

Jujutsu Kaisen - The Edo Period (a Fanfic Setting)

By PsychoAnon

The year is 1603 and Tokugawa Ieyasu has been appointed as the Shogun of Japan, having achieved virtually unrivaled power in the nation. He has established his government in Edo, the future Tokyo, and so the Edo Period begins. Though the golden age of jujutsu has come and gone, jujutsu sorcerers still play a large role in the political landscape of Nippon. The emperor's power is less nominal than history will report as he is the de facto head of the Zenin clan, now the most powerful sorcerer clan with a talented user of the Ten Shadows technique having been born in their ranks 14 years ago. On the same day 14 years ago, a Six Eyes Limitless user was born in Osaka Castle as the heir to not only the Gojo but the Toyotomi clan, allowing them to serve as the only opposition to Ieyasu's hegemony. There's also Ryu Ishigori, the sorcerer with the highest output of any in history.

Despite these forces, the most powerful sorcerer of this era is Hajime Kashimo, a sorcerer of such skill and power he's never had to use his cursed technique to defeat an opponent. Having had only trash-ass farmers as opponents he's incredibly unsatisfied with his life thus far. Tengen and Kenjaku are still up to their typical nonsense and will use these sorcerers for their grand plans. You'll be caught up in all this for about a decade, so take this gift to help you survive.

+1000 Ryo

Origins

Select an origin. Perks are 50% off for matching origins, except 100 Ryo perks which are free for matching origins.

Femboy (Must be male)

Throughout the heavens and the Earth, there is no delight so sweet as a boy that looks like a girl, or so they say. You are a beautiful young man with incredible potential for jujutsu, much like Hajime Kashimo in his prime. In this incredibly gay and farmer-filled era the world is your oyster, especially if you use your feminine-style charms to your advantage.

Destined

You are a child of prophecy. You were born of a prestigious clan with some grand destiny to fulfill, truly special from birth and with incredible potential as a result. Of course, with a great destiny also comes great enemies to battle. You'll have no shortage of duties to fulfill and a grand quest that only you can complete.

Monster

You exist in the dark underbelly of society, acting in illicit and sinister ways that make you despised by all of Japan should they even know you exist. Whether you're a curse or something even worse you've firmly aligned yourself with the forces of darkness against mankind itself.

Wanderer

There is nowhere for you to call home, save the open lands you walk. You've never really belonged or been wanted anywhere, as if you dropped out of the sky one day. Whatever reputation you gain, for good or ill, is all up to what you choose to do. Who knows just what you'll make of yourself?

Location

Edo

The new capital of Japan following the establishment of the Tokugawa Shogunate. This is where the Imperial Institute of Jujutsu Education is located and thus where Tengen lives. It's currently being reinforced with barriers by Tengen to protect against potential attacks from the army of Oni that have been terrorizing the nation. The emperor has also moved his palace here - literally. He manually moved it here himself using jujutsu.

Heian-Kyō

The “western capital”, though it only serves as the capital de jure, is the home of the powerful Zenin clan and was the home of the emperor until he moved to Edo to be close to the Shogun. It's very close to Osaka, where the rival Gojo clan lives and is heading the Toyotomi clan. The Zenin clan is constantly plotting to finally eliminate the Toyotomi and possibly subsume the Gojo clan to make it just a branch of the Zenin clan.

Osaka

Home of the Gojo/Toyotomi clan. The whole area has been heavily reinforced with both normal soldiers and sorcerers in order to defend against the Shogunate. The Toyotomi have resorted to establishing a harem system for Gojo clan sorcerers and enforcing mandated numbers of children in order to create as many sorcerers as possible. As a result, the Gojo clan has been rapidly multiplying their ranks and have begun to outnumber the other two major clans. They've also allied themselves with the Kashimo clan and reinforced Osaka Castle with a special barrier that replicates the effects of the Infinity all around the castle, though this is taking a portion of the cursed energy of every member of the clan to maintain.

Shimabara

This region of Japan has been heavily Christianized over the past several decades, much to the chagrin of the rest of Japan and the shogunate. The Sorcerers for Christ are focused on evangelizing the elites of the region to get them on board with Christianity, though resistance is stiff with many of them. The region is a hub of international trade, in particular with the Portuguese who are mainly responsible for bringing Christianity to Japan.

Central Lands

A large area of multiple regions in the center of Japan are in soft rebellion due to the harsh conditions of life combined with frustrations about the inaction of the government against Oni attacks. This region is now de facto being ruled by the Farmer's Guild with their rebellious peasant army, though they've been getting devastated both by continued Oni attacks and all their sorcerers being killed by Kashimo Hajime.

Western Regions

The farthest west regions of Japan serve as the home of both the Kamo clan and Kashimo clan, though most of the Kashimo clan are away in Osaka as part of a pact with the Gojo clan. The Kamo clan have been using many secret spooky labs set up underneath villages to create the Oni which are now a massive threat to all Japan.

Ezo/Neo Onigashima

The Northeast island of Japan, separate from the Honshu mainland, has been conquered by an army of "Oni" and is in total chaos. All humans that lived in this region are now subject to inhuman tortures, slaughter, or oni-fication to further bolster the ranks of the Oni. The capital of this newly formed Oni "society" is a massive city rapidly constructed through human slave labor called Neo Onigashima. Due to his immense skill as a barrier user, the ruler of the Oni has turned Onigashima castle into a confusing infinite maze only he and his most trusted servants can navigate. The castle is to serve as the center of a ritual fusing the souls of 100,000 Oni into a new being that surpasses all life on Earth and even surpasses jujutsu itself.

Age/Sex

Your age and sex can be chosen freely within reason, though with the caveat that Femboys must be male.

Affiliations

Choose one group to be associated with, or none if you prefer

Zenin Clan

The dominant clan and center of jujutsu in all of Japan. This is their peak power in history, as they have not only several hundred talented sorcerers at their command but the most talented natural born user of the ten Shadows cursed technique, who has mastered all advanced jujutsu forms such as Domain expansion, RCT and done everything with their technique except tame Mahoraga. They serve as an enforcement arm of the emperor himself, who is also a “low-level” special grade sorcerer. They are in a blood feud with the Gojo clan.

Kamo Clan

The Kamo clan continues to be a tool of Kenjaku, holding significant political power in some of the westernmost regions of Japan. They are keeping out of the conflict of the Gojo and Zenin clan, instead working on prototypes of what will one day become Kenjaku’s curse womb death painting experiments. These manifest in cursed spirits roughly shoved into the bodies of people to possess them, leading to reports of roving maniacs with horns and magic powers raping, torturing and murdering innocent people, being called “Oni”. They're becoming quite the problem all over the nation.

Gojo Clan

The Gojo clan are firmly their own force in this day and age, usually the weakest of the three clans except for rare times like these. The prophesied birth that happens once every 400 years has taken place - a Six Eyes Limitless user was born to the clan and is a powerhouse even at only 14 years old. He's far from the likes of Satoru Gojo in the future, not even particularly skilled at jujutsu overall, but the raw power of his techniques and the six Eyes compensated. The Gojo clan has recently fused into the Toyotomi clan which runs Osaka and the birth of this legendary sorcerer who is the heir to both clans has allowed them to fend off the otherwise omnipotent forces of Ieyasu. Ieyasu will soon petition the emperor for the support of the Zenin clan to take down the Toyotomi once and for all.

Imperial Institute of Jujutsu Education

The first jujutsu school in Japan and currently the only one. This institution has completely consumed the "Star Cult" of the Heian Era and is run by Tengen to raise up new sorcerers to fight curses and further understanding of jujutsu. It is respected as a "sacred" and neutral ground where sorcerers from all clans and political affiliations put aside their differences for the sake of training and raising up new sorcerers. Virtually all young sorcerers attend the school lest they fall behind the others. The students are expected to hunt curses as the tuition for their education. The school is the main force fighting against the rising "Oni" army. Both the Six Eyes Limitless user and Ten Shadows user are rivals attending this school.

Oni Army

The Kamo clan has been experimenting by placing curses inside human bodies, turning them into possessed humans with horns and glowing eyes of various colors. These "Oni" were released into Japan to observe their behavior and see if any notable traits manifested. What the clan didn't anticipate was that one curse they'd captured, a special grade Kenjaku himself brought down, was smart enough to not only unify the wandering Oni but capture humans and replicate the methods used by the Kamo clan to make more. The Oni army has been rapidly expanding to tens of thousands strong via this method and have completely conquered the Ezo region of Japan. The Oni in charge of the army truly believes himself a new species and seeks to perform a ritual to merge 100,000 Onis together to become a new godlike being that will bring enlightenment. Kenjaku has ordered the Kamo clan not to interfere with this intriguing development, though other groups are taking major action to fight against the Oni.

Sorcerers for Christ

With the relatively recent development of Christianity coming to Japan primarily via Jesuit missionaries, the tales of jujutsu sorcery likewise spread throughout the western world. The few jujutsu practitioners all throughout Europe have moved to the Shimabara region of Japan to flee persecution for their perceived demonic abilities. These sorcerers joined and Christianized Shimabara's main sorcery clan and have turned it into a religious institution reflecting the rapid proliferation of Christianity in the region. Encouraged by Jesuit missionaries, they have been making aggressive moves to destroy pagan temples and displace them from their land in an attempt to make the entire region a Catholic foothold. From there they seek to convert all of Japan through whatever means necessary, though they will soon be opposed by the shogunate.

Tokugawa Shogunate

Through shrewd and cunning political maneuvering, Tokugawa Ieyasu has managed to become the Shogun of Japan and so the overwhelming rule of the Tokugawa Shogunate has begun. The Tokugawa have their own powerful sorcerers working under them, though less in a formal sense and more as mercenaries. Ryu Ishigori was their most powerful belligerent and fought in many battles for them, though now he's taking things easy. Though Ieyasu seeks to attain total control of the few parts of Japan not subject to him, he's increasingly concerned about the rising Oni army and is in frequent talks with the Emperor about just what must be done to stop them. The emperor has suggested a truce between the Gojo and Zenin clans until the Oni army has been completely eliminated.

Farmer's Guild

In response to the oppressive nature of Feudal Japan's rigid class system and many famines, a rebellious organization mounting a peasant army has been rampaging through Japan. Led by a core of sorcerers of surprising talent and power this massive though uncoordinated army has wreaked havoc demanding improved conditions for the peasant class. Due to their populous nature they have more sorcerers than the big 3 clans combined and are quite a nuisance for the ruling class. Hajime Kashimo has been hired by the emperor as well as Ieyasu to eliminate the farmers once and for all. He's been massacring them for years now and they're on their last legs, with only 50 sorcerers left in their ranks.

Kashimo Clan

The Kashimo clan are an emerging clan of sorcerers who were created only recently, having been started when Kashimo Hajime began breeding his massive harem of wives he attained at just 15 using his immense power and beautiful looks. The clan have rapidly expanded in population and influence thanks to the nigh unchallenged talent and power of their founder, now so powerful a force that they're colloquially referred to as the "4th great clan". The sorcerers of the clan are noteworthy for almost all inheriting their founders' ability to manipulate electricity, albeit typically to a lesser extent than him. Many in the clan fear they may just be a flash in the pan, as their leader is what props them up and he is now old. The clan conspires to turn their leader into an Oni to restore his health and grant him eternal youth. Kashimo Hajime has long since lost care for breeding beautiful women and desires only a battle with a worthy opponent, something he's never had.

Species

Human

The dominant species of Japan, though perhaps not for long. Not only have curses been significantly outnumbering and outpacing sorcerers lately, but the rise of Oni poses an existential threat to humans in Japan.

Cursed Spirit

All humans produce cursed energy, a spiritual energy born from negative emotions. This ambient energy slowly coalesces into beings born of those negative emotions known as curses. Curses primarily desire to torment and kill humans due to their nature as negative energy beings. They are invisible to non-sorcerers and immune to harm except from cursed energy based attacks. They can heal from even the most severe damage by expending cursed energy, though they are incredibly weak to positive cursed energy. They can also phase through solid matter. Most curses are like dumb animals, though some have human level intellect.

Oni - 200

The latest experiments of Kenjaku and the Kamo clan, a result of effectively shoving a cursed spirit inside a living human and having the spirit possess the person. This results in the human and curse's souls partially fusing to create a new form of life with glowing eyes and horns. Onis seem to combine the best aspects of curses and humans - they can survive and heal from even the most drastic injuries like severed limbs or even decapitations by expending relatively low amounts of cursed energy, allowing them to regrow whole limbs or even whole bodies. The only injury sure to kill an oni is the destruction of their brain. Their raw physical abilities are also significantly above normal humans. They are resistant, though not immune, to attacks not imbued with cursed energy and react to positive cursed energy as humans do rather than like curses, meaning it heals them and those with enough talent can use it for themselves. They can temporarily turn invisible to non-sorcerers as curses do, though they cannot phase through matter. Onis are far more dangerous than normal curses en masse as they have both the intelligence of their human side and the innate violence and viciousness of their curse side. Oni do not age past their prime and a human turned into an Oni is restored to their youth. Humans with strong wills are mostly unchanged by the oni-fication process mentally, save for increased sexual desire and heightened emotions. If a human and Oni breed, the child will also be an Oni.

Perks

Free/300 - Jujutsu Sorcery

All humans have negative emotions and from those emotions is generated “cursed energy”. This energy is constantly leaking off humans, turning into cursed spirits which terrorize humanity. Sorcerers are humans with the innate ability to control cursed energy and use it for esoteric effects such as enhancing their physical body and generating magic barriers. You have a fairly impressive cursed energy supply for this era, though no one in this era has cursed energy levels like Yuta Okkotsu, let alone Ryomen Sukuna, so don't expect to have supplies of such a level. At most you can pay 300 Ryo to have reserves on par with the future Gojo Satoru.

Varies - Cursed Technique

Beyond the generic techniques such as barrier techniques, many sorcerers have an innate technique fundamental to themselves. In this era innate techniques are practically ubiquitous and you are no exception. There are 4 tiers of Innate Technique - 200, 400, 600 and 800.

For 200 Ryo, you have a technique such as Tengen's immortality- extremely limited or situational, not particularly useful, but not completely useless.

For 400 Ryo, your technique is on par with Ice Formation. It could be a basic but solid combat ability, a powerful support ability or anything else of that tier. It could also be a powerful ability with large drawbacks like the Limitless being useless without the Six Eyes or Construction being absurdly energy intensive.

For 600 Ryo, your technique is on par with the likes of Shrine or Sky Manipulation, among the higher tiers of techniques in history. These techniques are truly formidable and difficult to deal with even for experienced sorcerers.

For 800 Ryo, your technique is among the most powerful techniques that have ever existed, such as Idle Transfiguration, the Copy cursed technique and the adaptation of Mahoraga. Just possessing a technique like this could put you close to, if not at, the top of sorcerers here.

200 - Black Flash

At certain times, a mysterious phenomenon will occur in a jujutsu battle. A sorcerer's senses will heighten and black sparks will appear as they land a blow, awakening them in the heat of battle. This is called a black flash, a physical blow from a sorcerer in which all the conditions perfectly align to summon the black sparks, amplifying their blow to the power of 2.5 and awakening the sorcerer, putting them in a flow state where their combat effectiveness increases by 20%. Black flashes are largely random - no sorcerer, not even the king of curses, can land one whenever they want, although some seem to land them more often. You are blessed by the sparks of black, near guaranteed to land one in a tough fight. Not only that, but the worse your odds of victory the more likely you are to land black flashes and even chains of several black flashes in a row to turn the tide of battle.

300 - Barrier Master

You are an artist that crafts your own worlds. Barrier techniques are a method to create domains in which different rules apply and things can be contained or let loose. You have taken this mastery to the furthest level, able to perform any type of barrier technique with ease. Domain Expansion is considered the Pinnacle of jujutsu sorcery and you have not only mastered it, but are on the cusp of figuring out how to create an Open Barrier domain, a superior version which paints your domain onto reality itself. Other applications for barrier techniques include creating infinite mazes, areas which are bigger on the inside, teleportation systems and even custom environments which morph to your will if you attain the highest levels of mastery.

Femboy

100 - Beautiful

You have the beauty of an angel. Your youthful feminine appearance is equally attractive to both men and women alike and so breathtaking that those who see you may question if you didn't descend from the skies. Not only are you beautiful, but your youthful beauty remains with you for a very long time. You would only show signs of aging in your fifties. Your butt's nice too.

100 - Farmer

The punished and tormented backbone of Japanese society. Your farming skills are truly unrivaled, as you could make basically anything grow anywhere in any season. You could grow summer flowers out of a patch of snow. Probably not a useful ability in a battle of sorcerers, but it's something you're good at.

200 - Battle Lust

Turn up the volume! You're absolutely addicted to the thrill of combat and due to a massive deal of experience and raw intellect, your battle IQ is nothing to sneeze at. You can immediately analyze your opponent's movements and abilities to come up with clever plans to take them out. You're also extremely quick to adapt to even the most unexpected situations. Not only are you raring to go for a fight, but you'll likely outsmart all but the craftiest opponents.

200 - Champion

People wouldn't expect someone so feminine in appearance to be dominant, but dominance isn't about appearance - it's about power. Your very aura projects power and commands respect, making you not only menacing to your foes but irresistible to women. These effects are greatly magnified when you actually display significant feats of power like easily dispatching a strong opponent without even going all out. If you keep doing things like that you could have a harem of slavishly obedient and beautiful wives even as a cute 15 year old boy.

400 - God of Lightning

Hajime Kashimo is particularly special for his unique electric “cursed energy trait”, giving his cursed energy the properties of electricity. Now your energy has a similar trait, making you automatically a cut above other sorcerers. In Kashimo's case, this trait made his cursed energy channel into his targets making it practically ignore durability and allowing him to imbue targets and objects with a positive or negative charge and then use the connection between himself and the target to strike them with a sure-hit lightning strike without using a domain, though it also gave him a notable weakness if submerged in water as it dissipated his cursed energy. Whatever trait you choose will be equally powerful, albeit in different ways, and you will be nearly immune to damage of the same type as your trait.

400 - Holding Back

Winning is about getting to your objective by any means necessary. If you have to cheap shot an opponent or run away like a bitch until their power runs out to get a w, then so be it, right? That's how losers think. Winners, the people who really believe in themselves, live to take the hardest and most fun route possible to victory. Fight the immortal guy in a contest of endurance, challenge opponents that are near your equal without even using your CT, fight with your arms tied behind your back. When you do things like this, purposefully taking the hardest route and holding yourself back, you not only find battles far more fun but your growth in power explosively increases, both with cursed energy and any other power systems.

600 - Jujutsu Genius

You are a combat and jujutsu prodigy. Your hand to combat skills, the ridiculously fine levels of cursed energy manipulation you exhibit and your rate of learning and growth are completely unmatched in this era save for Kashimo himself. You could master jujutsu techniques like RCT or even Domain expansion in just a couple weeks of training, if that, and this same learning rate and potential to reach the top applies to all power systems and forms of combat you can use.

Destined

100 - Golden Child

You were born with a silver spoon in your mouth. You're special and everyone always treats you like it. Your family members spoil you rotten and shower you with gifts, strangers show you the deference you rightfully deserve and even your superiors make you feel welcome and overly reward you for your efforts. I suppose you could call this divine nepotism.

100 - Hard Work

Hard work versus talent is a false dichotomy. Those who are the most talented have to work harder than anyone! You've got an incredible work ethic and determination that lets you train harder than almost anyone else. You'll be training from sunrise to sundown every day if that's what it takes. This work ethic extends into everything you do, including going above and beyond in combat to grow from that too. No matter what you're doing, put your back into it!

200 - Good Student

Even the most gifted people will start out sub-par, but with a good teacher you don't have to stay that way. As long as a teacher you're learning or training under is competent in their field you'll learn whatever they're trying to teach you at a significantly increased pace, practically absorbing their lessons like a funky little sponge. This effect gets stronger the better a teacher they are.

200 - Reversal

Reverse cursed technique is a rare skill amongst jujutsu sorcerers, especially in this farmer era, but you've managed to pick it up. By multiplying cursed energy with itself, the naturally negative cursed energy turns into positive energy that has healing properties and acts as antimatter to cursed spirits. The primary usage of this technique is healing oneself, as the technique takes a great deal of energy to use especially if regrowing whole organs or limbs, and takes even more energy and skill to heal others. The technique has a more interesting property of creating a "reversed" version of the user's innate technique, for instance an anti-gravity technique would become a gravity technique if used with positive energy. You only have the skill to heal your own basic wounds right now, but with training who knows how far you could go?

400 - Rivals

People can go beyond their limits when they have someone to surpass. When you've got a true rival, someone you come into conflict with who pushes you to your very limits, you grow rapidly in the effort to reach their level and overcome it. Whether it's increasing your base power, mastering new techniques or discovering whole new applications of your existing powers you can make major gains even mid-combat when thinking about your rival. These gains also apply to your rival. They get stronger alongside you as you both climb to new heights.

400 - Chosen

Destiny and cursed energy are interlinked. In a sense, the cycle of cursed energy is destiny itself. The designs of fate seem to favor you especially. Whenever there's a special chosen role to fulfill you can bet that you'll be the one to fulfill it. This favorable destiny not only serves as a path to incredible wealth, fame and power but will offer you some level of protection even from death, as you can't fulfill your destiny if you're dead. This doesn't mean you can't die if you tempt fate too much, mind you, just that it's a lot harder to actually take you out.

600 - Six Eyes

How can this be? This is only supposed to happen once every 400 years. You have been born with the Six Eyes. These legendary blue eyes which almost seem to glow grant unmatched perception of cursed energy. You can see it in 360 degrees around you even many kilometers away, still being able to see in high detail with your eyes covered. You can tell the cursed technique of anyone you look at with just a glance, knowing more or less everything it's capable of. The eyes have also granted you incredible precision with your control of cursed energy, allowing for feats impossible for other sorcerers. You can properly control the Limitless with this precision and since the Six Eyes are so efficient as to reduce the cost of any usage of cursed energy to an infinitesimally small amount, you could maintain a limitless barrier indefinitely if you found a way to deal with mental fatigue. You could do that if you HAD the Limitless, at least. All the Six Eyes abilities will apply to any esoteric energies you can use.

Monster

100 - Don't Kill Me

Despite their monstrous aspects, Oni still look almost exactly the same as humans and that's something you can use to your advantage, oni or not. You can play the role of an innocent and kindhearted stranger or a helpless and misunderstood victim at the drop of a hat, using it to emotionally manipulate the humans and make it child's play to drive the knife into their back when they least expect it.

100 - Self Control

It could be said that all beings in this world are controlled and driven by base instincts, but this is only true if one lets it be so. Your strength of will and dominance over your urges and instincts is incredibly impressive. As a curse or an Oni you could completely suppress all desire for violence and sex, interacting with humans as naturally as any other human would. This extends to any other desires you have, though even your immense restraint has a breaking point.

200 - Mighty King

This aura... the mark of a true lord. Much like the Oni king Yuichiro, you exude a level of confidence and authority reserved for only the greatest of kings and emperors, leading others to naturally look to you for absolute leadership. As you display your power this will be reinforced to such an extent that even a race of savages like the Onis could be unified under your banner.

200 - Mode Switch

Cursed energy reinforcement is generally a uniform ability - if someone is enhancing their strength then they will enhance their durability and speed in equal measure. The Onis, however, being bizarre two-halved creatures in soul, created a special form of reinforcement which allows them to allocate stats between two strategies. In "red mode", nearly all energy of reinforcement is put towards speed and attack, with very little put into defense. In this state the user is vulnerable but up to multiple times faster and stronger than usual. In "blue mode", the user is slow but near indestructible and their cursed energy naturally morphs into positive energy, passively healing them with low cost. Although developed by Onis, these techniques can be used by anyone skilled enough to learn. These modes can be used with any form of esoteric energy.

400 - True Freak

You are an absolute beast. Much like some of the strongest “special class” Oni, your physical body is inexplicably powerful. Without any cursed energy enhancement you could pick up and throw a grown man 1000 feet in the air or collapse a whole house with a single punch, run at several hundred miles an hour and survive attacks powerful enough to split steel and collapse buildings. In other words, without expending any cursed energy your raw physical abilities are on par with some of the strongest grade 1 sorcerers. This significantly enhances the effect cursed energy reinforcement has on you, making it far more effective when you do use it. Your raw might rivals even the Oni king himself, at least without using cursed energy.

400 - Jujutsu Science

Some of the most horrible but fascinating creatures in Japan entirely owe their existence to Kenjaku and the Kamo clan. This includes the Onis. You're an equal to Kenjaku when it comes to this art form, a form of “science” that combines the manipulation of biology, souls and sorcery to craft horrific abominations. Not only could you perform the procedure of partially fusing a human and curse soul to create an Oni, you can morph the bodies and souls of both grown creatures and fetuses to give them abnormal characteristics - the most pertinent examples would be the select Oni that have physical abilities far beyond any human and the future vessel of Sukuna, Itadori Yuji. You can also perform feats such as plucking specific souls from the cycle of reincarnation to implant them in a fetus. For an idea of the true potential of this skill, with enough planning and preparation you could one day create a sorcerer on the level of Itadori Yuji, a near immortal freak with potential rivaling the king of Curses himself.

600 - All are One

Separation is the first and only sin. The Oni king Yuichiro realized this truth and concocted a ritual to bring everything together once again. Through a grand barrier ritual he bound himself to the Oni race such that he is “all Onis”. This metaphysical status has made the Oni king virtually immortal, as he can be reborn immediately from any Oni in the event of his death. He also has access to the senses of any Oni he wishes at any time and can remotely control their bodies if their will is too weak to resist him. Finally, he has effectively unlimited cursed energy as his reserves are immediately refilled from the reserves of other Onis. While you haven't attained this same ontological status, you've gained the knowledge and intelligence to craft similar rituals like metaphysically becoming one with an entire race of beings.

Wanderer

100 - New Kid in Town

Time to make a name for yourself. When you do impressive things, word of your deeds will spread, making you famous far and wide. People might be clamoring for your services or seeking your hand in marriage after hearing what you've pulled off. You play your cards right and you could go from literally no one to somebody written about in all the history books.

100 - Hair Cannon

Where do your “powers” originate from? Or rather, where are they emanated from? Do you shoot fire from your hands, or lasers from your mouth? Then let's ask another question: does it have to be so rigid? Why not fire lasers from your back or even from your hair? You've figured out how to use these “emission” type abilities from anywhere on your person rather than needing to shoot from a specific spot. Shoot fire out your ass if you really feel like it!

200 - Revolt

Time to rile up the masses! You've got the ability to stir up the hearts of the commoners and inflame their passions to get them to rebel against the system. Like a fire, this movement rapidly spreads from one village to the next, growing exponentially until before you know it there's an army of enraged farmers burning everything down for the hell of it.

200 - Quantification

You've always been good with numbers. Maybe a little too good, as you can break pretty much anything down to numbers. Through some combination of intelligence and instinct you can break things like someone’s cursed energy supply or their speed and strength down into hard numbers and accurately compare those numbers. You could look at two sorcerers fighting and not only conclude that one has “10,000 cursed energy” (as you've defined cursed energy units in your mind) but that his cursed energy pool is approximately 1.603x bigger than his opponent’s. You could also tell while fighting someone that they're “43.7% slower than you” or that they can only take “2.345 tons of TNT before they start to take damage” and so on. This ability of yours can only work with the information it has, though. If someone were holding back their full speed for a whole fight, for instance, you could only model their speed off what they’d shown you and so your models would be inaccurate. Math is fun!

400 - Vengeance

It is said you must always kill a sorcerer with cursed energy, because if the final blow is not struck with cursed energy they can return as a vengeful cursed spirit. In your case, though, the raw hatred you're capable of feeling means that even if killed with cursed energy you WILL return as a vengeful curse. Upon your first death in a jump, you will return as a cursed womb and begin to fully form into a vengeful curse body. Your new cursed form exaggerates and amplifies all your natural abilities, making you vastly stronger than in life. This allows you to overwhelm opponents who, in life, would've been your equal if not somewhat greater than you, such is the increase in power. This will force you to turn into a cursed spirit with both the benefits and drawbacks that this brings, though you will regain your original body at the start of the next jump or after a decade, whichever comes first. This perk works even if you're a curse.

400 - Max Output

Ryu Ishigori is the sorcerer with the highest cursed energy output in all of history, surpassing even Ryomen Sukuna himself. Now, you are his equal. The amount of raw cursed energy you can put into everything you do is overwhelming and it makes you an absolute monster. Your punches can one-shot special grade curses, your defense can hold up against all but the strongest attacks and your speed is pretty wild too. This doesn't put you on the level of someone like Sukuna, of course, as the overall amount of cursed energy and level of skill in manipulation also play massive factors in one’s overall strength, but you're easily in the higher echelons of sorcerers in this era with this alone. This same attribute applies to other magic systems.

600 - Soul Manipulation

The soul is a strange thing. It's the core of all beings and a big point of focus for those who research sorcery itself like Kenjaku. You've invented a technique that puts even Kenjaku's expertise in the soul to shame. While Kenjaku invented a technique to split and seal souls in objects, you've created a technique which allows you to swap souls between both yourself and others. This can be used to remove an enemy’s soul by grabbing hold of it and ripping it out, but the more interesting application is switching souls with someone or implanting your soul in a recently “empty” body to take it over, allowing for effective immortality. If you implant your soul in a still living body it will force a conflict of wills between you. This has some applications for improving training as well. To understand the soul is to understand sorcery.

Items

You get one item per price tier discounted 50%. 100 Ryo discounted items are instead free.

100 - Watering Can

A rather practical cursed tool. Whenever water from this watering can is poured on a plant it will grow at a 1000x increased speed and in the healthiest and most fruitful state possible, generating ridiculous amounts of food in minutes or even seconds. Not very helpful in a fight but your garden is gonna be fantastic.

100 - Disguises

Deception is the true nature of warfare. This is a whole wardrobe filled with outfits to make yourself look as if you belong in any group or strata of society - a farmer, a samurai, a noble, a priest, a shrine maiden, a lady of the night and so on. There's a lot of female ones, actually, and some seemingly supernatural makeup that makes you vastly more feminine in appearance while applied, even if you're the manliest man in town. I swear this isn't just an elaborate plan to turn you into a femboy.

100 - Demon Sating Sake

A good drink smooths over a lot of issues. This is the finest sake in Japan, and it's been enchanted with jujutsu. The first effect is that evil spirits and beings, basically any creature with great amounts of malicious intent, find the alcohol irresistible and will usually be willing to barter it in exchange for sparing your life. The second effect is that they'll quickly fall into an incredibly deep sleep after drinking it. You have several barrels of the sake which refill in a day.

100 - Hospital

This is a place of healing set up by the Christians to aid the infirm and poor of Japan, like lepers. The more sinister purpose of this place is to gather information, as people from all regions and levels of society in Japan eventually end up here and spill info they should probably keep to themselves. This will hold true in future worlds, allowing you to practically have your own free spy network operating across a country.

200 - Personal Tool

It's become quite the trend over the past couple decades for sorcerers to carry their own signature cursed tool. This has been common through jujutsu user history, but in this era it seems like it's the significant majority. An example is Hajime Kashimo and his Nypi staff, which can store his electrical charges and be used to strike foes with powerful lightning blasts by putting himself between them and it. Your cursed tool is similarly powerful and you can decide exactly what it does. Maybe it shows your enemies illusions or creates a shadow copy of yourself. It could really be anything.

200 - Jujutsu Rice

Delicious and nutritious! This sack is filled with a special type of rice created as part of a member of the farmers' guild's cursed technique. This rice is densely packed with cursed energy, so much that even high level sorcerers can completely refill their reserves by eating just a handful. Once the sack is emptied out the rice will refill after a few minutes.

200 - Harem

The finest women (?) in all of Japan. These lovely ladies (and/or femboys if you want) are all desperately in love with you and are willing to share you amongst themselves. There's one hundred of them, all of whom practically worship you and want you desperately. They all have very charming personalities and interests even besides being gorgeous and sensual.

200 - Nobility

You lucky bastard. You've been born into a noble clan of Japan, one quite high up the social hierarchy. Not only is your family influential, they're exceptionally wealthy even by the standards of nobility. You're rich enough to have a whole castle or a giant bejeweled statue of yourself built on a whim without it being a big deal. Your clan will continue to bring in massive amounts of wealth for you and be very influential even in future worlds.

400 - Training Barrier

Time to level up! This special barrier was set up in the Imperial Institute of Jujutsu Education to train the students. This barrier can conjure new opponents for those who enter, specifically made to counter and challenge them to optimize their growth through brutal battles to the death. The extreme nature of the training sparks growth that would normally take months or even a year in the space of a day. The reward is massive, but failure will be met with death.

400 - Imperial Seer Crystal

A special treasure owned by the emperor himself. This crystal can be used to remotely observe any target the user knows the full name of. Not only can it view their current actions, but their past and even future as well can be seen through the crystal. The further into the future the crystal tries to see the less clear it becomes, becoming unreliable after peering a week ahead.

400 - Underground Lab

What a dark and dismal place. This hidden lab is full of captive test subjects of the human, curse and even Oni variety. The “doctors” here have been trained by Kenjaku personally to continue his research on the soul, biological manipulation and cursed energy, and they've got whole textbooks full of notes explaining his research. Besides curses, humans and Onis, there's a very early prototype cursed womb death painting to mess around with. This facility not only gives you all the guinea pigs you could want, but the means to reproduce and even advance past the experiments of Kenjaku like the Onis. The experiments will generally be loyal to you.

400 - Infinite Castle Onigashima

A castle that could make the Shogun jealous. This is a ludicrously massive traditional Japanese castle which has barriers in place surpassing even those created by Tengen. The outside of the castle is surrounded by a barrier near impenetrable to those not granted permission by you. Inside the castle is a breathtaking gold and jewel-filled interior and rooms to fulfill your every desire and grant every amenity, from food to sex to theater and music. The interior rearranges itself to your will and is completely impossible to navigate for those without permission, simply trapping them in an endless maze. These barriers are basic compared to the set of dozens of intricately woven barriers set up near the center of the castle. These barriers massively amplify rituals, of the jujutsu variety or otherwise, dozens of times in power and effectiveness. This could even allow for a ritual on the level of the planned Oni merger.

600 - Black Hand

This is the mummified hand of a priest who once had a powerful cursed technique, imbued with enough of his essence to have become a cursed object. When unsealed, whatever the palm is facing will be sucked in with immense force, the force and suction only increasing to the point of being completely irresistible. Whatever is sucked in is obliterated with infinite force. While incredibly powerful, it is also difficult to control and one slip up could mean the user's death.

600 - Three Sacred Treasures

Robbed the imperial palace, have you? These three cursed tools have been passed down to the emperor of Japan for centuries, each incredibly potent. The first is kusanagi-no-tsurugi. This blade allows the wielder to control and direct the wind, creating invisible slashes much like a less potent version of Ryomen Sukuna's dismantle, or generating tornadoes and massive wind gusts to blow enemies away. It can even create vacuums. Yasaka-no-magatama are magatama beads that can be thrown to create shikigami which have their own cursed technique. The more beads used in the creation of one shikigami the more powerful it is, up to special grade curse level. These emerge from the "head of the goddess", a strange doll head which spits one out every hour. Yata-no-Kagami is a mirror shield which can seal things that impact it into a pocket dimension, though living beings can only be trapped within for 1 minute.

600 - Divine Kanabo Ibaraki

The almighty club. This incredibly heavy spiked kanabo is identical to the one wielded by the Oni king and is an exceptionally potent cursed tool. Each successive hit landed with the club on a specific target or object hits that target twice as hard as the last blow, quickly reaching ludicrous levels of force. With enough hits landed, even the strongest foes would be felled in one massive blow. A common tactic with the club is to swing it at the same spot in the ground repeatedly to produce shockwaves that blow apart all but the user with massive explosions of force and cursed energy. This weapon is power incarnate.

600 - Oni Nation

You possess an island the size of Ezo (future Hokkaido) with tens of thousands of Onis as your subjects. There are even more humans in this small nation, all at your mercy and obedient to your will out of fear. Many of your higher ranked Onis can replicate the process of oni-fication, allowing you to continually increase your army. You are a true king.

Companions

100 - Friends and Farmers

You can import/create up to 2 companions per 100 Ryo spent here, granting them each an origin, Affiliation etc along with 600 Ryo to spend on any perks or items. Alternatively you can import/create just one companion per 100 Ryo, granting them the same benefits but 1000 Ryo to spend instead of 600.

Free - Acquisition

If you wish to bring any of the people you've met here along with you, you easily can. It's as simple as inviting them to come along on your chain and having them accept. This may be easier said than done with some figures.

Free - Farmboy

A young man made to suffer. This poor, feminine looking boy just wanted to work on the farm and live a simple life but he was forcibly conscripted into the farmer uprising after his family sold him off. Now his every waking moment is filled with terror and anxiety as he's thrust into a world of violence and danger he never signed up for. He’s incredibly clumsy, has the heart of a mouse, gets so nervous he can barely speak properly and life seems to force him into humiliating situations. He's almost been sold as a concubine to various nobles and daimyo multiple times. He's so pathetic it's almost endearing. His one saving grace is that, for one reason or another, he can't seem to die or even get severely injured no matter what happens to him. If anything it's probably just so his suffering will never end. Now you're stuck with him.

100 - Weaponmaster

This warrior came all the way from the Ryukyu kingdom (Okinawa) to kick ass. Despite how pretty and dainty he is he's an extremely skilled and powerful warrior using cursed tools from his homeland and their traditional martial arts. He's got everything from sais, tonfa, nunchaku, chain scythes and basically anything that can be picked up and swung at someone. His level of skill with all these and hand to hand combat is astounding to behold. He's pretty much a meathead who lives only for combat and trying to become the strongest warrior around, though he's so positive he tends to make friends everywhere he goes regardless. He’s become your friend too and if you're strong you can bet he’ll try his hardest to get a match in against you.

100 - Little Oni (Free with Big Oni)

Make way for the king of the Onis! No, not that faker in Ezo! This little lady is the true king, or so she says anyways. She was actually the first Oni Kenjaku created and also the most powerful, at least until the Oni king did his various rituals and acquired his club. Her physical abilities significantly surpass his as she's easily special grade even without using any cursed energy. This goes in stark contrast to her childlike size, though her physique is clearly womanly if small. When using her cursed energy she gets even stronger and can use her technique, which is to vomit literal floods of incredibly deadly poison out of her mouth. Though far more laid back than most Onis, she shares the common proclivity for doing whatever she wants whenever she wants. She likes drinking, sex, food, collecting shiny valuables and occasionally tormenting people and whenever she wants anything she just takes it with little to no concern for anyone other than those she's close to. Despite her nonchalant attitude towards others and life in general, she truly does value and care about those she's close with and even places their happiness above her own. She suppresses that more human side of herself and her desire to forge these bonds because she fears change and the idea of life becoming "serious". She enjoys her carefree and immature lifestyle, but it's also holding her back from true happiness. Much like a stray animal, she randomly began following you because she likes the vibes you give off and now she won't leave you alone.

100 - Big Oni (Free with Little Oni)

Woah mama that's a big, red lady. This huge, muscular woman is the best friend of the little Oni. She's a child of Kenjaku that he turned into an Oni. She was already absurdly large for a Japanese woman but the oni-fication has made her well over 7 feet tall. Despite her terrifying appearance she's absurdly kind and honorable, dedicating her life to protecting the innocent and serving justice. She has immense strength, though funnily not to the same extent as her friend, though she makes up for it with her cursed technique which multiplies her power and puts her in a berserker rage. She's incredibly bombastic and energetic, often to an overwhelming level, and she's always giving 120% to everything she does. She can't possibly see someone in need and not help them, partially owed to her hatred of how evil her father is and a desire to not be anything like him. One time she saw a dead dog on the side of the road and cried for 4 hours. She's your friend too. If you buy Little Oni you can get Big Oni for free and vice versa.

100 - Fool's Ghost

Meet the man himself - Oda Nobunaga. Yes, the real one. After being betrayed and taking his own life he was so enraged to be backstabbed yet again that he returned as a powerful vengeful cursed spirit. Funnily enough, he couldn't actually find Akechi Mitsuhide, the man who betrayed him, and he ended up getting taken out by Nobunaga's successor in unification. By now Nobunaga's attitude is that even though he was cheated it all basically worked out since his goal ended up being accomplished. He's a lot more laid back than he was later in life, just goofing around trolling people as a ghost and helping the random stranger in trouble he finds. He particularly has fun fighting cursed spirits and the newly rising Oni army using his cursed technique, which summons hundreds to thousands of ethereal guns to blow his enemies to shreds. He's a really fun guy to hang out with, though he's always making some kind of trouble.

100 - Blade of God

In Shimabara, there are many devout Christians who seek to spread their faith to their brethren, but none are as devout or ambitious as this young man. Blessed with great talent in jujutsu and beauty that rivals that of Lucifer himself, he was seemingly born for greatness. From the time he could speak his heart was fully devoted to Christ and he's always put others before himself, though he puts nothing before his mission of Christianizing Japan. He's adopted a rather dark philosophy that so long as he ultimately saves his nation, then any action he does to get there is justified. His greatest strength is literally his faith, as his cursed technique is an incredibly powerful ability that can make almost any phenomena come to pass if he has full faith that God will make it so. He can heal any disease, any wound, revive the recently dead and even summon natural disasters or meteors from the sky if only he has enough faith. The issue lies in that deep down he knows his methods and goals are born more of pride than his love of God, thus his technique fails him when he needs it most due to the strife and turmoil in his heart. One way or another he's become a good friend of yours, though if you're not a Christian you'll find he's quite forceful about trying to convert you. Perhaps you could help him resolve his strife.

100 - Sword Saint

There have been multiple edicts to disarm the nation, but even now Japan is still a land of swordsmen, and amongst all of them this man is perhaps the greatest who will ever live. He's an odd man to say the least, as it seems like every action he takes is specifically designed to get on your nerves. He does that on purpose as his greatest tool aside from swordsmanship is psychological warfare. That, and he just finds it funny to troll people. He can get into anyone's head after just a few minutes and figure out exactly what buttons to push to make his enemy pissed and unfocused, psychologically dismantling them mid-combat and using trickery to finish the job. He doesn't see value in traditional concepts like "honor" and "fairness", he only values victory. He once set up a firecracker to detonate just as a duel started and the moment his opponent turned his head he lopped it off in one stroke. This isn't to say he's some fraud - on the contrary, his sword skill is so divine that he's become attuned to the very world itself and gained a form of precognition much like heavenly restriction users will have in the future, letting him sense the very movements of the world around him and see the souls of objects. He is a jujutsu sorcerer and further enhances his swordsmanship with simple domain, allowing him to shred anything which enters with unfathomable speed and power. He's a pretty chill guy once you get to know him and he's always willing to help a friend in trouble. You're drinking buddies.

100 - Oni Hunter

The Onis have only been around for a couple years, but this man has dedicated his life to their extermination. He's a jujutsu sorcerer who used to work with his best friend and curse hunting partner before a powerful Oni suddenly attacked them both, killing his friend and leaving him severely wounded. He's a stoic and calm man, solely focused on his larger mission of wiping out the Onis at all costs. He's quite the powerful sorcerer, with a cursed technique that lets him vibrate things at an incredibly fast pace. This allows him to vastly increase the cutting power and temperature of his blade to the extent he could sever a special grade curse in two with one slash. The Oni Hunter sees it as his duty to exterminate all Onis, especially the one that killed his friend, not just out of love for his friend but because he truly believes that honor demands it and there is nothing he values more than honor. Despite his laser focus on the mission, he often goes out of his way to help others as it would be dishonorable not to and he would rather die than bring shame on himself and his family name. He's a nice travel companion as he's accumulated tons of funny stories through a lifetime of adventuring and he enjoys sharing them. He once helped you with an Oni that attacked you and you forged a bond.

100 - Kiyu

A mystery suitor has come to you, Jumper. This woman is an ethereal beauty with snow-white skin. She simply appeared to you one day and professed her love. She's certainly gorgeous and has exceptionally large breasts, plus she's extremely kind and well-mannered. She's hiding her true origins from you, which are that she's a powerful cursed spirit born from the agony of a woman who died in the snow waiting for her true love to meet her. Kiyu has a very powerful but double edged cursed technique which allows her to control and transform into snow, even traveling freely through the air as a small flurry. She can conjure whole snowstorms and call down hail as big as a house due to her great amount of cursed energy and if attacked by physical damage her body will harmlessly morph into snow, making her virtually immune to raw physical damage. On the other hand, she's quite weak to fire and even water in that state, thus she turns the defensive aspect of her technique off against such opponents. She only wants to love you.

100 - Spymistress

It seems you've been summoned for one reason or another by a beautiful yet very ominous feeling woman. She's very cordial and polite in introducing herself. She is the Shogunate's chief over spies and ninjas and she would like you to become an operative for her. After some light conversation she explains that she was raised from birth to be the perfect spy - perceptive, intelligent, betraying no emotion besides that which she chooses and a master of the arts of manipulation and seduction. She was trained only in this and denied the normal relationships human beings are supposed to have. She tells you that she's only being so forthright because she respects you and she believes honesty is what breeds mutual respect. She doesn't need you to complete any particular task - it's enough to know that someone with such potential won't try to act against the Shogunate. She's promised you whatever you like within her power if you agree to this simple pact. She further elaborates that what's in her power besides near absolute intelligence over all Japan is her cursed technique, which can control anyone should they ever feel "love" towards her. Again, she doesn't want to keep secrets from you as they would be rude. Herself and all her agents could be put at your disposal, at least for one or two tasks. Alternatively, she would be happy to play the role of a friend or romantic partner, which she assures she can play extremely well. She understands if you're apprehensive about that arrangement given the nature of her abilities. Regardless, she would add one additional clause to the agreement for you to come visit her from time to time and have a chat. She rarely has someone to speak with on pleasant terms.

Scenarios

Select any scenarios you wish, or none if you prefer.

Oni War

Several years ago, Kenjaku put the Kamo clan to work on developing a new form of life by fusing humans and curses. This created the Onis, who mostly acted as very intelligent curses and merely attacked humans, to Kenjaku's indifference. This all changed when one curse Kenjaku had captured was turned into an Oni. This Oni's soul was not roughly fused as the souls of others were, but the human and curse souls had perfectly fused, resulting in a truly different person than the human or curse, whereas one typically dominates the body while the other remains dormant. This new being called himself Yuichiro and didn't hurt humans as most Oni did. Instead he philosophized about the meaning of life and what his purpose was. He eventually concluded that as an Oni he was superior to both humans and curses because what once was divided was now one. The goal became clear - if he made everything one, that would be the ideal state of existence and his purpose was to bring this about. He figured out how to do this through his absurdly prodigious skill with barrier techniques, surpassing even Tengen and Kenjaku.

With his plan in place, he asserted dominance over the other Onis and declared himself their king, organizing them into an army and having them kidnap humans to turn into Oni, increasing their ranks. He conquered Ezo and transformed it into a small Oni kingdom, building a capital city named Onigashima built off human slave labor. In the center he constructed his castle Onigashima, turning it into an impenetrable fortress and a powerful ritual site via dozens of overlapping complex barriers. Using a ritual he has become effectively immortal by metaphysically assigning himself as every Oni. In the event of his death another Oni will be transformed into him, thus bringing him back to life (though particularly strong willed Onis can reject this and force him to respawn in a different Oni). This was merely the first step in his full plan, which will come to fruition in just a few months if he is not stopped.

Jujutsu society has not been sitting idly by as this has gone on. Tengen and the emperor of Japan are mounting forces and concocting a plan to eliminate the Oni king before his merger can be completed. The Gojo clan and Zenin clan are being talked into a truce while many smaller clans, sorcerer mercenaries and the students of the Imperial Institute for Jujutsu Education are also being made ready for the war to come. You will pick a side in this conflict, either joining humanity to stop the Onis or taking the place of the Oni king to complete his plan.

Save Japan: You've taken the side of humanity against the Oni king. You don't have to be a human to join humanity; the sorcerers are so desperate they'd even accept help from an Oni or a curse at this point. The first step is to recruit sorcerers for the conflict. The Gojo and Zenin clans have yet to agree to a truce and won't provide any sorcerers to help until they do. The Kamo clan absolutely refuses to help and many more minor clans like the Inumaki are still undecided. You'll have to find some way to resolve these conflicts and get as many sorcerers as possible to sign on, especially the Gojo and Zenin clans, or else face down an army of up to 100,000 Onis woefully undermanned. The Six Eyes and ten shadows users are already coming.

Once the sorcerers have been assembled, the war proper will begin. The Onis have been organized like a proper military force into 4 smaller armies, led by the Oni king's "4 heavenly rulers" - 4 Onis nearly as strong as the king himself with high intelligence and tactical wit. This will be a true war, where battlefield tactics and logistics play just as large a role as the power of individual fighters. Ezo has been heavily reinforced to prepare for the invasion of sorcerers. Each general holds a fortress which serves as an "anchor point" for a powerful barrier guarding Onigashima and so they will have to be captured and the anchor destroyed to lay siege to the main city and end the Oni king.

After tons of battles and multiple sieges you'll have likely defeated the 4 generals, though it's unlikely they've met their true demise as the Oni king embedded each with a gem cursed object which will warp them back to Onigashima on the brink of death. You'll make the final assault on the city of Neo-Omigashima, where all the humans have been converted to Oni. The king has finished preparations and very soon he'll be casting the ritual. You must battle your way through the city and into the castle. Joining you on this mission is both the emperor of Japan, a special grade sorcerer in his own right with a powerful telekinetic cursed technique and the three sacred treasures, and Tengen herself, who is needed to disrupt the barrier making it impossible to navigate castle Onigashima. The 4 generals will also block your way. Once they've been bested again, you and the remaining sorcerers must fight the Oni king himself. He only has to stall until the ritual completes, and given his virtual immortality that seems a sure thing. You have one last trick up your sleeve to do him in - the same ritual structure used to make him immortal will be reversed by Tengen, separating him from other Onis and rendering him killable. Now the true final battle will begin. The Oni king will grow more powerful as Oni souls fuse with him. Should you kill him, Japan will be saved and the Onis will be nearly extinct.

Attain Enlightenment (**requires Oni and Barrier Master**)**:** You have taken the place of the Oni king in this conflict. You'll have to follow the same steps - uniting and multiplying the Onis, capturing Ezo and turning it into an Oni kingdom, setting up elaborate barriers and subjugating the four generals under your command. Your Barrier Master abilities have been boosted to the point you could match or even surpass Kenjaku and Tengen with just a few months of study, which will be necessary to set up the grand ritual. **You will lose all your perks, items and companions from outside this jump until the scenario is completed.**

Japan's sorcerers will come at you with everything they've got once they realize how big a problem you've become and you'll have to do your best to keep them at bay as you arrange the ritual and the 100,000 Onis needed to complete the merger. The sorcerers will have a heavy information advantage over you as the emperor has a crystal allowing him to scry you and generals at all times, including your actions in the near future.

You can't crush the humans too badly either, as in truth you'll need the cursed energy released from battles inside Neo-Onigashima to complete the ritual. Should you ultimately succeed, you will merge with the over 100,000 Onis in the city and become a higher being.

Rewards: Depending on the route you chose you will gain very different rewards. If you saved Japan, you will be hailed as a hero and a party will be thrown in Edo to celebrate your victory. The emperor will bestow you the title "Divine savior of Japan". All who hear your title will acknowledge your accomplishment even in future jumps. You've gained the attribute of being vastly more powerful against all Oni/ogre-like beings. Your time in the war has given you ridiculous charisma and strategic prowess akin to the greatest generals in Japanese history.

If you took the place of the Oni king and completed the merger you have evolved to a higher being. Your new true body's appearance is up to you, though it should be monstrous. You've attained a level of jujutsu "beyond" jujutsu - surpassing the potential of cursed energy itself. Your reserves dwarf Ryomen Sukuna, your control, perception and efficiency vastly surpasses a Six Eyes user and innate techniques are an irrelevant concept, as you can develop any technique you imagine with enough time and practice, which is just a few hours to a day for most simple techniques. You can grant cursed energy and techniques to others or take them away just as freely to add to your own reserves and knowledge. You have become a god of jujutsu. Will you bring mankind to a new state of enlightenment or just torment them for fun? It's up to you.

Clan Conflict (requires Zenin Clan/Gojo Clan)

The Zenin clan and Gojo clan will soon be at war. Relations were never good between the two clans, but with the inevitable fight between the Toyotomi clan (fused with the Gojo clan) and the Tokugawa shogunate (supported by the emperor, leader of the Zenin clan) both sides have been doing everything in their power to strengthen themselves for the inevitable battle.

Both sides believe the conflict all comes down to two special children, born on the same day as a sign of fate - a Six Eyes Limitless user and a Ten Shadows user. Both are attending the Imperial Institute for Jujutsu Education together and will become rivals, perhaps even friends, though they are tied by fate to do battle to the death.

The Six Eyes Limitless user is a naturally stressed out and sheepish boy trying his best to be brave and live up to the expectations of his clan, despite having very little talent for jujutsu outside his born gifts. He wants to overcome his weak will and become as strong as possible to protect his family, primarily his mother. The Ten Shadows user is a boisterous, energetic and confident boy who has immense natural talent in jujutsu, perhaps the greatest in the clan's history thus far. At just 14 he has mastered domain expansion and he's out to be a sorcerer so great he surpasses the king of curses. His faith in achieving this goal is as immovable as the smile on his face. **With the appropriate clan Affiliation and purchases (Six Eyes + Limitless/Ten Shadows)** you can take the place of one of these two.

Having replaced one of these two, you'll inevitably end up at the Imperial Institute and meet the other, forging a strong connection whether negative or positive. You'll be sent on missions together against powerful curses and Onis, often being your best opportunities to grow. As the Gojo clan replacement, you'll find your competence with jujutsu has taken a nosedive and you'll have to train three times as hard just to keep up with your rival. As the Ten Shadows user you'll be very talented, but the further ahead you pull, the harder your rival trains to keep up, especially if you goad or encourage them, and they make surprising gains when they need to. A war will inevitably take place between the two clans and you'll be tasked with dueling your rival to the death. It will by no means be an easy battle and you may not even want to do it.

Rewards: If you fought and killed your rival your clan wins the war, creating an incredibly powerful and vast fused clan you can bring to future jumps. If you won and spared your rival or convinced them not to fight then the war is off and you can take your friend as a companion.

Thy Kingdom Come

Over the last few decades trade with the West has opened up Japan to many new ideas and a new religion in the form of Christianity, specifically Catholicism. You're one of the Catholic sorcerers who have joined the Sorcerers for Christ and it will be your mission to convert Japan, not necessarily peacefully, but by any means necessary.

The first task is to completely convert the Shimabara area by destroying other religion's temples, converting nobles and influential figures and getting virtually every peasant in the region to bow down and proclaim Christ as the Lord. As the church continues to grow through this method it will only come under more and more scrutiny and oppression.

Inevitably, there will come a conflict between the Sorcerers for Christ and the Shogunate as they attempt to ban Christianity. You will start a rebellion and battle the forces of the Shogun, including a party of incredibly powerful sorcerer mercenaries led by Ryu Ishigori, the sorcerer with the highest output in history. Upon defeating these foes you'll continue battling the forces of the Shogun and the emperor until they finally relent and leave you alone.

This is far from the end, though. You'll have to continue spreading Christianity by force and subversion across Japan, forging political alliances and building up your presence to the point even the Shogun and emperor have to recognize your legitimacy to some degree.

Once the church has grown to a certain level of size and influence it will be time to take the fight directly to the emperor and Shogun - that is to say kidnap them and force them through binding vows to declare Catholicism the official religion of Japan. This will be no easy task as not only are they heavily guarded, but the emperor is a special grade sorcerer in his own right wielding three special grade cursed tools, plus he has the entire Zenin clan at his disposal. Still, if you succeed, the emperor and the Shogun will make Japan an officially Christian nation.

Rewards: Due to your incredible work in converting Japan, the Catholic Church will acknowledge your efforts with the highest accolades and give you a relic from the Vatican vault - the spear of Longinus. This is not the actual spear, but a powerful cursed tool which can absorb all the life energy from a target it pierces and accumulate it, then use that energy to heal or resurrect other things it pierces, even bringing you back if you die with it in your hands. You have the reputation of a "new apostle" and will retain this in future jumps.

Uprising

The condition of the average peasant has gotten worse and worse. The very people keeping the entire country fed are themselves impoverished and find it hard to provide for themselves. This cannot stand. This nation needs a revolution and you will be the one to cause it.

You begin before the Farmer's Guild is founded and now you'll have to be the one to form it, stoking up the passions of farmers and sorcerers all throughout Honshu to get them to rise up against the oppression of the Shogunate. You'll recruit many sorcerers and troops to your revolutionary forces as you travel about, and once you've amassed enough public support and soldiers under your command you'll attack a fort to capture it and mark the start of the war.

Once you've started attacking, the Shogunate will send soldiers and sorcerer mercenaries after you to put your rebellion down. You must keep the morale of your soldiers high and not only successfully defeat the soldiers and mercenaries, but take more territory and recruit more farmers and sorcerers. With each victory your army will be more and more invigorated and have its ranks swell, allowing you to capture territory at a rapid pace.

Once several regions are under your control the Shogunate will begin sending everything at you - multiple minor and major jujutsu clans including the Zenin and Kamo clans along with hundreds of thousands of soldiers will be sent to put your rebellion down. Most worryingly of all, they've hired the top sorcerer of the era, Hajime Kashimo, to bring your rebellion to an end.

You'll have to fight as you've been doing, waging a full scale war against the Shogunate's forces and battling Kashimo yourself in a duel to the death. After countless battles and victories you'll finally be ready to siege Edo in a massive battle. Your final opponent will be the Japanese emperor, who will fight you using his powerful telekinesis cursed technique and the three sacred treasures. By defeating him and claiming Edo you'll have successfully overthrown Japan.

Rewards: The Shogunate has officially surrendered to you and now the reigns of government are in your hands. You will not only shape and control the new government of Japan as its ruler, but you can bring this new Japan with you into future jumps. Additionally, you've gained an aura of chaos and rebellion which can spark countless masses of people to rise up against even the most evil and oppressive regimes and organize into a revolutionary force.

The Strongest

The Golden Age of Jujutsu came and went long ago, but in every era there are sorcerers battling to attain the title of "The Strongest" and have just a fraction of the grandeur the king of curses holds. This is now your mission. **You will lose all your perks, items and companions from outside this jump until the scenario is completed.**

The objective is pretty simple to pursue - travel all around Japan and battle the strongest fighters you can find, from sorcerers to Onis and even cursed spirits. Among the enemies you'll have to beat are: the Four generals of the Oni King, the Oni King himself, the Japanese emperor, the Ten Shadows user, the Six Eyes Limitless user, Ryu Ishigori, Kenjaku and Hajime Kashimo.

The companions seen in the companion section must also be defeated, along with many other powerful sorcerers and cursed spirits that exist in this era. You'll gain more skill and power in jujutsu with each foe you surpass, allowing you to climb the ranks and eventually challenge Kashimo, who serves as your final opponent.

Kashimo has become older and ailing in health. By the time you finally get around to fighting him he may even be weaker than some opponents you've faced, though his skill in hand to hand combat and powerful lightning strikes should not be underestimated. Still, victory will likely come a little too easily.

Upon Kashimo losing to you, he will take his life with a mundane blade as he laments never reaching his dream of fighting Sukuna. As you walk away, a storm will appear and lightning will strike from the sky directly in front of you. As if descending in the lightning bolt, a renewed Kashimo will appear, restored to his prime youth and beauty by becoming a vengeful cursed spirit. His power has not only grown several times over, but without the limits of a human body he can use his cursed technique freely. Kashimo in Mythical Beast Amber can now conjure lightning from the sky, fire radiation blasts powerful enough to cook a special grade sorcerer in one go and has gained a domain expansion. He is a threat on par with the king of curses himself.

Rewards: By defeating cursed Kashimo you have proven yourself worthy of being called the strongest and will have this legendary reputation even in future jumps. You'll also retain the ability you had in this scenario to grow stronger with each foe you surpass, allowing you to climb the ranks of power rapidly in a similar way in future jumps and worlds.

Drawbacks

+0 - Take Your Time

A decade isn't much time to explore a whole period of Japan's history. If you'd like, once a decade has passed you can continue to stay in the jump indefinitely (until the Edo Period ends) and can leave at your leisure. Take your sweet time, there's no need to rush.

+100 - Feminine

You've become very feminine. This isn't just your appearance, but your behavior. You're more emotional in your decision making, you don't like fights, you're more prone to cowardice and naturally want to be protected from conflict rather than handle it yourself. All these things can be pushed through with effort, but it's much harder for you to act in a "manly" way now.

+100 - Drunkard

Booze! Booze! Booze! You've got an appetite for alcohol only matched by an Oni. Any day you're not at least a little drunk is completely intolerable. You'll be spending a large portion of your time getting drunk and acquiring large amounts of sake to ensure you can keep getting drunk. You don't even wanna know how you get when you can't get drunk.

+100 - Carnal

Desire has overtaken your mind and heart. Whatever passions you had have intensified a dozen times over. If you saw someone who sparked lust in you you'd immediately force yourself on them, if you get hungry you'll eat until you throw up and so on. It's practically impossible to resist these desires, leaving you like a wild animal that obeys its instincts. These increased urges only strike periodically, but there's no telling when they'll overcome you.

+100 - Evangelist

Oh great, you're one of *those*. You're a complete religious fanatic that never stops ranting about your religion of choice to anyone and everyone, whether they like it or not. This gets on people's nerves and makes them want to avoid you at best or lynch you at worst depending on just how obnoxious you decided to be on that given day.

+100 - Unsatisfied

Life isn't what you'd hoped it would be. Nothing you get seems to make you truly happy or satisfied no matter what it is. Fighting strong opponents or eating a good meal or having sex might be a bit fun in the moment, but once the moment passes you're left with the sinking feeling of absolute disappointment that makes life feel pointless. You'll be this unsatisfied no matter how much you see, do and accomplish. Why do you even bother?

+100 - For the Clan

You are not some nameless peon! You are a member of a prestigious clan and you must fight for their honor! You've been born into a relatively important clan, sorcerous or otherwise, and you're obsessed with not bringing dishonor to them. You make every choice with how it will benefit the clan in mind and won't do something if it seems like it will hurt or put shame on your clan. You'll put a great deal of time into politicking to advance your clan's stature.

+200 - Failed Experiment

The Kamo clan have been conducting experiments in their underground labs for quite some time, and not all of them are successful. You are one of the unlucky ones who failed. You've been turned into a deformed mutant freak, hardly recognizable as a human, Oni or curse. Your appearance is so bizarre and grisly that those who see it will either run in terror or immediately attempt to kill you, save for a rare few understanding or kindhearted people.

+200 - Honored One

You learned the truth - the true nature of reality, the way the world should work is painfully clear to you. You've gained a dogmatic belief in some radical worldview and believe it's your duty to change the world to fit your vision. You'll do anything and kill anyone to make your goals come true, and it's almost certain you'll be killing a lot of people for your dream.

+200 - Harassed

“Having a pleasant walk? Not on my watch.” I don't know what you did to tick them off, but there's some enemy that keeps messing with you day and night. They're a powerful special grade sorcerer and they've devoted a large amount of their time to beating you up, destroying things you create, stealing things you value and trying to kill you from time to time. There's no way to tell when they're gonna attack and even if you kill or trap them they just come back as if it never happened. They'll be a constant nuisance at best and a regular threat at worst. What an asshole.

+200 - Poison Everywhere

Somebody really wants you dead and they're using the oldest trick in the book - poison. You'll have to be extremely careful about what you consume because anything from your sake, to the meat you were given as tribute to the small stream you walked by in the forest has been loaded with a potent poison capable of rendering you bedridden and sick. It won't kill you outright, but you'll be left so weak that anybody could finish you off. If you wish to avoid this fate you'll have to be constantly attentive and inspect everything you consume thoroughly.

+200 - Revengeance

It isn't enough to kill your enemies anymore. Now anything you kill finds some way to posthumously attack you. Cut an Oni’s head off and it'll float around and try to bite your skull open. Kill a man in his house and in his dying moments he lights a fire to try and take you down with him. Thankfully, they at least stay down the second time.

+200 - Insane

You have an obsession with danger. You live for the thrill of being on the brink of death, primarily in the form of heated battle with enemies who could easily kill you. Not only will you seek out fights with such people, but you'll hold back your full power unless you absolutely need to and hand weaker enemies opportunities to do you in just for the fun of it. You've also got a level of pride when it comes to combat such that you’d rather die than run away from a fight you have even the slightest chance of winning.

+300 - Looks Female Enough

It seems your feminine beauty will be your undoing, Jumper. For some unimaginably stupid reason, incredibly powerful sorcerers travel through time to “clap your cheeks”. These sorcerers are as powerful as Satoru Gojo when he first attained reverse cursed technique, though some are even stronger than that. There's no escape from these sorcerers. Your only choices are to stand and fight or get your cheeks clapped.

+300 - Old and Slow

Once, you were a truly formidable force. That was long ago. Now you're old and feeble. The strength you can muster in combat is a fraction of what it used to be, not to mention how quickly you gas out these days. If all that wasn't bad enough, you've got some terrible vague illness that makes you cough up blood when you exert yourself too much. If you keep fighting tough battles as you did in the peak of your youth then your disease will worsen and completely consume your body, denying you even the honor of a warrior’s death.

+300 - Life Bond

The Oni king managed to bind himself to all Onis to become immortal. Someone else has done that same thing, but with you specifically. This man will completely subsume you and take over your chain should he ever die, which is very unfortunate for you because he's a complete moron. This guy gets himself into trouble regularly no matter what you do and all you can do is try your best to protect him from all the dangerous situations he ends up in. Attempts to lock him in a safe place are temporary at best, though you can at least give him some equipment and/or powers to make it so he can handle himself better. If, for some reason, you end up liking this bumbling idiot, you can make him a companion, with the link between you now severed.

The End

Thus your time in this jump ends. What have you gained and lost in your travels here? It's time to make your final choice as to where you'll go next.

Go Home

Stay Here

Next Jump

Notes

- **The companions exist in the world regardless of picking their options, the options just guarantee they come with you and give an existing relationship.**

- **Practically everything in this jump is made up and doesn't actually reflect the JJK franchise. This is an OC/fanfic setting I made for fun.**

- **Setting lore:**
- **The Six Eyes Limitless user goes from a Deku-esque bitch to a Kenshiro tier Chad by the time he fights his best friend. He has a very seductive GF that helped drag him into masculinity. He saved her from an arranged marriage with a higher up in the Kashimo clan by crashing it alongside the 10S user. His mom doesn't like her, but she supports her son regardless.**
- **The Oni King is a child Kenjaku had with a descendant of Tengen and then merged with a special grade curse that had a barrier manipulation CT, hence his ridiculous talent for barrier techniques.**
- **About 15% of Onis are not hostile or harmful, at least without provocation, so despite how big a threat they are, they're generally welcome in polite society as long as they behave themselves.**
- **The 10S user ends up taming Mahoraga right before his final battle with the Six Eyes user. He keeps it a secret and no one saw their duel which is why people think it was never done before. Likewise, the Six Eyes user figured out purple in the middle of the fight. He was going to win, but hesitated because he didn't want to kill his friend so Mahoraga impales him through the chest and he releases the purple, leading to the draw where they both die.**

- **The four generals of the Oni king are created from the disaster curses being put through Oni-fication, though the recipients all retained their original personalities and only possess the powers of the curses. There's also a giant Oni curse just kinda wandering near Neo-Onigashima born of the immense suffering caused by and hatred directed towards the Onis. It's like 200 feet tall and very strong.**
- **The Gojo and Zenin clans come to a peace pact following the defeat of the Oni king, but the Zenin clan double crosses the Gojo clan behind the backs of the emperor and 10S user. They attack the Gojo clan while the Six Eyes user is away celebrating with his girlfriend and kill his mother. He returns in the midst of a chaotic battle at the same time the 10S user arrives far too late to try and stop the attack. He tries to appeal to his friend, seeing him with his dead mother, but the Six Eyes user immediately launches him away from the battle to an old spot they'd always hang out to have their final battle, as he believes the 10S user was complicit in the attack. They ultimately draw and both die due to the Six Eyes user realizing his friend wasn't complicit and hesitating to finish off the 10S user at the last second, but still launching the purple to honor his friend's desire for him to go all out in a climatic duel, something he'd expressed wanting many times before. The two clans then achieved peace after the Gojo clan agreed to ditch the Toyotomi.**
- **Spymistress met Nobunaga's ghost and let him smash.**

- **Thanks for using my Jump! God bless you!**