking behind the scenes. To aid you in this task, you will begin with all of Shiki's abilities, including Nihility, the Cursed Eyes of Death Perception, and any natural talent she possessed (a full list is in the Notes section). You will also receive her memories up until the start of the scenario so you are not completely blind. Provided you choose to follow her path, you will encounter all of the same opportunities she did to gain allies, power, and resources. Of course…you are still a child. And this world is still the Jujutsu world. Try not to die. At least your cousin Satoru should keep an eye on you.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your time here will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any properties, territory, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

A Cursed World

The age of man is over. The age of curses has begun. You must overthrow the existing balance of the Jujutsu world and establish Cursed Spirits as the dominant species of the planet. Whether through extermination, subjugation, or forcing humanity into hiding is up to you. You must destroy or subdue Jujutsu Headquarters, eliminate or break the Great Clans, and ensure humanity can never reclaim dominance. Naturally, every major Sorcerer in the world will oppose you. Good luck.

Rewards:

- For having done what many believed impossible you have transcend beyond the rank of Special Grade and become something akin to a divine calamity, the true God of Cursed Spirits. As a result your reserves, output, and presence will increase massively. Additionally, you've gained the ability to learn, replicate, or manifest abilities possessed by Cursed Spirits you defeat or absorb.
- Additionally, all Cursed Spirits recognize you as their rightful ruler and are instinctively loyal unless overwhelmingly compelled otherwise. Post-Jump this authority will encompass other spiritual beings such as Hollows in Bleach.
- Finally, you may bring this world and its population of loyal Cursed Spirits with you into future jumps as a personal dimension or importable setting attachment.

The Honored One

Throughout Heaven and Earth…you alone must become the strongest. To complete this scenario, you must surpass every living being in the setting in direct combat and be acknowledged as the strongest. This means defeating or otherwise proving superiority over individuals such as Satoru Gojo, Ryomen Sukuna, Kenjaku, Shiki, and any other monsters relevant to the timeline. No cheap assassinations, no sealing, and no technical victories. You must win against each of them head on.

Rewards:
You gain the Perk: The Honored One

- **The Honored One:** Your growth rate in combat is dramatically increased and scales harder when facing stronger opponents. Additionally, once per jump you may temporarily force yourself beyond your limits, massively increasing all parameters for a short period.

King of Curses

Ryomen Sukuna is considered to be the pinnacle of cursed existence. Kill him, don't seal him, not weaken him and let someone else finish the job. You have to kill him at his full power with all twenty fingers restored and the king at his peak.

Rewards:

- As Sukuna lays defeated you may absorb the essence of the King of Curses. This will massively boost your cursed energy and output as all of Sukuna's abilites are added to yours. This includes his cursed technique and his talent as well. Though, if you already possess Shrine, it will evolve.
- Second, having defeated Sukuna properly, his followers will acknowlege you as his successor. This includes Uraume, Yorozu, and the other individuals who can be considered his allies.

A World Without Curses

Cursed Spirits are born from humanity's fear, grief, hatred, and despair. As long as ordinary humans leak Cursed Energy into the world, curses will continue to exist.
But what if they didn't? To complete this scenario, you must permanently remove Cursed Spirits as a threat to humanity. There are multiple possible ways to achieve this. You may fulfill Geto Suguru's twisted vision by eliminating all non-sorcerers. You may follow Yuki Tsukumo's dream and teach humanity to control their Cursed Energy so that no new curses can form. Alternatively, you may create some entirely new path through science, sorcery, or sheer madness. Whatever path you choose, the result must be permanent. No more naturally occurring Cursed Spirits, no more endless cycle, and no more fear given form. Of course, quite a few people are liable to resist such a change. Some Sorcerers whose power depends on the current system may oppose you and I imagine the Cursed Spirits will certainly fight back. Good luck.

Rewards:
You gain the perk Bringer of Peace

- **Bringer of Peace:** Your status will instinctively be recognized by beings tied to suffering, corruption, or chaos. Your presence naturally suppresses the birth and growth of hostile supernatural entities. Weaker spirits, curses, and similar beings may be pacified, weakened, or prevented from manifesting entirely in your vicinity. Additionally, you gain the ability to awaken supernatural potential in others or teach them to control latent energies they already possess. Whether this manifests as awakening sorcery, magic circuits, psychic abilities, chakra, or similar systems will depend on the setting. Finally, once per jump you may declare a single type of naturally occurring hostile entity to begin diminishing across the world. Over time they will become rarer, weaker, and eventually may vanish entirely so long as the underlying source can be addressed. A fitting final reward for someone who broke the cycle itself.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

This story is current as of Chapter 154: The Star's Summons (2)

All perks that have active and passive effects may be freely toggled on and off.

Links

- Fanfiction - Zenith of Stars Chapter 1: Paradigm Shift
- Spacebattles - Zenith of Stars (Jujutsu Kaisen OC, Mystic Eyes of Death Perception)

Image Links

- Title Page - Jujutsu Kaisen: The Underlying Battle Behind The Scenes - GameRant
- Three Great Families - Jujutsu Kaisen Lore: The Big Three Sorcerer Families Explained
- Shikigami - Megumi and Shikigami
- Shiki/Ojou-Sama Fanart (by Cannimations) - Extra Index: Ojou-sama fanart - by Cannimations

Cursed Energy Traits Ideas

- https://www.reddit.com/r/CTsandbox/comments/1d94cnm/cursed_energy_traits/
- This post contains some original CE traits that were posted along with more detailed explanations of how they would work.

Expy Character Identities

- The Crimson Mercenary - Dante (DmC)
- The Minister's Daughter - Makima (Chainsaw Man)
- The Gentleman Thief - Lupin the 3rd (Lupin)
- Dragon Empress - Daenerys (GoT)
- The Last Convoy - Optimus Prime (Transformers)
- The Sword Saint - Isshin Ashina (Sekiro)
- The Queen of Blades - Kerrigan (StarCraft)
- The Hollow Child - The Knight/Ghost (Hollow Knight)

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**

- **Location**
  - Hospital
- Affiliation
  - Three Great Families (Gojo)
- **Perks**
  - General
    - Cursed Energy
    - You're Not Normal Either
    - Cursed Beauty - 100 CP
  - Zenith
    - Who Said I Only Had One?
    - We Serve the Blessed Child
    - Immaculate Consciousness
- **Companions**
  - Kento Nanami
  - Gojo Satoru
- **Drawbacks** (not enforced, but describe main challenges in story)
  - I Hit My Head
  - You're An Orphan Jumper
  - Clueless Ojou-Sama
  - Plague of Politics
  - Stab Happy
  - Be Silent Wench

- **Scenario End Boons (gain over course of Jump)**
  - **Perks**
    - General
      - Knives for Days
      - Prayer and Elegance
      - Reverse Curse Technique - 200
      - Grade - Special Grade 400 CP
    - Clan Sorcerer
      - Heir Apparent
      - How Does It Work
      - Curses and Paperwork
      - One with the Blade
    - Zenith
      - We Serve the Blessed Child
    - Higher Up
      - Politics Do and Don’ts
    - Curse User

            - Might Makes Right
    - **Items**
        - Clan Sorcerer
            - Attendants
            - Great Family (Gojo)
        - Zenith
            - Muramasa Blade
            - Branch Family
            - Prison Realm
    - **Companions**
        - Gojo Kiyohara
        - Megumi and Tsumiki
        - Panda
        - Kenji Hikari and Kirara Hoshi
        - Yuta Okkotsu

Changelog

- Jump in Progress
- Moved Suffering Builds Character from General to Outsider
- Moved Overflowing Reserves to the Cursed Technique section and made it tiered instead.
- Adjusted Sword Saint description to make him cooler