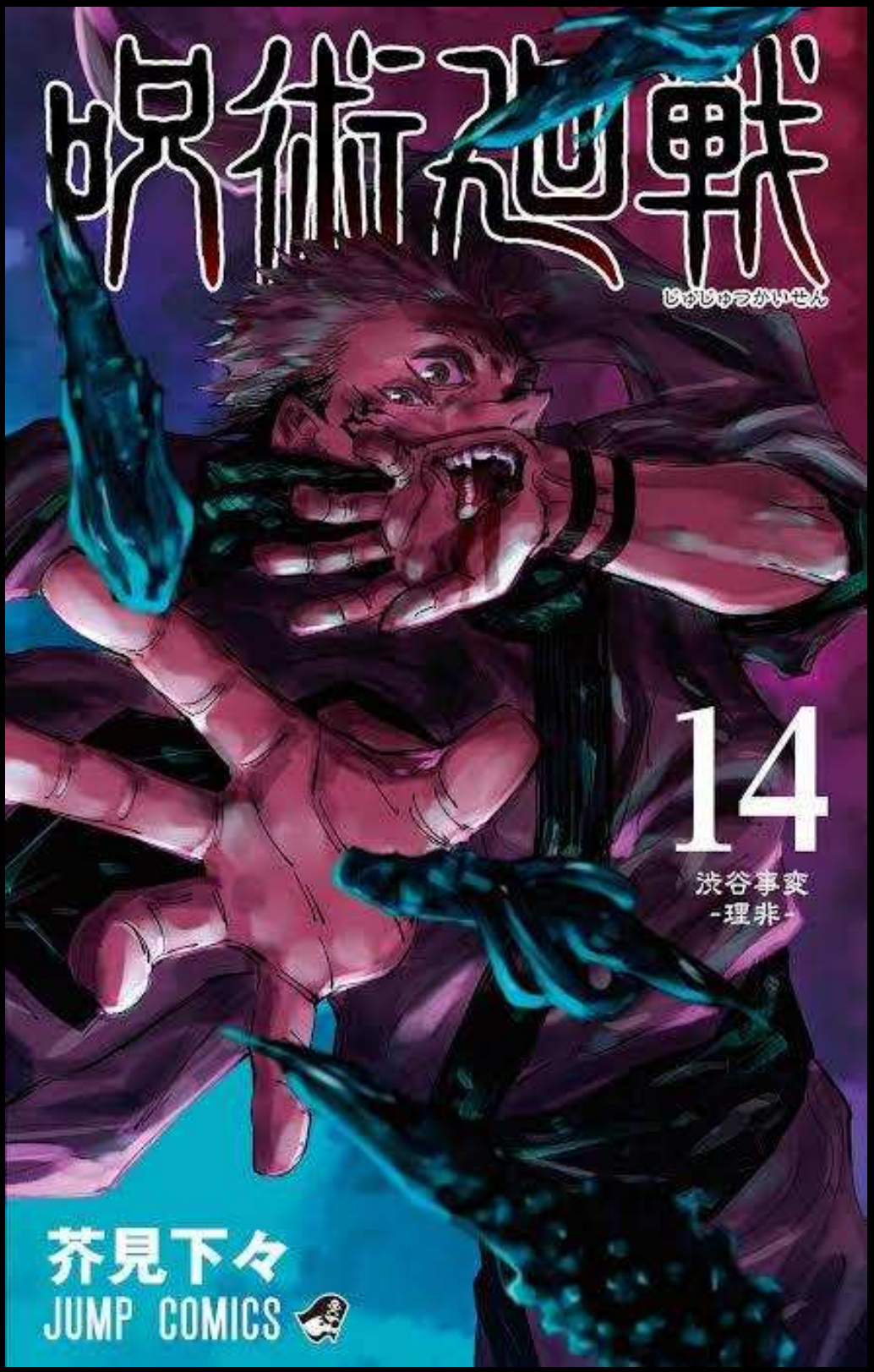
Jujutsu Kaisen

By: ShineOnDio



Introduction

cursed energy, the source of power that flows through almost every single being on the planet. With this power source humans have done battle throughout the eras, both against themselves and against monsters known as curses. You see, humans who train with cursed energy are known as sorcerers, and they learn how to manipulate and contain their own cursed energy, not letting it "leak out", untrained humans however have no such capabilities, letting their negative emotions run free.

Eventually this cursed energy takes the shape of a "Curse", a completely different race that typically seeks to cause harm to mankind. Their strength differs from incredibly weak, to city razing threats. Due to the danger caused by Curses they have been hunted down since thousands of years ago, this can only be done by sorcerer's, who seek to protect normal humans.

The truth is that curses cannot be seen by an individual unless he possesses quite a bit of cursed energy, they can also only be killed by the use of cursed energy, this has turned them into a dangerous threat that not even the military can handle. However, they are not the only troublemakers around… Sorcerers who seek to use their power for their own gain, killing people who stand in their way, are known as "Curse Users". They are deemed as a threat and as such they are hunted down by sorcerers.

The world has gone through many eras of chaos and destruction. Such as the Heian Era, also known as the Golden Age of Jujutsu, in this period a human being that was more like a natural disaster was born, his name was Ryomen Sukuna. Though many sorcerers tried to kill him, all failed, because of this he was granted the title of King of Curses. One day Sukuna somehow turned himself into a set of twenty fingers, becoming an indestructible cursed object…

Now a thousand years later, Curse Users are a rare sight. The strongest sorcerer in history, Satoru Gojo, has ensured an era of peace, and none can challenge his might. Nonetheless not all appreciate this peace, either because they miss the old days, or because of other motives, the death of Satoru Gojo is desired by many. Now soon enough the boy known as Itadori Yuji will eat one of Sukuna's fingers, this will make him his vessel, becoming the eye of the storm in this era.

This is a pretty dangerous world, so here have a **1000CP**, make sure to use them wisely, lest you be crushed in this world where fighters are constantly evolving, always seeking greater heights. You will have to stay in this world for at least ten years, though you may extend this if you so wish.

Species

This is no fantasy story, but multiple species do exist. Their strength and number may vary, but all can become strong with enough drive and talent… and more importantly, ambition. So do not feel pressured to pick any race over the other.

Human - Free/300CP

Just a good ol' normal human, two arms, two legs, you know the deal. Humans have special academies across Japan, built to teach sorcerers like you, unless you're an adult, in which case you probably graduated from one. It's worth noting that you cannot use cursed energy to heal yourself, instead you must learn how to use positive energy, also known as reverse cursed energy to achieve such a feat.

You can choose to either be a normal human, born in the era you chose, or a reincarnated sorcerer, one who has turned his soul into a cursed object, and then had that object eaten by a weak enough human vessel. If you happen to choose the latter, you will have full control of your host. This body was a mundane one, so it will grant you no advantages.

That said, for -300CP you may choose to instead share control with the body's original owner, they will gain 800CP to make their own purchases, receiving the same discounts as you do, their personality will be up to your imagination. You can obtain this effect for free, though in that case your host will be constantly fighting against your control, hoping to obtain your abilities without your cooperation. They will do things such as limiting your fighting strength when not in control, or simply taking control when your will is weaker than theirs.

You can either engage in a series of complicated rituals to crush their will and drown their soul, or simply reach an agreement with them someway or another, though I imagine it will be quite hard either way. Worth noting that should you possess the "Vessel" perk you may be the host instead, having somehow eaten a curse object.

Should you possess the "Cage" perk instead, your partner/enemy will gain a free purchase of the "Special Grade" ranking. That said in both of these situations you must still buy the 300CP version of this if you wish them to be amicable to you, if not they will (at least initially) be your enemy.

In the eyes of sorcerers you shouldn't be an enemy, at least if you don't go around slaughtering normal humans. Curses however naturally despise your species, making an alliance with one will prove to be quite the challenge if that's your goal. Oh, and another thing… Should a human sorcerer be killed without the use of cursed energy, he may become a vengeful spirit, returning to life as a curse. This process requires strong negative feelings from that sorcerer however, do not expect to come back easily.

Humans can freely choose their gender and age, that said unless you possess some specific techniques make sure to remember that humans tend to die when they are around a hundred years old. The minimum age of enrollment for the Jujutsu schools is fifteen by the

way, being the equivalent of a Japanese high school. Depending on your age, you may be too young for it, part of a school, or already graduated from it.

Reincarnated sorcerers may choose to be thousands of years old, perhaps even older than the King of Curses himself; there are some sorcerers who have reincarnated more than one time even. While your gender is still up to you, since the body and the soul change to fit each other you will most likely gain attributes from your host, even if they differ in gender. You may regain your original body should you ever regain control. The reverse applies to vessels as well of course.

Curse

A curse is a being born from the cursed energy leaked by humans, they can take many shapes and sizes, be it a gargantuan dragon, to a mostly human looking person. Most likely you were born from something specific, cursed energy is released from negative feelings after all. Perhaps there was a pandemic happening at your time of birth? Or a war? Maybe even a natural disaster? Though you could also have been born from the general negative feelings stored in a place, such as a hospital or a graveyard… Or maybe you were a sorcerer, one who was killed without the use of cursed energy, and you had such hateful feelings that you came back as a curse?

Either way, normally curses beneath a certain level of strength lack intelligence, thankfully you seem to have dodged that weakness. No matter how strong or weak you are, you are capable of the same level of thought as human beings, being capable of speech just like they are.

As a curse you have several advantages, first of all you can utilize cursed energy to heal your own body, and as such regeneration is much easier for you than for a human. Second of all, you can only be harmed by cursed energy, nothing else can do the job. And third of all, you can only be seen by beings with a certain amount of cursed energy, being invisible to anyone else.

That said, you do possess a massive weakness… Reverse cursed energy is like poison to you and will quickly destroy your body on contact, be always aware. It's also worth noting that you are generally hunted down by humans, and will be considered a threat on sight.

Curses may be as old as they please, they have been around for thousands of years after all. They are also technically genderless, though you may still have certain traits of one if you so do choose.

Death Painting Womb - 200CP

Hundreds of years ago, the most evil sorcerer in history "Noritoshi Kamo" got his hands on a human woman who could reproduce with curses, you and your siblings were the result. A mix between human and curse. Normally you would be just a little fetus trapped below one of the schools of Jujutsu, thankfully someone fed you to a human strong enough to become your host, yet weak enough that you took complete control over their bodies.

Your form can vary between a disgusting looking monster, your host's body taking a hideous shape to accommodate your… OR completely indistinguishable from a normal human. You can be seen by even people with low cursed energy, though just like curses you can only be hurt by cursed energy. Due to your human host you can survive and produce positive energy, though you may also heal yourself with normal cursed energy.

As a Death Painting Womb, you possess a natural link with your siblings and as such you will notice if they die, not only that, but you can also recognize your siblings with enough exposure to them. All Death Painting Wombs love each other very much and will most likely give you full support in whatever you wish to accomplish… Once they're free that is.

All Death Painting Wombs are quite strong, due to the fact that they had centuries in their form as a fetus, as such you gain a free purchase of the "Grade One"" ranking. All your siblings also share the prized technique of the Kamo clan known as "Blood Manipulation", because of that you may choose to obtain that technique for free, doing so however, locks you out of buying any other innate techniques.

You can be as old as you want, though the oldest canonical death painting is a hundred and fifty years old. Perhaps Noritoshi Kamo managed to start his experiments earlier than in the original story? Maybe another sorcerer was responsible for your creation? Either way, whether you are old or young, created from another sorcerer or not… The Death Paintings will still consider you to be their sibling.

Pick your gender at will, your host's soul has been completely crushed, so their body will change to fit you, so there won't be any complications there.

Cursed Corpse - 200CP

Cursed corpses are nonliving objects that have been infused with cursed energy, typically so they can be used as weapons for sorcerers, becoming marionettes. There are a few exceptions however… Among the sorcerers of the modern era, one Masamichin Yaga has discovered how to create completely sentient Cursed Corpses, they can even generate their own cursed energy.

You are a creation of his, or of another sorcerer with similar abilities. Either way the shape of a Cursed Corpse can be quite varied, from stuffed plushies to robot looking creatures. Their interactions with cursed energy are the same as a human, being able to emit Positive Energy with no issues. That said, there is something very special about you…

Due to the method of your creation, you possess two other siblings on your body, because you possess three cores, theirs and your own. You can at any moment shift cores with them, obtaining quite different abilities. Perhaps your normal core is a balanced one, another core greatly increases your offense, and another greatly increases your speed? Either way it's up to you. Shifting cores will also change your appearance to a certain level.

You can be as old as you wish, and your gender is also up to you… And so is the gender of your cores, perhaps you have two older sisters? Or maybe two younger brothers?

Origins

Your place in the world will be decided here, giving you a backstory, or at least parts of it. All origins may choose to be Drop-In, doing so means you won't receive any memories from these origins, and you won't be known either, being a complete mystery to everyone.

Normal Kid

You are a completely normal kid, one who didn't come from any of the big Jujutsu families. The existence of curses was most likely discovered by you very recently, now it's up to you whether you wish to become a part of this world or not.

That said… Perhaps there is more to you than meets the eye, maybe you are secretly a descendant of some ancient long dead big shot sorcerer? Or maybe you are the result of a plot that has been in motion for thousands of years… You could really just be a normal kid though, those pop-up once in a while.

Prestigious

Everyone always knew you were going to be strong, it's in your blood, literally. You either come from an established clan of jujutsu or you are a curse born from a very feared concept such as natural disasters. Most likely you have received training since you were very young and everyone expects great things from you.

Your position in the hierarchy of jujutsu will depend on your technique, someone with the "Ten Shadows" could even be the heir of the Zenin as an example. It also goes without saying that you have a strong grasp on the history of the jujutsu world, and that your existence is common knowledge.

Weakling

You have been a known failure ever since you were born, and it hasn't been easy, especially since you belong to s jujutsu clan, who most likely despises your very existence, seeing you as a stain on their precious family. It isn't a stretch to say you have been abused since you were a little baby, be it physically or verbally, and it has definitely left some marks on your psyche.

Fuck that. It's time to prove them all wrong, right? Surely you have some hidden potential they can't see, something you can use to climb the ranks of the jujutsu world… Even if you don't, at least you have knowledge on the same level as the "Prestigious" origin, you are also well known among the jujutsu community, though your reputation is most likely quite negative.

Mastermind

You most likely are an old player when it comes to this whole jujutsu thing, being the type of person who has been aiming for a specific goal for quite a while. Whether that goal is to destroy world order, or to bring a new golden era doesn't matter, what matters is that you're quite skilled at doing what you desire to do. Stacking plan atop of plan is your specialty, someone who uses more brain than brawn… You are most likely quite skilled at manipulation as well.

Your knowledge of the jujutsu world far outstrips others, it's essential for someone like you after all, a good mastermind knows his stuff. Your existence is mostly secret from others, being a nice advantage you can exploit… Though there may be a few people in higher positions who know of you.

Natural Disaster

You are someone who lives for their own pleasure and displeasure, crushing everything that stands in your way. Long term goals? Proving people wrong? Who gives a single shit about that? A true natural disaster lives in the moment, taking what they want when they want, using brute force as they please. This thought process has also seemingly given you quite the talent at jujutsu… Perhaps you wish to become the next Ryomen Sukuna?

Your knowledge of this world matches the "Prestigious" origin, giving you enough knowledge to be familiar with the big names of this world. You are also a known figure, though your reputation is most likely awful, perhaps you are even recognized as a curse user?

Time

The era where you will start, from times where the bloodbaths were common like the Heian Era, to the Modern Era, where Satoru Gojo has brought peace. That said, these are all suggestions, feel free to pick whatever year you want. Maybe you want to see if Oda Nobunaga was a sorcerer? Or maybe Senji Muramasa went around crafting cursed tools? It's your choice.

Heian Era, the Golden Age of Jujutsu

A thousand years ago jujutsu began evolving at an unprecedented speed, new techniques such as simple domain and sure-kill domains were invented, as sorcerers desperately tried to become the strongest. The reason for that is that here the mighty rule, it's not uncommon for sorcerers who are strong enough to be even worshiped as deities.

And here, none is stronger than Ryomen Sukuna, this is the era where the feared King of Curses lived, and normal humans had no choice, but to become entertainment for the monster. That said, he is frequently challenged by sorcerers who wish to finally be the one to put him down… If history goes as normal, none will succeed.

This is an era of death and slaughter, it's not uncommon for entire towns to be wiped out of the map at the whims of strong sorcerers. It's definitely not an age for the weak, so if you desire a more comfortable life… Perhaps choose another time, maybe when that Satoru Gojo fella is born?

Hidden Inventory, Premature Death

Now this is a much more peaceful era! Satoru Gojo is currently a second year at Tokyo Jujutsu High, and while he may not be as strong as his adult self… He is mighty indeed. His birth alone has filled the hearts of curse users with fear, and many have gone into hiding, so the world is getting safer by the day.

It also helps that Satoru has his ever loyal friend by his side, one Suguru Geto, a boy who doesn't even come from a jujutsu clan and yet has one of the strongest techniques to ever exist. Both boys act as the muscle of the current jujutsu world, taking dangerous missions to make the world better.

That said, soon enough both of them will be given the mission to guard the Star Plasma Vessel, you see the world of jujutsu is a secret and to make sure it remains one they rely on the barriers made by a person named Tengen. This sorcerer is immortal, but every few hundred years they must assimilate a new body upon themselves, because they still age… Well, they won't die of old age, but who knows what weird mutation could happen to them?

Whether Satoru Gojo and Suguru Geto succeed on their mission will be the deciding factor of this world's future, so maybe you could lend a hand? Or maybe you could be a thorn in

their side… There are plenty of organizations who seek the death of the Star Plasma Vessel, even if she is a young innocent girl.

Night Parade of a Hundred Demons

This is the start of Yuta Okkotsu's journey, a young boy who is haunted by the ghost of his childhood friend Rika, the girl having become a curse, but not just any curse… She is known as the Queen of Curses, a being with virtually unlimited cursed energy. Because of her the boy has spent most of his life isolated… Until recently that is.

After Rika hurt a few of Yuta's classmates, he was found by sorcerers, they wished to execute him, so they could put an end to the Queen of Curses. Satoru Gojo however, now an adult, interferes, instead of killing Yuta, they will help him control his abilities instead. And soon he will enroll in Tokyo Jujutsu High.

However, Suguru Geto, a friend of Satoru Gojo who was driven to madness, seeks to capture Rika using his own cursed technique, one that allows him to tame curses. Using her power he hopes that creating a world without any curses will he possible, he's method of achieving this will be the genocide of every non-sorcerer in the entire planet.

It goes without saying that he is a dangerous man, but worst case scenario Satoru Gojo should be able to handle him… If you're still scared however, I recommend you leave the country in December.

Twenty Delicious Meals

And finally we have arrived at the canon time! A year after the Night Parade of a Hundred Demons our story starts. Itadori Yuji is a normal, albeit physically gifted kid, he was raised by his grandfather, who taught him to be kind and to help others. However, recently Itadori Yuji acquired a certain item which he gave to his occult club pals.

This item was one of Ryomen Sukuna's fingers, and Itadori will eat it to protect his friends. Doing so will turn him into the host for the King of Curses, which will put a start to plans that have been in the works for thousands of years. Ancient masterminds and curses will take to the stage, hoping to put an end to the era of peace brought by Satoru Gojo.

Many will die, destruction will hit this country harder than it has before. I recommend the weak to run away as fast as possible, hopefully they can avoid the incoming annihilation of all Japanese people, as Kenjaku, an ancient sorcerer, seeks to turn all Japanese people into one single curse.

If you do decide to stay, make sure to remember this date: Halloween, thirty one of October. Maybe don't go to Shibuya that day, because that's when the powder keg will explode, ending the era of Satoru Gojo.

Location

The place where you will start, just like with the "time" section, the following are more suggestions than anything else. You may choose to start anywhere you want in Japan, as long as it's a location a normal person could enter. You cannot pick to start inside of Master Tengen's tomb for example.

Tokyo

The capital of Japan, and the place where Tokyo Jujutsu High is found, as such this city is the home of the powerful Satoru Gojo. Both protagonists of this story attend this school, though Yuta Okkotsu is currently outside the country, at least if you decided to start outside of the canonical time.

Tokyo Jujutsu High is protected with a barrier crafted by Master Tengen, and it's also beneath Tokyo Jujutsu High that he can be found, living in his tomb underground. Sealed here are also many incredibly dangerous objects, such as the Death Painting Wombs, and a few fingers of Sukuna.

Kyoto

Equally as important to the Jujutsu world, because this city contains a second school made to train young sorcerers, it's name is Kyoto Jujutsu High. A much more traditional school, having a principal who is quite strict… and old. This place is also protected by a barrier made by Master Tengen.

Since this is not the school that the protagonists attend, information on it is much more scarce, however it most certainly contains quite a few objects of interest such as cursed objects and the like.

Perks

Discounts work a little bit differently than you might expect here… You see, origins are chosen purely for flavor, so instead you will get two 50% discounts per price tier when it comes to origin perks for any origin. This means someone with the "Natural Disaster" origin could buy an 600CP perk in the Mastermind origin perk tree at a discount for example. This method of discount only applies to origin perks, not to general perks.

Species perks work a little bit differently, humans receive two discounts per price tier on the human section, curses receive two discounts per price tier on the curse section, cursed painting wombs receive one discount per price tier on the human section and one discount per price tier on the curse section, cursed corpses follow the same rules as cursed painting wombs.

As always, Discounted 100CP perks are free.

A Little Bit Crazy - Free

Every sorcerer has to be a little off his rocker, and you are no different. Something like freezing in battle is much harder for you, and you might even enjoy a fight just a little bit. Nothing gets the blood pumping like a good ol' brawl after all, so maybe accepting your new status as a nutjob ain't too bad.

That said, try not to go too crazy. A little bit is fine, recommended even, but it can certainly get addicting, and that's the last thing you want... probably. Who knows maybe you're actually looking forward to getting addicted?

Cut From the Anime - Free

The Jujutsu Kaisen narrator, he made sure some of the most iconic parts of the series actually worked, and now he's here to help you. Well, help might be a bit too much, but when you desire you can let him commentate on your fights, and even your enemies and allies will be able to hear him, though they will never find him strange, or be surprised by his appearance. I'm afraid this can't be used as a distraction tactic.

He will never give away important information either, like explaining how someone's technique works, he can only say what everyone already knows. He's here to make fights sound cooler, not to help you, so expect some cool quotes from him and that's it.

Domain Creation - Free

First, to explain this perk I must explain Domain Expansion. All sorcerers and curses possess something called Inner Domain, and when they imbue this with an innate technique they may try to bring this Inner Domain into the real world, expanding their domain. There are two types of domains, old style and sure-kill style.

You see, Domain Expansions have two major advantages, and one major disadvantage. First the advantages, when in their domain the user will increase the power of their technique to 120%, they will also always hit the enemy no matter what. The disadvantage is that after expanding their domain, a person will feel curse technique burnout, a state where they cannot use their curse technique.
Typically you would only be able to imbue your own innate curse techniques into your inner domain, but with this perk you may imbue any technique that is innate to you. It will work exactly like a normal domain, though doing so will most likely take quite a lot of training.

A World of Curses - Free

So many things in this world are reliant on cursed energy, so wouldn't it be a shame if you didn't have access to it anymore? Well, I'm sure you could get over this disadvantage in other ways, but this is a quick and easy solution. You see, now whenever you decide to start a new jump, you may choose to make it so that cursed energy exists and has existed for thousands of years.

This means what you would expect, there will be sorcerers active, curse users, curses, a hidden society probably… It's up to you, but cursed energy should not be too tightly involved with the plot of whatever world you are going into. A world that you brought cursed energy into, something that is responsible for thousands of deaths each year… Kind of a dick move huh?

Sex Eyes - Free/100CP

Your appearance has been boosted to be worthy of an anime character, and you can maintain that appearance without much effort on your part, though it certainly helps. You won't be attracting anyone trying to find a model or anything, but you certainly look good, and most importantly… you look specially good when covered in blood, being in the middle of a fight just makes you hotter.

That said, if this isn't enough, then for -100CP you can boost your appearance to the level of Satoru Gojo. Just entering a room is enough to make dozens of people swoon for you, and there is a genuine chance some might give you their cellphone number without any input on your part, you truly live up to that sex eyes title… You can also make sure that any clothing you wear in battle is never destroyed, as long as it doesn't provide any tangible benefit to you that is. If someone wants to see you naked they have to put in the effort damn it! And no Domain Expansion or whatever is changing that!

The Basics of Being a Sorcerer - Free/100CP

All sorcerers must know how to create a basic veil, a barrier that conceals the existence of curses inside of it. You now know how to create this veil as well, even if only a very simple one, messing with the characteristics of the veil such as making the entrance of someone impossible is beyond your current skill.

That said, there is another basic technique that many sorcerers learn, that skill is how to create and control shikigami using charms as a medium. For -100CP you can learn how to do that. Shikigami are typically very weak, but they can be occasionally useful, especially since an experienced sorcerer can learn how to imbue their technique on them.

Should you have the "Special Grade" ranking, you will already start with a powerful shikigami that can utilize your techniques, being about equal to Garuda, the Shikigami used by Yuki Tsukumo… Though whether your shikigami is better or worse depends on your technique.

Should you possess the perk "Rika?", the -400CP version of cursed energy quantity or above and the "Special Grade" ranking, you may start with a shikigami equal to the current Rika instead. It may only use its full power for five minutes for now, being weakened otherwise, but it's still quite strong even in its nerfed state, being capable of holding down even a powerful sorcerer such as Itadori Yuji after Shibuya without much effort.

A Simple Defense, a Simple Slash - 100CP/200CP

Domain Expansions have been a thorn in the side of weak sorcerers ever since they were created, but they became even worse with the creation of sure-kill ones. You see old style domains typically just forced everyone caught on it to follow a specific rule set, while this new style simply kills every poor soul trapped in its barrier.

That's why eventually the technique known as Simple Domain was created, in this Technique the user expands a small barrier around them, protecting themselves from the overwhelming power of Domain Expansions. That isn't the only technique given to you however…

You see, the three big jujutsu clans, the Kamo, the Zenin and the Gojo's, came up with an even more complex technique for their members. It's one where the user releases their cursed energy just before a hit connects, and this is called Falling Blossom Emotion. You will gain both it and Simple Domain with a -100CP purchase of this perk.

That said, you could however buy New Shadow Style; Simple Domain over the Falling Blossom Emotion, this being a technique where the user expands a Simple Domain, and then immediately attacks the first person to enter it. This technique is typically used with a sword, their users imbuing their sheats with cursed energy so they may draw the blade in one instant.

You may buy both Falling Blossom Emotion and New Shadow Style: Simple Domain for -200CP, and to represent your mastery over domains you obtain two bonuses. First is the Hollow Wickers Basket, an inferior outdated version of Simple Domain, but you might as well have it, right?

The second extra is Domain Amplification, by exuding and amplifying a domain around your body, you gain the ability of disabling the use of curse techniques with direct contact. This effect also applies to you however, making you rely solely on your physical capabilities, so be very careful with your use of this technique.

If you bought the -200CP version of this, and the "Special Grade" ranking, then you will be able to open the barrier of your Domain Expansion, making it so that escape is technically possible, but greatly increasing the range of your Domain Expansion.

Cursed Tool Creation - 400CP

A cursed tool is a weapon that has been imbued with cursed energy for long enough that they can now generate their own cursed energy. These weapons are generally used by weak sorcerers trying to make up for their own weakness, and as such they are mocked. There are tools that are respected however, those are the Special Grade Cursed Tools, and you now know how to craft one.

Typically they are made from the corpses of dead sorcerer's, though there are other harder methods. What makes them so special is that they carry their own techniques, from abilities such as striking at someone's soul, to nullifying all curse techniques. Such high level tools will take time and resources to create, however you are capable of making normal cursed tools quite easily. It goes without saying that your skillset is quite respected around the world of jujutsu, and many will wish for your services.

Normal Kid Perks

Anything Goes - 100CP

You're a bit of a weirdo Jumper, it seems that you have no hesitation when it's about doing something gross. You're the type of person who can literally swallow the mummified finger of a dead man. Kissing cockroaches isn't beyond you as well, it seems there truly isn't a limit to how far you are willing to go huh?

Well, this might prove to be an advantage, not everything is squeaky clean, so having a tough stomach is necessary. People will still stare and wonder how you became such a weird though, some might even call you icky. They're just a bunch of cowards though, so feel free to continue putting weird stuff in your mouth Jumper!

The Goat - 100CP

You're the best of the best Jumper! At least when it comes to sports, especially those of a physical variety. Things just seem to click easier for you, much easier than for others at least, and with just a bit of effort you could become the next "greatest of all time" in a sport of your choosing.

It goes without saying that having such talent with sports will most likely give you an advantage when it comes to jujutsu, coordinating with other sorcerers will be a lot easier for someone like you for example. Well, outside of that this won't help you in a fight, but trying for a career in sports is much safer than being a jujutsu sorcerer anyways.

Potato Face - 200CP

You seem to give out a friendly vibe to anyone you meet, being the type of person who tends to get along with anyone and everyone… As long as they aren't crazy of course. Breaking people's social barriers comes naturally to your personality, and so befriending shy people won't be any trouble either.

You will most likely quickly become the heart of whatever group you're in due to your natural qualities, though it's not like you have supernatural charisma or anything. You just happen to be a very happy guy, one who brings everyone up with you.

I'm A Cog - 200CP

But are you really? No cog has fire in their eyes, the fire of will. You see, people will quickly see through whatever depressing facade you put up, and typically they will like what they see behind it. That's because your willpower seems visible to others.

Without a doubt this will help you befriend the more rowdy sort of individual, the one who enjoys a good fight every now and then. Be aware however, that this will also most likely attract a few enemies to your side, they type who wish to extinguish your fire.

The Tiger - 400CP
A true fighter is made in the middle of battle, because you grow leaps and bounds when it comes to fights, even if this only applies to martial arts. You are also quite talented in martial arts in general, so while you will grow extremely fast in a battle, you will still grow moderately fast outside of it.

This also gives you a certain "sense" for combat, mostly on how to use your terrain to your advantage. Doing things such as using the trees that surround you to completely outmaneuver your opponent, or maybe grabbing them mid air with metal fences. You're a true tiger of combat Jumper, metaphorically devouring your opponents to grow stronger.

Brother! - 400CP
Man, you sure are loved by freaks aren't you? Because occasionally, in the middle of a fight, your opponent will have a sudden epiphany and start considering you their brother. Out of nowhere they will become quite caring of you in their own weird way… This will happen very rarely however, so do not count on this to survive.

The strangest part of this is that sometimes these nutjobs will even be right! Maybe you really are their brother! It could be that you share the same freaky ancient sorcerer fighter (or/and mother) for example, and it just happens that both of you were unaware of this.

You also gain one more strange ability… Now you can ask the question "what's your type?" To someone, and they will always answer this sincerely, no matter their personality. It goes without saying that not many of them will answer Jennifer Lawrence however, but maybe you will get lucky and find a fellow brother?

Pure Love - 600CP
Yuta Okkotsu is freakishly talented isn't he? Even after losing all his progress at the end of the Parade of a Hundred Demons he didn't lose spirit, and quickly crawled his way into receiving the Special Grade ranking again. I mean sure, he has quite a few other natural advantages, but it's still an impressive feat when you consider others have been training since birth and yet cannot even dream of reaching his level.

You now have talent on the same level as him, quickly mastering any cursed energy related thing you do, it wouldn't be a stretch to call you a once in a generation genius. Though you aren't talented enough to ignore hard work, so make sure to train Jumper, because if you do you shall quickly surpass your peers.

Chosen by the Black Flash - 600CP
The "Zone" is a state reached by athletes when they are at the peak of their concentration, in that state they just seem to do everything better than others, entering this state is quite complicated however… But not for you, who can seemingly do it at will. It's like you can just

decide to completely focus on a fight, erasing all useless background noise, you may even start drooling, keeping saliva inside of your mouth being less important than the fight.

Because of this ease of concentration you possess, landing the legendary black flash is easier for you than for others, it wouldn't be a stretch to say you are the most talented user of the technique in all of sorcerer history. It's only a matter of time until you break the world record for most consecutive black flashes too. The Black Flash is a technique that is mostly used by getting lucky, but when people look at you, they aren't so sure anymore.

Prestigious Perks

And Then We Will Solve World Hunger! - 100CP

Are you trying to be hated by everyone you meet, Jumper? Because you can certainly achieve that with your unique… talents. Making people lose their cool is a special talent of yours, as your poke and prod at their insecurities. This is especially effective on people weaker than you, but I mean, who the hell would bully the strong?

There are some people who might find your personality charming however, even if these people are rare, but hey without a doubt they will become true loyal friends. I imagine you could get along very well with Satoru Gojo, so keep that in mind.

Fish Flakes - 100CP

Not every curse technique is kind to their user, one of the biggest examples being the Inumaki's cursed speech technique. Because of it their users cannot ever speak normally, having to use their own secret languages instead. It's good that you're talented at coming up with similar strategies should your technique be similar.

Eyes that see too much? Put on some very dark sunglasses. Eating curses suck? Maybe you can put some ketchup to hide the taste. As a bonus, you now understand Toge Inumaki's special language. I imagine that will make him quite happy.

Long Gaming Nights - 200CP

Missions can last quite a while when you are a sorcerer, and as such mental stamina is a big requirement for the job. It's not uncommon for a sorcerer to have to stay awake for days on end after all, and thankfully you are quite good at it, maybe because you trained by staying awake playing video games?

Either way, staying a whole week awake is doable to you, and while you will definitely grow weaker, you won't start having hallucinations or anything of the sort. Still, I recommend resting once you have the opportunity Jumper, this job is way too dangerous even when someone is at their 100%, so imagine if they're not even at that level.

Sometimes I Meet People Like You - 200CP

Did you just call that girl scum Jumper!? And with such vitriol as well… It's true though. You are someone who can quickly see the core of someone's personality, and then proceed to call them out on it. Separating people who are good and evil is quite easy, and it will only take a few interactions as you see through their facades.

That said, be careful because even you can be fooled, especially by people you thought were your allies. If you had someone close to you, like a sister, she would most likely be able to completely fool this perk. Try to not let your guard down Jumper, this world is full of dangerous, venomous bugs wandering around.

Jumper is Born, the World Changes - 400CP

Your reputation seems to spread like wildfire, especially when you are strong, or at least have the potential to be. From the moment you were born, your name became known worldwide to sorcerer communities, who would spread it around in fear and awe. Due to this, the world has begun shifting in your favor.

If you're a good person, then criminal activities will become much rarer, as the scum of society fear your retribution and judgment. If you're a bad person, then they will rampage around instead, killing and destroying whenever they can, glad that a new age has begun. This is all dependent on your strength and potential, however, the birth of someone like Satoru Gojo was enough to bring an era of peace, whether you can match that will depend on you.

Clown of Fate - 400CP

It seems you are destined to great things Jumper, one could say your life is truly blessed even. You will be descended from mighty beings, be trained by mighty beings, and mighty beings will take interest in you. This isn't always a good thing however, because nothing says these beings are benevolent, they may have quite bad intentions sometimes even.

Nonetheless, there is no doubt your life will be full of great battles, happiness, and tragedies, nothing about you is ever not extreme… Try to not become a clown and die, that would be embarrassing. If you wish for a calmer life however, this perk can be turned off at the beginning of a jump, some people are just fine with being monkeys after all.

Throughout Heaven and Earth, I Alone Am the Honored One - 600CP

Are you feeling stuck on something Jumper? Maybe there's a technique you seemingly just can't understand? Have you tried dying? Or maybe more specifically being killed? I heard the inspiration given from death can be quite helpful in reaching a breakthrough, especially when it comes to cursed energy.

Thankfully being killed and coming back is very doable for you, because now, every ten years, if you're killed you will come back. Not only that, but you will seemingly understand things better than before, not only your techniques, but also the very own world.

It can be an addictive feeling, to realize the pleasantness of this world. Because of this, when you come back you will reach "enlightenment", though most people will simply think you're high as you giggle and scream to the world that you're the very best. Try to come

back to reality after you kill however killed you, buying your own hype can become dangerous.

I'd Win - 600CP

Satoru Gojo's scariest ability is not his raw strength, but his ability to adapt and overcome all situations by utilizing his abilities in clever ways, previously thought to be impossible ways. The 0.2 Domain Expansion, a Domain Expansion that's smaller outside, and using Reverse cursed energy to heal the brain, are all examples of what he can do when pushed to a corner.

You are now the same as him, whenever you are at your wits end, new and clever applications of your techniques rush to your mind, and your odds of applying them become much higher, your talent spiking when you are out of other options. With this it would be quite possible to do the impossible, breaking the established rules of a power system when no one expects it. Gonna lose? Of course not, it's Jumper!

Weakling Perks

The Life of a Bum - 100CP

You're kind of a scummy guy, aren't you Jumper? It seems you have many skills relating to a life without money. That is to say, you know how to scam poor rich ladies into giving you their money, much like a certain monkey. Apparently seducing ladies just comes naturally to you, though having a body like Toji Fushiguro's will certainly help.

So feel free to live off the money from your sugar mommies, though they might start disliking you if they find out you have an assassin job on the side or something. It does pay better however, because it's not like these relationships will make you rich or anything.

Not Heartless - 100CP

Are you the type of person that can come off as a cold, Jumper? Maybe you can blame your upbringing for it? It would certainly make quite a lot of sense, a cold environment will create a cold person after all, so naturally you can have quite the temper, a defensive mechanism to protect yourself.

That's all and good, but it does mean making friendships is quite hard… Thankfully you don't seem to have that problem, as people see through whether you truly meant what you said. Because of this maybe even someone like you can make a loyal group of friends.

Cursed Inventory - 200CP

Did you know taming a curse is possible? It is quite hard, but theoretically a strong enough sorcerer could obtain the loyalty of curses with limited strength and intelligence. I don't think I need to explain why this skill is so useful, even the usage of a Fly Head, the weakest curse spirit, can be quite useful.

You have mastered this skill, and with a few days of effort you can tame a curse who is at least a grade weaker than you, and who lacks intelligence. As a rule of thumb, if the curse can plan ahead, or have dreams of their own, then you cannot tame them.

Residuals - 200CP

Aren't sorcerers a bit too reliant on cursed energy when it comes to stealth? You see, sorcerers leave "residuals" behind and most people consider the act of erasing them to be stealthy… What a joke, you're better than that Jumper, seeing that you're a bonafide shadow when you want to be, a true assassin. Though you also know how to clean residuals of course, this is not amateur hour.

You're also unbelievably good at tracking people, both by finding residuals and by the good ol' way of just searching your environment. Human prey leaves much more behind than simply cursed energy after all. They leave footprints, they get seen by people, they physically interact with their environment, and because of that, you can always hunt them down.

Something's Off - 400CP

You can feel it Jumper, when something bad is about to happen to you. It's a survival instinct, born from either years of experience, or from simple talent. Nonetheless when you are stupidly walking into a dangerous situation you cannot win, your mind will be screaming at you that something is wrong.

It's up to you whether you wish to follow that instinct or not, perhaps you believe that you're simply paranoid? I for one would recommend listening to it, Toji Zenin didn't and then he had a hole blown through his body. Not the nicest way to go, that's for sure.

But if you do kick the bucket, you will still have the time to say some final words to your killer, and he will genuinely listen to them. That's not all either, because you will not die on the ground, your body will refuse to kneel even after you die, your badge of honor as the previous strongest.

Don't You Have A Heart? - 400CP

If you did then it's certainly dead now, perhaps your family went too far and you finally snapped? Either way, whether they live or die is up to your whims, for vengeance is always upon your reach. Not only because finding the people who wronged you is extremely easy, but also because they seem terrified of you.

Just by looking at your body visions of past ghosts will assault their visions, as they realize they brought this upon themselves. Panic will quickly settle in their minds, as they mess up and fail at escaping your wrath. That said, this perk can only affect the people who genuinely did something bad to you, nonetheless you have it now Jumper, the overwhelming intensity of one that left all behind.

Lesser versions of these effects can be applied to people who are connected to your revenge, perhaps to a sibling of your target for example, or just a person who is deeply aware of your history and what you can do.

Assassin - 600CP

You're a true cold blooded killer Jumper, and if you're good at something never do it for free. It seems the life of a hit man is perfect for you, both because you're a master at actually finding things such as contracts, but also because you're genuinely a genius. It wouldn't be an exaggeration to say that you can run circles through those annoying sorcerers trying to

protect the common folk. It's almost like your plans are made with you having the ability to read their minds, that's how good you are.

It's not like you're particularly good at long term plans however, taking years to do something is just too much annoying work for you. It's in the short term plans where you shine, the plans that only take a month at maximum. With your intelligence and your ability to read sorcerers like an open book, you might one day get the title of Sorcerer Killer even.

Freedom - 600CP

You feel that Jumper? The air around you? Your own heartbeat? Your own body? You certainly do now, because you have an insane control of your own body and your own instincts, you are far more in tune with them than other people. The boost from this depends on how good your body is, someone with a heavenly restriction would become a demonic fighter equal to Maki Zenin and Toji Fushiguro for example… Though even a normal person would notice a massive increase in fighting ability.

This isn't the only benefit you gain however, it seems you are now free from fate. It's similar to how a user of heavenly restriction is free from the fate of cursed energy, but in a more general state. Watch as prophecies crumble around the might of a single monkey, one without blessings, you. One who is truly free.

Mastermind Perks

The Concern of a Mother - 100CP
Raising a child is quite hard, isn't It Jumper? Thankfully you seem experienced enough at it, at least when it comes to raising babies… Did you abandon a kid or something? I certainly wouldn't put it past you, considering masterminds tend to not be exactly the best of people.

Raising kids isn't all this perk offers however, because you seem to be fine with doing everything and anything as long as it benefits your plans. Even stealing the body of a woman, and then getting pregnant in that body… Is this a fetish thing Jumper? Please tell me it isn't'...

Bad Habit - 100CP
You sure seem to speak a lot Jumper, blabbering on and on about topics no one either cares about or understands enough to know what you're saying. But hey, a mastermind just can't help it, right? Talking about nothing to the protagonists is basically the dream of a good villain anyways.

From now on you can get away with your awful habit of never shutting up, because talking has become a free action, no one will interrupt your villainous monologues now… Unless you try doing something like preparing an attack, talking is the only free action here after all.

Shall I Save You? - 200CP
Aren't you quite the little backstabber? Well, not really because you're not exactly good at hiding your true intentions. What you are good at is making people think you're needed anyways, I mean they can always backstab your first right? What a bunch of fools, as if they could outsmart you.

It's like you can always convince them that you're needed for just a little bit longer, and that your plan is definitely the way to go. It may even be true in the end, it's not like you can't appreciate a nice alliance made between enemies, right?

A Chain Made by cursed energy - 200CP
Do you know what a binding vow is? It's essentially a contract made between either a sorcerer with himself, or a sorcerer with another. Binding vows are essential for the growth of any sorcerer and you are now a master at making both types. It's like you always know just how much necessary restrictions to put on yourself while getting the maximum bonus from it.

It goes without saying that when it comes to binding vows with others, you might as well be a cursed energy lawyer, you simply know much more than anyone else. Now, breaking binding vows with one self typically doesn't come with many downsides; you simply lose what you gained, breaking a binding vow with another however…

Death, that's the minimum you should expect from it, though the consequences might be even worse. Thankfully it seems you are also amazing at running away from a deal, you even know a few ways of outright breaking it, though that would require some crazy resources, like body hopping.

Just a Little Bit of Chaos - 400CP

Jumper are you experimenting on children again? No? You're actually giving birth to them instead!? I guess that makes sense if you have this perk, because you know some ways of giving birth to true monsters after all. You are able to, with some experimenting, create both hybrids like the Death Paintings, and vessels like Yuji Itadori.

It's truly some amazing stuff, though unless you give their conception just a little bit of chaos, that is let random chance decide something in a while, they won't ever surpass you. A person cannot make something stronger than themselves after all, so if you want to get surprised you will need to let fate have a crack at it.

A Thousand Itadori Yuji's - 400CP

Aren't you the friendly little schemer? It seems somehow you learned how to turn sorcerers into cursed objects, these objects will contain the soul of that sorcerer. What this means, is that after he's turned, if someone consumes that object and happens to be unlucky enough, the sorcerer will take over their body, returning fully back to life.

Surely someone like you can put this tool to good use? I don't think I need to explain why essentially offering a completely new chance at life can be quite amazing for people, maybe you could use it as a bargaining chip in a binding vow? I doubt many would reject it. That said, if you desire it, for whatever reason, there is something extra you can do…

You see, nothing says you have to turn a sorcerer in a single object, you could instead slip their cursed energy into many pieces, depending on how strong they are. Ryomen Sukuna, the King of Curses himself, was turned into twenty pieces, or fingers to be more specific. And another thing about cursed objects, since they are constantly emanating cursed energy, they seem to attract curse spirits, almost like the object is a lure to their kind.

You see, instead of becoming someone's host, if a curse eats one of these objects, they will simply grow stronger. There is also the possibility that the cursed object gives birth to its own curse if powerful enough, Ryomen Sukuna's fingers famously created the Finger Bearers, powerful Special Grade Curse that could challenge a First Grade Sorcerer.

Worth noting that not every human can survive eating one of these bad boys, it will actually kill most people. You will find the occasional vessel however, a vessel strong enough to

contain Ryomen Sukuna was famously a one in a million chance. Be ready to feed strange things to many people…

Master Jumper - 600CP

The world has two masters at making barriers, Tengen and Kenjaku. You now have joined their ranks, being an equal to the ancient sorcerers, though this alone won't give you fighting strength comparable to Kenjaku. You can still create truly insane barriers, it can almost feel like reality warping, as you turn a normal place into a theater for example.

You are also a master at "hacking" the barriers made by other sorcerers, taking control of it and changing it before they even realize. Your skill at barrier making is so great that you could even make a giant barrier around Japan like Tengen… I imagine every single person in the world would be happy to receive your help now, even if you happened to look like a strange thumb person.

Years of Conflicts and Betrayals - 600CP

Now you're a true mastermind, Jumper! And not because you're some scheming genius, but because you have experienced and used every single damn trick in the book. Much like Kenjaku, you now have the experience of someone that has been scheming in the shadows for more than a thousand years.

While you're obviously good at long term planning and at manipulating people, where you truly shine is making the best of an opportunity. Kenjaku himself didn't plan the coming of Toji Zenin, the monster that broke fate, but he certainly made the best of it, and you are capable of doing the same with such opportunities. Chaos is a ladder, or something…

Natural Disaster Perks

Chef - 100CP
You're surprisingly good at cooking Jumper, in fact you might be one of the best in the entire world! No one would bat an eye if you left battles behind and started pursuing a career as a professional chef, because your culinary skills are definitely worthy of a king! Especially when you cook people!

Oh? Are you surprised? It's true though, you have some insane skills when it comes to both storing and preparing human flesh, and you can make quite a few delicious meals out of it. You're especially good at cooking children and women, so Uraume should watch out, lest you steal their job.

Murderer - 100CP
Are you a serial killer? You sure have the skills of one at least, since you're a master at hiding a dead body, and you also know enough about the human body to inflict quite a painful death for your poor victim. You can definitely make a few people in this world feel quite happy with your work.

Especially when you turn that body into a "work of art", since you have some absurd skill at turning human bodies into mundane objects. Maybe you want to turn that Satory Gojo into a rack? He's just tall enough for that after all.

Kill the Soul, Over And Over Again - 200CP
Aren't you the spiteful little fucker? And you're talented at it too, knowing just the right way of breaking people's hearts, crushing their will to dust. There's the obvious route of just killing everyone they love, but you can use subtler ways as well, like maybe copying their technique at the worst moment. The body can only die once, the soul can be killed many times, that's your motto… Man you are just the absolute worst.

Enchain… - 200CP
Where did you learn how to do this Jumper? It seems that just like Ryomen Sukuna you figured out how to concentrate all your cursed energy in one point to turn yourself into a cursed object. You can feed this to someone, transfering your soul to their body, though it's better you crush their will first, lest they resist.

You have also learned how to prepare a "bath", a complicated ritual made to crush the soul of your host even further, so that you can use their body without any interference. That said, not everyone has the capacity of being a vessel, which is why you should count your lucky stars, for you can tell at a glance if someone is.

Sadly you can only utilize this process on yourself, differently from Kenjaku you cannot turn others into cursed objects, though you could in theory teach them how. Finding a pupil talented enough to replicate your feat will be a challenge in itself however.

Restless Gambler - 400CP

You might make Toji Zenin jealous with your absurd luck, because it's like you can never gamble wrong… When it's actually important that is. This won't give too much of a boost when you're just gambling your money away, but when it comes to fights your luck skyrockets.

You will pretty much always succeed with luck based abilities mid combat, it's almost like luck isn't a factor at all! Though it certainly still is, and even your luck will run out eventually, so please remember that even if someone occasionally hits the jackpot, the house always wins.

Self-Embodiment of Perfection - 400CP

Those are certainly some abilities that you possess, Jumper… Did you really have to do that? Though I guess you are surprisingly talented at using abilities in gruesome ways. Much like Mahito is like your creativity for causing suffering is never ending, and that means that your abilities will evolve rather quickly, as long as you happily continue to enjoy suffering.

In fact, testing the limits of your powers on innocent people will get you better results than anything else, their suffering stimulating your sick mind. Are you a curse, Jumper? Or do you simply think like one?

Burn It All Down to the Ground - 600CP

Oh? Did you take the advice the King of Curses so graciously gave to the Disaster Curse of Volcanoes? It's certainly paying off in spades, because it seems as long as you selfishly live only for yourself, destroying everything that displeases you, your power will quickly continue to rise.

This is the path to reach the heights of Satoru Gojo, cursed energy is fed by negative emotions after all, and so it's only natural a true honored one would simply do as he pleases. This is the path of a king, Jumper. One who stands alone at the top.

Now He Can Do it As Well - 600CP

Monkey see, monkey do. Much like Ryomen Sukuna, seeing something once is enough for you to copy it, much like the King of Curses did when copying the ability of becoming a cursed object, or the ability to heal curse technique burnout. With this you are without a doubt one of the most talented people to ever exist, but there are some limitations…

First of all, you cannot copy innate techniques, only something everyone could theoretically do. Second of all, you may not always become a master of the technique immediately, depending on how complex it is, some training might be necessary. And lastly, you need a good look at it, like seeing your enemy or your rival using it, just hearing about it won't be enough. Still, you now match Sukuna when it comes to being a shameless thief, congratulations!

Human Perks

This Job is Shit - 100CP

Being a sorcerer is like an endless marathon, cursed spirits will never be truly extinguished, fighting against them is like fighting against death itself. And it certainly doesn't help that your comrades will drop like flies as the years go on, and that most people won't even be grateful about what you do…

Thankfully you seem to have a strong will when it comes to this stuff, maybe because you have a good moral fiber? Or maybe you're just apathetic about the whole thing. Either way, you will find that this world will have a hard time breaking you… Though it certainly can.

A Normal Job is Even Worse - 100CP

Ah, the crushing despair of reality… It seems life sucks everywhere you go, even if you decide to quit the whole jujutsu thing, stuff will still be tough. Sometimes it may feel like the world is out to get you even, as your boss harasses you, your favorite bread runs out and you forget to buy toilet paper…

Thankfully you seem to be able to handle mundane life, you're specially fine with repetitive tasks, making you perfect for a boring normal job. Are you sure you want this, Jumper? At least you were helping people before, now you seem to be only mindlessly working your days away…

Fight Back! Fight Back! - 200CP

Now this is Jump Kaisen! The place where two people fighting against one actually means something! But did you know coordinating with someone is actually really hard? It's certainly something that doesn't come off naturally at least, usually requiring that the individuals involved deeply know the fighting style of the other, else they get in the way, causing more troubles than solving them.

You seem to have avoided this problem completely however, as you perfectly work with people you barely even know. It's like you always know the best way to move without getting in their way. Someone like you could even fight side-by-side with Satoru Gojo without dragging him down… An impressive feat, trust me.

Vessel OR Cage - 200CP/600CP

This perk is divided into two versions, and you can only buy one of them. First let's talk about the Vessel option, the one that costs -200CP, by buying this you officially become a vessel, what this means is that you have the capability of eating cursed objects to become a reincarnation of a sorcerer.

Thankfully they won't overwrite your will, though they are certainly capable of it if you give them the opportunity. So why would you ever eat a cursed object you ask? Because if you do let that sorcerer take control, they will be able to use their abilities such as their innate technique. So maybe try to find a kind sorcerer?

Either way, due to the nature of souls, having another one inside of your body will make you aware of them, what this means is that your strikes will then directly harm someone's soul. That isn't all however, because eventually the techniques of your little parasite will be engraved upon your body, and then you will no longer need them. This option can also make you into a Star Plasma Vessel, making you capable of listening to the assimilated victims of Tengen when in close proximity.

Now here comes the second option, the one that turns you into less of a vessel, and more of a cage. This option costs -600CP, but trust me it's worth every point. First of all, you are physically a monster, your body matching the strength of an experienced sorcerer without any enhancement at all. Outrun cars, jump over buildings, throw heavy metal balls through dozens of meters, you are insanely strong.

Secondly when you eat a cursed corpse, one of two things happen… The most common of all is that you shall simply immediately crush their soul, adding their cursed energy to your reserves. An example of beings that could be crushed by you are the death paintings, their meager strength no match for your sublime soul.

That said, if you eat a powerful enough cursed object, like a finger of Ryomen Sukuna, they will instead become your prisoner. You are technically their host, but they cannot fight for control at all. Just like with vessels, you shall become aware of your own soul, and the techniques of your passengers will eventually be engraved upon your body.

Try not to go too crazy however, because if you eat too many objects in quick succession your natural resistance may be temporarily overcomed, and while you will eventually regain control… Who knows what chaos could happen until then?

Annoying Teacher - 400CP

Teachers are some of the most important people in the world of jujutsu, the next generation needs careful guidance if they don't wish to die after all. That's why it's a shame most teachers of jujutsu aren't exactly the best… That's why it's good you're so talented at it, a rare genius when it comes to passing down knowledge.

You possess the same mastery of explaining jujutsu as Kukasabe, capable of teaching techniques even to the most dim of people. That isn't all however, because you have the quality people like Satoru and Yuki have, that is to say, you connect with your students very easily. Because of this, your pupils will grow to appreciate you a lot as time goes on, even if you happen to be… eccentric.

The Wolf and the Rabbit - 400CP

You have quite the temper, don't you Jumper? It's like sometimes you will suddenly snap and release your anger at everyone and everything. Maybe it's a good thing though, since cursed energy is so heavily tied to emotions, it's only natural that your power would spike in your fits of anger, turning you into a true demon god.

That isn't all either, because you have an insane tolerance for pain, being able to fight off against techniques specially made to torture you, it isn't an exaggeration to say you could handle the pain of having your body cut by hundreds of knives without flinching. Now after you have tanked all that, it's only fair your enemy swallows your misery, right?

The Genius of a Man Without a Body - 600CP

Wow, where did you learn how to build all these things? How much free time do you have? It must be a lot because you're proficient in building cursed puppets… Though they're more like robots, even if they run on cursed energy. You can make flying ones, ones with energy canons, even giant ones… Isn't this a bit too high tech for this setting!?

That isn't all you can make either, because you can create communication devices that can carry an artificial intelligence copy of your own identity, these devices will also keep working even after your death. You can also create capsules that can somehow store techniques for later use. In essence you're a bonafide genius, Jumper… Maybe you should stop playing around with cursed energy, go revolutionize the world or something!

Rika? - 600CP

Did your childhood friend die? No biggie Jumper, because as long as you truly have been brought to despair, you can wish them back! Sure it will take an insane amount of cursed energy, and they will be brought back as an insanely powerful special grade curse, but they're back! That's right, you can essentially curse the dead into returning as curse spirits.

Normally a sorcerer can bring himself back if he has enough negative emotions at the moment of his death, which has to be caused by something lacking cursed energy. You are seemingly different, being able to bring others back. They will always return as tremendously powerful beings who are loyal and love you, though they are also quite insane now, and so they are difficult to control.

These curses will be deeply connected to you, being able to hide in your shadow, and utilize whatever curse technique you have with you, they will also be attached to a charm, such as an engagement ring. Should you ever wish so, you can release their soul, their power left behind so that you can turn it into a shikigami should you have the skillset to do so, you already have a charm after all.

A sorcerer with the -400CP version of cursed energy quantity may already start with one of these curses formed, and this curse will be at least a match to the Queen of Curses known as Rika.

Six Eyes - 800CP

The prized treasure of the Gojo clan, not quite a curse technique, and yet greater than most of them. The Six Eyes is now yours, normally you would need to be a Gojo, but you seem to have ignored that… Unless you do belong to the Gojo clan of course. Another thing you seem to have ignored is the fact that only one Six Eyes may exist at a time, because you are seemingly an exception, even if another user is active on your time period, you can still buy these.

Being in possession of these eyes means your fate is now forever locked with Master Tengen and the Star Plasma Vessels, that is to say you are destined to protect them when it's time for their merge. Though this fate may be broken by someone who lacks cursed energy. You must also be very careful with your eyes, because they tire out the brain, and they cannot be turned off.

An easy way of getting through this is by wearing sunglasses so dark a normal person wouldn't be able to see anything at all, because doing so will make your vision go back to normal. Post-Jump you shall gain the ability of deactivating and activating the Six Eyes whenever you wish.

Enough about restrictions and rules or whatever, it's time to explain what these eyes actually do. First of all, they allow their user to process information extremely quickly, almost like a supercomputer. They can also see things at an atomic level, allowing for the extreme level of manipulation of one's cursed technique… They obviously can see cursed energy.

With one look a user of the Six Eyes can immediately understand the technique of someone and even how strong that someone is. These eyes also allow their user to always be completely aware of their surroundings, a child Satoru Gojo could sense the presence of even someone like Toji. It took many straight days of no sleep to tire the legendary sorcerer, because only then it became possible to sneap upon him.

Another factor of the Six Eyes is that due to its ability the user becomes extremely efficient when it comes to the waste of energy. Experienced users will literally regenerate cursed energy faster than they expand, that's how insane the efficiency brought upon by these eyes is. Only one man can rival them, Ryomen Sukuna himself, and even he is inferior.

You Are Now Cursed - 800CP

It appears you got your hands on some very dangerous knowledge, Jumper… Did the principal of Tokyo Jujutsu High teach you this? Because you now know how to make fully sentient Cursed Corpses, by synchronizing three cores and waiting for three months, eventually these beings will become fully rationalized beings.

But before we talk about that, let's explain a simpler ability of yours. Because you have learned how to sew plushies! And by imbuing them with your cursed energy they become essentially little murder robots, ones who are completely controlled by you. They have no intelligence and they're strength depends on you, not only that, but they can't get too far away from you as well.

Your sentiend cursed corpses are different however, because they generate their own cursed energy, and are fully intelligent. They can move as far away from you as they wish, there are no range limitations.

What's truly impressive about them is their strength however, because they tend to end up being as strong as a semi-grade one sorcerer. And with this level of strength a single one of them can quite literally massacre military battalions single handedly. It also doesn't help that due to their nature, they are quite versatile, being able to switch between their main cores to obtain different advantages.

Right now you already have a small quantity of these cursed corpses made, a few dozen, and they all see you as their loving parent. It goes without saying that they are quite loyal because of this, and would be willing to throw their lives away for whatever cause you wish to pursue.

This is a power capable of taking over a country, Jumper. Yaga himself gained the Special Grade ranking once this was discovered, so make sure you use your new knowledge responsibly. Who knows what horrible things would happen if the wrong person learned about this? The ability to mass produce sorcerers shouldn't be underestimated, that's for sure.

Curse Perks

Stand Proud - 100CP
It seems you have a strange ability to garner the respect of others, as no one can deny when you hold a certain quality. Even someone as proud as the King of Curses would have to acknowledge your strength and skill should you possess them.

It goes without saying that getting into higher positions of power is easier with this, no one would deny you, because they will have to acknowledge when you're worthy of something… Unless they truly are arrogant to the core, then perhaps they could deny your qualities.

Loving Family - 100CP
Do you have a family? It's not impossible to have one even for a cursed spirit, I suppose. The natural disasters curses were related in a strange way, considering the fear that birthed them was so similar. And I don't think I even need to mention the bond between the cursed paintings.

Family is important, so it's a good thing you find it so easy to connect with yours. It's like you just understand the people related to you more than anyone else, quickly realizing what makes them sad or happy, because of this it's quite easy to create an unbreakable bond.

Murder Squad - 200CP
Jogo has it hard, doesn't he? Having to somehow manage a team with people like Mahito in it, and let's not even start on the literal baby that is Dagon… Thankfully he was good at leading his team, even if he wanted to pass the torch to Mahito eventually. Like Jogo you seem to have a talent in handling nutjobs now.

It does have limits of course, but a team with murderous curses and murderous humans is cakewalk to you. It's also worth noting that you are very good at finding your successor, seeing with just a glance who has the most potential as a leader in your team.

My Back - 200CP
There are things that just can't be forgiven in this world, and you have a very specific boundary. Pick something simple, like the fact you don't like when someone sees your back, now whenever someone does it, you will get a minor power boost.

The good thing about this however, is that people will instinctively go out of their way to not break this rule, even if they don't know about this. So maybe if your heritage as a curse left you insecure about something… You won't need to worry about it.

The Fake Bar - 400CP
Oh, poor Jumper, did you slaughter all those civilians by accident? Wait, it wasn't an accident? But you feel kind of bad about it? I guess that's fine… You see, when you genuinely regret an action, even one as horrible as mass murder, people will be willing to give you a change.

Only one though, don't think they will forgive you again if you go back to your evil ways. Also, be sure to keep in mind that they're giving you a chance, you still have to take the opportunity, repent and all that… Maybe save some people? Or fight some ancient evil sorcerer?

It's a Curse After All - 400CP
What were curses born from? That's right, negative emotion or at least cursed energy released from negative emotion, and isn't it only natural that you wish for more of your kind? There are so few of you compared to humans after all. That's why this is so useful, since it seems you just bring negative emotions with you wherever you go.

It's like they're amplified when around you, fear turns into panic, anger turns into rage, sadness turns into despair. You are a poison on the world of humans, one that constantly makes their lives worse and worse with each moment. Without a doubt, a curse.

Born From It - 600CP
Cursed spirits are born from cursed energy, they are literally pure cursed energy even! Which is why certain things come easier for them, such as the healing of their own body. You take this to an extreme level, being unbelievably talented when it comes to the manipulation of pure cursed energy, it's you after all.

This will apply to any other future energy type that makes up your being, if it's you then why wouldn't you understand it? So progress will come astonishingly quickly, as you blaze through your peers, finding new methods of manipulation they could only have dreamed off.

The True Humans - 600CP
Jogo was a cursed spirit who wanted to replace humanity, breaking their grasp on the world and creating a bright future for all curses. Sadly he was found lacking in the end, his dreams crushed as comrade after comrade fell, his era doomed to never exist. However, you could genuinely do it.

You are a master when it comes to upending the current social order, both because you know how to recruit people for your cause, but also because you inspire others to never give up on it. Your power also skyrockets when you are in the pursuit of this, their hopes and dreams feeding your strength. Vive la revolución…?

The Face of a Clown - 800CP

You… might be a little too dangerous with this, and I mean that. You see when someone begins fearing you, power surges in you… It's a small increase, though if the person becomes even more terrified that increase can get bigger. Still with one person alone it wouldn't mean much.

I doubt you intend to become a nightmare of a single person. There are billions of humans on the planet after all, and your ability affects even more than them. As long as something is both sentient and at least as smart as a human being, they are susceptible. If you really do decide to become a monster, not even Kenjaku's eventual Japan melted curse will contend with you.

Which brings us to our next point, you see when someone has become sufficiently terrified of you, accepting that there is no hope… You may absorb them, you won't gain any specific abilities, but your raw power will grow even more. This absorption doesn't even need to be done in the presence of the person, the moment they give up you can immediately do it, no matter where they are. You are more than just a simple curse, for many you might just be the end.

Jumper is the Oldest Brother! - 800CP

The oldest one is the one that must set an example for all others to follow, obviously a good example Is strong! At least when it comes to this world. Which is why it's a good thing you seemingly grow stronger the more your family adores and respects you, even a curse can feel the love of a family after all.

And when it comes to protecting your brothers? Or stopping someone that hurt them? Your power will skyrocket for the moment, that drive lets a weak, pathetic curse fight an ancient powerful sorcerer. Your boost doesn't only work for family members that share your blood by the way.

As long as they consider you to be family it will work, be it adopted sisters, uncles, daughters, it doesn't matter! What does is the strongest curse of all, love. Which is why all your abilities that would normally only work on blood related families will work on them as well. Who cares about world destruction? You have a family to protect.

Strength of a Sorcerer

In the following sections you will both decide your innate potential, and how much of it you have explored. Be sure to keep in mind that according to Satoru Gojo, possibly the greatest sorcerer of all time, 70% of a sorcerer's potential is decided at birth… Ways of getting stronger in this world are rare, be careful with your purchases.

All origins gain +400CP to spend on Heavenly Restrictions, Cursed Energy Customization, Cursed Techniques, Grading and Cursed Tools only. Curses may not buy any heavenly restrictions due to their nature. Cursed Corpses and Death Painting Wombs cannot buy "Heavenly Restriction Monkey", because of their nature. A person can only buy one heavenly restriction, due to their contradicting natures.

All origins gain a single discount in the purchase of a cursed technique, and it's worth noting that due to the strain caused by them on the human brain, humans and painting death wombs can only buy a maximum of four. All origins get one discount per price tier when buying cursed tools, a discounted 100CP cursed tool is free.

Heavenly Restrictions

Do you know what a binding vow is, Jumper? It's a contract made either between two people, or a contract made with one's self. Typically these are done in the pursuit of more power, but there is something even more powerful… A heavenly restriction, think of it as a binding vow imposed on birth, something a person can't just create, they are born with it.

It's worth noting that there are methods of undoing a heavenly restriction, but doing so will mean losing what you gained from it. Think of it much like a self-imposed binding vow, nothing is free on this world after all.

Heavenly Restriction NEET - Free for Those Who Want It

Say goodbye to the sun Jumper, because your skin quite literally cannot handle its heat anymore. In fact your whole body is rather messed up, you cannot feel three of your limbs, and your skin both looks terrible and is super sensitive to everything, and we haven't even started talking about the fact that you're constantly in pain.

That's because you were born with a heavenly restriction, one that took your body's health in exchange for greater cursed energy, and not just by increasing it, though it's certainly larger than average. What makes you special is the sheer range you can reach with your cursed energy. It's no exaggeration To say that you can be active in the entirety of Japan from the comfort of your home.

Hopefully the pain is worth it? Either way you get +400CP to spend on Cursed Energy Customization only. Make sure that every point is used well, your life has become hell to get you this after all.

Heavenly Restriction Monkey - 400CP

Every single human on the planet has at least a small quantity of cursed energy, even if they don't have enough to utilize it. There are only three exceptions in recorded history, Maki Zenin, Toji Zenin and now you. You were born with a heavenly restriction that took away every single drop of cursed energy on your body, leaving nothing left.

This isn't a bad thing however, no matter what others say. In exchange for your sacrifice you might as well have become superhuman, one far stronger than most sorcerers. Your strength, endurance and especially speed are all truly absurd, and even someone who just now awakened to this power could run circles around Grade One sorcerers, even if this monkey with no cursed energy was heavily wounded. Not that you will stay wounded for long, because your body even has a very minor regeneration factor.

But being physically strong isn't the only thing you receive from this, because your five senses are simply better than anyone else's, they are so advanced that with enough training you may even start seeing curse spirits, and you might even develop a type of precognition, your senses warning what your opponent might do before he even thinks of it.

Due to your nature as a being with zero cursed energy you might as well be an invisible man, being able to walk freely in and out of barriers, and even Domain Expansions cannot target you without your explicit consent. Sorcerers will also have a difficult time fighting you, since you do not reinforce your body with cursed energy, predicting your moves is extremely difficult for even experienced sorcerers.

You are also free from the fate imposed by cursed energy, what this means is that you may be able to stop the Star Plasma Vessel from fusing with Master Tengen. By purchasing this you gain +400CP to spend on cursed tools only, and instead of one discount per price tier, you gain two. You can still make purchases on Cursed Energy Customization and Cursed techniques, but all that means is that they will only be usable should you lose your heavenly restriction. Making purchases on Grading is also possible, But they won't give you much outside of martial art skill, and acknowledgment from wider jujutsu society.

Cursed Energy Customization

Cursed energy, the thing that runs everything in this world. One could say it's like electricity, being pure raw power that can serve many purposes, even if most of these purposes are increasingly creative ways of killing someone. Sadly not everyone gains the metaphorical deck of cards at birth, thankfully you actually get to decide what you have, differently from other sorcerers.

Cursed Energy Quantity - Free/200CP/400CP/600CP

So how much energy do you want, Jumper? Because while a sorcerer Is constantly producing cursed energy, the amount they can hold is actually limited. It's also impossible to raise this limit through conventional ways, though it is possible to use it more efficiently.

For Free you get as much as your average sorcerer, you can see curses and interact with them, and you can also use your cursed technique without much trouble. This will run out sooner than you think unless you know how to use it well, so keep that in mind, still most sorcerers are on this level, so this quantity should be perfectly serviceable.

For -200CP you have an above average quantity of cursed energy. It's enough that you can be much more reckless and destructive with your technique, though you do have limits of course, so try to not get too cocky. Sorcerers who can produce as much cursed energy as you are actually quite rare, there's no denying you have great potential.

For -400CP you have around the same quantity of cursed energy as Yuta Okkotsu. Now this is truly absurd, most sorcerers will actually think you have boundless cursed energy at this point. Someone like you might as well not bother with being efficient at all, considering you can even use positive energy countless times without getting tired. That said, your reserves are not infinite, be careful to not misjudge your own reserves.

For -600CP you are a monster only seen once before in history, one equal to Ryomen Sukuna when it comes to reserves. You have roughly two times the cursed energy of the previous tier, and this means you can do something truly insane… Someone like you can use a Domain Expansion more than once per day, at least you can if you find some way of ignoring cursed energy burnout. With this you might one day reach the top.

Cursed Energy Output - Free/200CP

Here you can decide your output, or in other words how strong you naturally hit. Though you can imitate this effect by either having bigger reserves or by being more efficient with them, having higher output sure helps. Having a higher output means that everything about you will be better, from your reinforcement, to your techniques.

For free you get the output of your average sorcerer, your techniques and reinforcement aren't anything special when it comes to raw power, unless you put in the work at least. Don't be discouraged Jumper, most people are here, and they can make up for it with training their asses off.

For -200CP you get to be on the same level as Ryu Ishigori, the man boasting the highest output in history. Your attacks will hit like a cannon, being much stronger than other sorcerer's, it's like your cursed energy just weighs more than anyone else's. Don't get too comfortable however, you can definitely be defeated still, as Ryu learned it over and over again.

Cursed Energy Shape - Free

Typically cursed energy looks akin to a blue aura that runs through the sorcerer, this aura looks vaguely like flames. There are a few exceptions to this rule however, Yuta Okkotsu has pink cursed energy for example. By buying this you get to choose how your cursed energy looks, though this different appearance cannot give any benefit in battle. Basically if you want to be different from anyone else, this is the spot.

Cursed Energy Trait - 200CP

Now this is much more interesting! You see cursed energy can sometimes feel… different from sorcerer to sorcerer. That's because some sorcerers cursed energy possess unique traits. An example of this would be Hikari who's cursed energy cuts, or Kashimo's who's cursed energy generates electricity.

You too have one of these traits, and with time and effort this can be trained into something so strong it might as well be a secondary technique. Kashimo famously relies solely on his, since he cannot use his cursed technique whenever he wants, and yet he is one of the strongest sorcerers in history.

Reverse Cursed Energy Output - 200CP

Reversed cursed energy, a rare type of power created when a sorcerer multiplies cursed energy with cursed energy… Something that it's extremely difficult, though technically everyone, but cursed spirits can learn how to do it. This energy heals humans and kills curse spirits, neutralized cursed energy.

Sadly, while everyone can use it, not everyone can output it to outside their bodies, instead having to use either on themselves, or to reverse their cursed techniques. What this gives you is talent to actually use this rare type of energy outside your own body, and much like Shoko you will easily learn how to.

Normally cursed spirits could never learn how to produce this type of energy, seeing as it kills them. If a curse buys this however, they will lose that restriction, becoming one of a kind, something like that has never been seen in history before after all.

Cursed Techniques

Innate cursed techniques, a superpower certain sorcerers are born with, they run on cursed energy and reside on the brain, at least for humans. If cursed energy is electricity then cursed techniques are the appliances that utilize that electricity. I will repeat what was said before, most of a sorcerer's potential comes from birth, so be careful with your choices, and remember that everyone gets a single discount.

Ah, and another thing, if you desire to come up with your own technique, feel free to do so. Use the already existing ones as a guide for how strong you should be. As a rule of thumb, techniques that cost 200CP are average, those that cost 400CP are strong and those that cost 600CP have legendary strength.

Though not all sorcerers are the same of course, and therefore not everyone will use their technique with the same level of skill. Take Yoruzu and Mai, both share the same technique, but while one was strong enough to become one of the strongest sorcerers In history, the other never even became a grade one. Remember that while 70% of a sorcerer's potential is decided at birth, that lasting 30% can be heavier than most people think.

Another curious fact about innate techniques is that one can use reverse cursed energy to change their effect, for example an ability that normally pulls opposite might start pushing them instead.

Ratio Technique - 200CP

Every enemy has a weak point! Especially since your ability quite literally creates them. You see you are able to divide targets into lines in your vision, ten to be specific, and a weak point will be shown in a three to seven ratio. Hitting that point will mean your attack will have much greater output, and missing won't have any consequences besides the fact that you don't get the boost.

Sound Amplification - 200CP

You like music, Jumper? Maybe you should start practicing it, trust me it will be useful. The reason for that is that your own body is now a sound amplifier, and by using a musical instrument you may attack with sound itself, cursed energy bursting out with every sound you make. A certain old man recommends the use of a guitar for your technique, though he might be biased.

Injury Technique - 200CP

That's a pretty nasty wound you have there, Jumper… Or maybe it's your ally? Either way, it's a good thing you have this technique at your disposal! It allows you to stop wounds from getting worse, essentially locking them in time. Now this only works as long as no one is messing with that wound, this technique is sadly not powerful enough to make you invincible.

You still make for a decent medic though… or at least you can hold the line until a real medic arrives.

Auspicious Beast Technique - 200CP

Do you want a versatile technique? Because then this is the perfect one for you, seeing as it is basically four techniques at once. You see by hiding your face, you become a medium capable of channeling the power of four different beasts! Though this power becomes yours, you cannot summon the beasts to do battle like shikigamis.

The beasts are as follows. Kaichi, who gives the power of firing off a homing horn! Reiki, this one lets you transmute your energy into water, a more defensive technique. Kirin, who lets their user completely ignore pain at an stamina cost and Ryu who lets their user channel electricity into their hands.

Blazing Courage - 200CP

A strong name for a strong technique! Though this one will require an object to work, more specifically a weapon of some sort. What this technique does is imbue a weapon that has your cursed energy running through it with incredibly hot flames, which means you're gonna need to constantly carry a weapon around. Try to not buy something cheap, your life is at stake here you know?

Inverse - 200CP

An ability for the type of fighter that likes to be tricky. That's because at any moment in a fight you may decide to reverse the strength of attacks, weak becomes strong and strong becomes weak. With this you could make people incredibly confused… Try to not let them learn how your technique works, however its weakness is rather obvious after all, it's as simple as attacking you with something strong and weak at the same time.

Tool Manipulation - 200CP

Fancy yourself a witch? Though I guess this can be used on more than brooms… It works like this, first you pick an object, only one, after that you may imbue it with your curse energy and control it telepathically. This technique can be quite versatile, both helping in fights and allowing the user to fly by standing atop of their chosen object.

Miracles - 200CP

Ever had those moments when something small happened and you couldn't help, but think "neat"? Now you see a "small miracle" you will forget about it, but in exchange you will slowly build up luck. Whenever you are put in a dangerous situation, this luck will then be used to save you… Essentially you can charge up plot armor. How much luck you have is shown through marks that will appear on your face.

Love Rendezvous - 200CP

Pick a constellation Jumper! A real one, because it will be important for this technique. You see you now have the ability to leave marks upon things that contain cursed energy. Those things can be anything from people, to inanimate objects, to animals… It doesn't matter, as long as it contains cursed energy it's fine.

Now mark another object, because you see each of your marks represents a specific star in a specific constellation. And now those marked must follow the same path the constellation does to move, that is to say if someone is marked with star number one, they must go through star number 2 to reach number 3.

If they fail to do this, they will be repelled by an incredibly strong force, making this a very defensive ability, also since this considers the mark applied to the curse energy, and not the person itself, a user of shikigami will have their own summons thrown at them. The same stars attract each other.

Hair Technique - 200CP

Your hair has now taken a… strange shape. Maybe it now looks like a helicopter propeller, or a scorpion's tail. What this means is that your hair now has an ability relating to that, maybe you can sting people and inject poison, or maybe you can fly, who knows? Another thing is that your head is now super hard, way harder than the rest of your body… You might be able to trick some people with this unusual quality, if you're crazy enough to use your head as a shield that is.

G Warstaff - 200CP

Do you like manga? Well you are here so… Whatever, you now have the ability to summon a spear with a pen shaped tip. If you draw enough of your enemy's blood with this spear it will start being filled with ink. When that happens a manga panel that only you can see will appear on your opponent, this panel shows the future, though at first only one second in it. The more blood you draw from your opponent the farther you can see… Basically you can see spoilers, don't tell the anime onlies.

Missile Fists - 200CP

This technique is recommended to more physically oriented fighters, the ones who like to repeatedly scream a certain iconic reference to another manga. That's because this is the ability to create giant telepathically controlled fists, a nice tool for every close quarters fighter, especially when using it to overwhelm someone with the sheer speed these things pack.

Paralyzing Gaze - 200CP
A more support oriented ability. It gives the user the ability to trap someone in place by looking at them, allowing your allies to pummel your enemy into the dust! It does have some drawbacks though, you see the more a person resists you the more your eyes will be damaged. If you mess with a really strong person, you may even start to bleed from your eyes, and becoming blind is definitely a possibility.

The second drawback is that this technique requires a lot of focus from their user, meaning it's hard to use while fighting at the same time. Like I said before, it's an ability suited more for support… But if you're the anti-social sort, maybe you can learn how to summon shikigami?

Earth Manipulation - 200CP
Ever wanted to control the world around you? Now you can, because by touching the ground with both of your palms you may manipulate the earth around you in a variety of shapes, such as giant spears or hands. Quite a versatile ability, though the fact that your hand must be touching the ground must be a pain if fighting up close is your thing, that's why this is recommended to long range fighters.

Antigravity System - 200
For those who desire to break the rules of physics. This technique gives their user the ability to completely nullify gravity around them, it's so strong that a user of this could theoretically even survive a black hole! That said, its range is rather small, covering about three meters around its user… Also, please don't throw yourself at black holes.

Phone Technique - 400CP
Ah, to use this one you're gonna need to get yourself a cell phone somehow. You see what this allows is for their user to manipulate things that they have taken a picture off with the camera of a cell phone that's being infused with cursed energy. They can even use this to move from one place to another incredibly fast, though incredible applications of the technique such as that are rather tiring.

Cursed Energy Discharge - 400CP
W-wow! What's with this sheer level of destruction!? It's like you're a living cannon, with that ability of yours! It lets you fire immensely powerful cursed energy blasts from any part of your body, even your hair if you want to… Please don't make it cannon shaped! Another impressive thing is that how tired you become throughout a fight seemingly doesn't matter, because your output never falls down from its original power.

Sky Manipulation - 400CP
Ah yes, the ability for those who want to go around naked. You see, this technique allows its user to bend the "sky" around them, though it's more like they can bend anything. They can use this to dodge and redirect blows and one can even use it to bend their enemy! Though it won't cause any damage and they will return to normal soon enough.

Basically your ability turns you into a weird phone filter, but for real life. That said, if you want a little bit more offense there's another thing you can do, because you can also crack the "sky" causing enormous damage to whatever you touch.

Many things are possible with this ability, Jumper. Even flight is not beyond your reach now! Though you can so use the "sky" around you to cover yourself, if you feel like going naked for some reason, but still don't want anyone looking at your privates.

Black Bird Manipulation - 400CP
Have you ever felt like spying on someone? This technique is perfect for that, allowing the user to control crows by filling them with cursed energy, you are then able to see what they see and even transmit their visions to a screen, if you want other people to see what you see as well.

That said, this isn't an ability based purely on support. It actually has quite high offensive capabilities as well, that's because the user is able to force their crows into making a binding vow with themselves, trading their life for more power. This essentially turns the crows under your control into small flying suicide bombers capable of killing even powerful curse spirits.

Boogie Woogie - 400CP
What's your type, Jumper? Don't worry about answering, this ability is completely unrelated to that. What Boogie Woogie does is give you the ability of swapping the location of two things that have cursed energy. This works on humans, cursed spirits, objects, it doesn't matter as long as it has cursed energy.

It's essentially teleportation, and it can even affect the user. That said, its method of use is a bit bothersome, seeing as it requires the user of the technique to clap their hands, and yes this means you will need two hands at least to use this… A complication for some, and if you do have them… try to not lose them.

Solo Forbidden Area - 400CP
Another support type ability, this one allows their user to increase the power of any of their allies in a small area around themselves, though this technique can also buff the user as well. There is one more thing though, through the use of traditional dancing and clothing, the user may make this ability significantly stronger.

Explosive Flash - 400CP
You better have high pain tolerance if you're buying this one! Since it requires its user to literally rip apart pieces of their own body, mostly because the user can then throw those pieces as powerful bombs, capable of easily tearing people's bodies apart. There's another thing though, a nice little extra… Because of the way this technique works, its users instinctively know how to use reverse cursed energy, a tradeoff for the whole self-mutilation thing.

Blood Manipulation - 400CP
The crown jewel of the Kamo clan, just having these is enough to make its user an heir of that family, if they happen to descend from it. But I bet you probably don't care about that, what you want to know is how it works, don't worry though, it's a pretty simple and yet supremely versatile technique.

It allows its user to control their own blood, both inside and outside of their body, and with incredible precision too. With an ability like this it's incredibly easy to both attack and defend, especially when a user can change numerous factors of their own blood to become stronger. By the way Jumper, did you know the blood from cursed spirits is poison? Something to keep in mind…

Contractual Re-Creation - 400CP
You'd better start keeping receipts from now on Jumper! They will be extremely useful with an ability like this, which allows you to use cursed energy to create the effects on contracts. For example, you own the deed to a house? Then you can create a house made of cursed energy, and even give commands to it, though it will disappear eventually, since it's not real, being composed purely of cursed energy.

The effects of this technique aren't always so obvious either, you could use a bus ticket to move around for example, or use a receipt to a five star hotel to suddenly heal yourself, simulating the effect of having spent days relaxing. This ability is incredibly powerful, so try not to job against any teenagers like its original user.

Deadly Sentencing - 400CP
This technique is quite rare in the way it works. Normally a Domain Expansion is the peak of a sorcerer's ability, but this one starts with one and its user must instead reverse engineer the basics. Its effect is incredibly powerful too, it's Domain Expansion taking the form of a courtroom where your enemies act as the defendant and you act as the prosecutor.

There is also another presence here, a shikigami known as Judgeman, he acts as a judge. In this area all violence is prohibited from both sides, and so everyone must follow the rules of the domain expansion. It works like this, the defendant is first accused of a crime, then Judgeman, who is completely aware of the circumstances of this crime will give you secret evidence.

It comes in an envelope, and you can only check it after the defendant has given his statement. After this you must give your counter argument using the evidence you have received, depending on how this goes the defendant will be judged guilty or not.

You can call on the trial many times, and the defendant can call for a retrial as well, in total three times. Each time a defendant is declared guilty he will gain a disadvantage, first he will lose his cursed technique, then he will lose his cursed energy, and then he will lose his life… Sort of.

You see, once the defendant is declared guilty three times he will receive a death penalty, Judgeman will then hand you a glowing sword. This is the executioner sword and a simple touch will kill your opponent. It's worth noting that if your opponent confesses to be guilty he will immediately get the death penalty, but he will skip having his abilities confiscated, so maybe it's worth it? Anyways Judgeman will follow Japanese law, so you should probably start studying that.

Private Pure Love Train - 400CP

This technique, much like Deadly Sentencing, is an oddity that makes the user start with a domain expansion, and he must then reverse engineer other abilities. But what does this domain actually do? It's fairly simple actually, it allows the user to play pachinko, a gambling game.

There are many ways of playing it, but what matters is that if the user hits a jackpot he will temporarily possess infinite cursed energy. The domain expansion will end and music will start playing close to the user and once this music ends, so does the effect granted by the jackpot.

There's a very curious effect caused by having infinite cursed energy however, it puts that person in a constant and automatic use of reverse cursed energy. This essentially means that until the music ends, they are immortal… And the music lasts just long enough for cursed technique burnout to end, meaning that if a user is lucky enough he can become immortal again and again. Do you feel like gambling your life away, Jumper?

Straw/Rope Doll Technique - 400CP

Now this is an ability worthy of being called cursed! First of all though, make a straw doll and get a hammer and some nails. Because this ability is essential voodoo, allowing the user to attack anyone as long as they have a small piece of something that belongs to their enemy. Put that piece atop of your doll and hammer it away with your nail, after that it doesn't matter where they are or what defenses they have, they're getting hit either way.

A curious fact about this ability is that it affects even the target's soul, which can be useful occasionally. Oh, and that isn't all you can do, because you can telepathically control those nails of yours, even causing them to explode when you want to.

Should you wish to, instead of using a hammer and nails like Nobara, you may use a rope, much like Geto's adopted daughter. The effects will be more or less the same, though instead of controlling nails you will control rope.

Disaster Flames - 400CP

A technique worthy of being used by a curse. Its destructive potential is off the charts, allowing the user to control and create flames, lava and even small volcanoes. It's without a doubt very expensive on one's reserves of cursed energy, but when you are leaving thousands of burning corpses behind, does it really matter?

That said, if you're ever getting tired of relying on fire alone, there is another aspect to this technique. It allows the user to create small flying shikigami that explode in massive sound attacks. A nice surprise for those who think you are a one trick pony.

Disaster Plants - 400CP

Another technique that is insane when it comes to sheer fire power. It allows the user to control and create plants, if this doesn't sound impressive let me remind you that you are creating titanic sized ones, not normal ones. And there's another thing about your plants… Some of them can be made with the attribute of absorbing cursed energy.

That's not all either, due to your nature you have the ability of sucking cursed energy from trees around you, killing them, but in the process replenishing your reserves. Such an ability can be pretty useful, giving you far greater stamina than most.

Disaster Tides - 400CP

The ocean can be pretty terrifying and this technique embodies that. Firstly it lets you fire off immense amounts of water with no issue, quickly flooding an entire room… I imagine most of your enemies will have already died at this point, drowning is a serious danger after all.

But if that isn't enough then this technique has another trick up its sleeve. It can create fish shaped shikigami in massive quantities. Your enemy doesn't need to worry only about drowning and water pressure, he must also fend off whatever monstrosities you are sending after him. This technique sure is scarry…

Shrine - 400CP

A simple technique, but one that's good at doing it's one job, slaughtering people. It allows you to use two types of slashing techniques, Cleave and Dismantle. The first slash has the interesting properties of changing its output to more easily cut through targets that possess cursed energy, essentially it's made to kill humans.

The second one, dismantle, is made to destroy the environment, cutting through whatever doesn't contain cursed energy with ease. By mastering the two, a person can become quite the monster, as proved by its original user, Ryomen Sukuna himself.

Séance Technique - 400CP

A bit of a dark technique… It allows their user to either turn themselves, or a willing ally, into someone who has died previously. You temporarily gain whatever they had in life, be it technique or whatever. That said this technique is way too expensive when it comes to cursed energy, meaning using it for combat purposes isn't exactly smart.

You see when your cursed energy runs out so does your transformation. And that isn't the only issue either, by using this technique you are putting your very own soul through the risk of being overwritten by whomever you summoned. Though it's certainly no easy feat… Here's a tip, never summon someone with a heavenly restriction, that will certainly lead to your death.

Cloning Technique - 400CP

An incredible technique which has received praise even from the mighty Satoru Gojo himself, though its original user was lacking… This technique allows the user to clone themselves multiple times and here's what's special about it… All of the clones are the exact same as the user, being just as strong and just as hard to kill.

That isn't all either, because the user can at any time switch with one of their clones. This means that killing you it's an incredible pain in the ass. At least if you use this technique in a smart way, seriously, don't waste this.

Cursed Cockroaches - 400CP

Ewww… This technique lets its user summon thousands of cockroaches using cursed energy, they can then control this swarm, who can reproduce and create more cockroaches by eating cursed energy. This is quite the disgusting, yet powerful technique.

It has one more trick on its sleeve. It allows the user to summon an ax called Life Festering Blade, not only is this a powerful weapon, but it can also shoot cockroach eggs at an enemy when making contact. These cockroaches will eat them from the inside to become fully fledged ones… Be careful with kissing any positive wielding sorcerer by the way. Just a warning if you happen to be a curse.

Cursed Speech - 400CP

Your voice now has literal power, Jumper. You now possess the markings of the Inumaki clan and so whenever you speak, your voice is imbued with cursed energy. This means that all listeners must obey your commands no matter what, as long as they didn't cover their ears with cursed energy that is.

The commands can range from simple orders, such as sleep, to even absurd ones like explode. There's a catch though, the stronger the opponent, and the deadlier your command, the more backlash you receive. Sure a grade one sorcerer could command a grade three curse to die without any problems, but if he said the same thing to Satoru Gojo he would be the one dying instead. Here's a tip, start carrying throat medicine.

Projection Sorcery - 400CP

Do you like animation? Because this technique turns your life into one since it gives you the ability of splitting a second into twenty four frames instead. Before that however, you must plan those twenty four frames using your field of vision, then your body will automatically follow this plan. A user of this technique is able to move insanely fast, and he will only build up more speed as time passes.

There is a drawback however, if the user breaks the laws of physics too heavily or deviates from his chosen route, he will be frozen for one second, which might as well be a death sentence in a fight. There is a silver lining though, because once you touch something, they must follow the same rules you do, and failure to do so will freeze them for one second as well.

Immortality - 400CP

You're now immortal, Jumper! As in you cannot die by natural causes, someone can still very much bash your head in. What's interesting about this technique however, is that you still age normally, this means that if you wish to continue being a part of your species you must find a vessel and assimilate with it.

Or you could just not do that. This will cause you to evolve, becoming something never seen before, similar to a cursed spirit and yet not quite. After you evolve, changing your shape becomes easy, and there will be no more need for a vessel.

Jacob's Ladder - 600CP

First of all, you can now fly! You have angel wings after all, and a little halo. Now that's cool and all, but it's nothing compared to your real ability. You can create immense circles of light, now if something with cursed energy gets caught in that light? Then it's gone. Like forever and ever.

That's because you extinguish curses. Curse spirits? Dead. Cursed techniques? Gone. Reincarnated sorcerers? It doesn't matter if it's Ryomen Sukuna himself, if you hit him with this, it's bye bye. I don't think I need to explain why this is one of the most powerful techniques to ever exist, use it wisely and you might just one day become the strongest sorcerer ever. Or at least you will be a pain in the ass to deal with.

Star Rage - 600CP

Someone more cultured than the average person may call this Bombaye if they so wish. But not many care about the name of this technique, instead they care about its function. It allows a user to increase their own mass to incredible levels, but since it's virtual/imaginary mass, it doesn't actually affect the user in any negative way.

What this means essentially is that you won't get any heavier, but your attacks will hit as if you had. Even a light slap tearing off the head from powerful sorcerers and curses, because of this, there's no doubt Star Rage is one of the strongest abilities focused on close quarters combat to ever exist.

There are another two secret functions to it however, first of all Star Rage makes its user immune to certain conceptual techniques, your mass crushing them. And second of all, you can make this mass very much real, creating a black hole… This will most likely kill you though, and it will also probably destroy the planet, so maybe don't do it?

Construction - 600CP

This might just be the most versatile technique to ever exist. What does it do you ask? It allows their user to create literally anything they want, yes anything. Well, the user must understand what they're creating of course, but it's techniques possible to create even impossible things such as a perfect sphere.

There are a few drawbacks though. You see this technique is immensely costly, so its user must either have huge amounts of cursed energy or be very efficient with what they have, preferably both. The other drawback is that the user cannot create cursed tools, unless they give their own life to make them that is.

An interesting thing about this technique is that the objects created by it never disappear, they become completely real after being made. Though its user can only manipulate them if they're running cursed energy through the objects.

Ten Shadows Technique - 600CP

If Blood Manipulation is the precious baby of the Kamo clan, then this is the precious baby of the Zenin clan. The Ten Shadow Technique allows the user to summon powerful shikigami, it also gives minor shadow manipulation. A few things worth noting before we delve deeper into those topics is that the user must first beat those shikigami to tame them, and they must do it alone, or the ritual is considered null.

Another thing worthy of note is that if a shikigami is ever killed, they are dead forever, at least if they were tamed that is. That said, not all is lost because a dead shikigami's essence will flow into another, granting it its power. A user of the technique may also forcibly fuse their shikigami to create certain types of chimera; these chimeras can be killed without any consequences as well.

Another interesting trait is that the user can either summon these shikigami in weaker forms, preventing their permanent deaths, or summon them in much stronger forms by utilizing greater amounts of cursed energy. That said, since you're paying for this, You may revive your dead shikigami once every ten years, this will reset your technique, however, no infinitely stacking dead shikigami powers for you.

Now let's actually talk about your shikigami, first of all every single user starts with a pair of dogs called Divine Dogs, they are incredibly fast and can smell cursed energy. The other shikigami they may tame is Nue, a weird flying creature that can use electricity. Gama, a gigantic toad that can capture people with his tongue. Orochi, a massive snake that is also incredibly fast. Maximum Elephant, who both weighs a lot and can be used to crush opponents and can create massive amounts of water, firing it with incredible force.

Escape Rabbit, a collection of small rabbits, their amount depends on how much cursed energy you use for their summon, they can range from dozens of rabbits, to thousands. Round Deer, a massive shikigami who can output reverse cursed energy around him. Piercing Bull, who gets progressively stronger the more he runs in a straight direction.

And Mahoraga, who has never been tamed by a Zenin before. It has a wheel atop of his head, and once the Shikigami experiences a phenomenon, that wheel spins. With each spin he becomes progressively more resistant to that phenomenon, until after four spins he becomes completely immune. His adaptation is both offensive and defensive oriented, which means he can theoretically break through any defense as well.

Mahoraga has a blade that can output reverse cursed energy, making him a powerful weapon against any cursed spirit. That wheel can also be made to float over the head of another being, though it will spin, it can only make Mahoraga himself adapt, returning to him once you decide so.

The Divine Dogs count as one shikigami, and therefore the tenth has not been revealed yet. Another very interesting piece of information, is that a user of the Ten Shadows Technique may learn how to use the techniques of their shikigami with enough training and effort.

Now that we have covered the shikigami part, let's talk about the shadow part… As you can see, this technique is incredibly versatile. You see a user of this can both hide into his own and in others shadows. It's like they have constant access to a pocket dimension, and they can even store items, and people, there. Entering the shadows is like drowning for anyone that isn't the user, granting a victory condition should you drag someone there.

That said, there are a few drawbacks. The first one is that you feel the weight of things in your shadow and if you carry too many things, you might get crushed. The second thing is that your enemies may use cursed energy to propel themselves out of your shadow, and by putting cursed energy on their feet they won't fall at all.

If they do get completely submerged then there is no hope however. One thing you should know is that the limits of this technique have not been explored yet. Megumi, its original user, was capable of even creating clones made out of shadow inside of his domain after all.

Cursed Spirit Manipulation - 600CP

Do you like stealing the free will from other sentient beings? Then oh boy, do I have the technique for you… Cursed Spirit Manipulation, as the name implies, allows the user to completely control curses. There are a few requirements they must fulfill first however. The user must eat the curse, and it's a pretty disgusting process.

You see, the user has the ability to turn curses who are massively weaker than them into small balls, after they eat this ball, that curse is now they're slave forever. These balls taste like a rag which has been used to clean vomit and shit by the way, so have fun with that.

There's also a method of absorbing stronger curses, you must simply weaken them first. Ah, and if you desire to absorb a curse who already has an owner, you must first kill that owner. Another thing is that a curse under your control can never grow more powerful, so maybe you should let them reach their full potential before destroying their hopes and dreams?

If you ever decide you need a big beam, you can also fire the curses you collected as a big energy beam, but that would be a bit of a waste, wouldn't it? You definitely want to keep their techniques after all, and thankfully you can. After getting rid of a curse you may choose to keep their technique to yourself, though it then becomes something you can only use once, after that the technique will disappear.

Please remember that the human brain can only hold up to four techniques, please don't blow up your own brain… Or do so if you wish, that would one heck of a way to go!

Idle Transfiguration - 600CP

The soul and the body are one in the same. Keep that in mind, it will be important for this technique, since it allows for a user to change the shape of someone's soul by touching it. This means that with one touch alone you could kill someone, or turn them into a disgusting monster, or heal them of any disease.

This ability affects its own user as well, meaning that you can make insane modifications on your own body, and even heal it from any wound. In essence, as long as an attack does not harm the soul, it cannot harm you either, making you invincible against most enemies.

Your technique does have some troubles however. You see, experienced sorcerers instinctively defend their own souls with cursed energy, which means it might take more than one touch to actually modify their soul. There's also the fact that this takes cursed energy like any other technique, so try not to exhaust yourself with healing, or you will be giving an opportunity for someone to take you down.

Copy - 600CP

You can't decide what technique you want, Jumper? Then why don't you get every single one!? With this technique, that technically becomes possible, since it allows its user to copy

any cursed technique. The process of doing so is also fairly easy, all you need to do is eat something containing DNA, like an arm for example.

After that the technique is yours forever! Though inexperienced users of this technique will at first manifest them as items… There's also the fact that the human brain can only hold so many techniques before breaking down. Maybe you can get an external storage of sorts? Like a shikigami for example, that should be something worth looking into.

Limitless - 600CP

The Gojo clan's equivalent of Blood Manipulation and the Ten Shadows Technique. It's an incredibly powerful technique, allowing the user to create "infinity" , essentially infinite space. Many things can be done with this, allowing the user to create infinite distance between himself and others, to teleport and even to fly! Hell, they can even hit harder with it, you see, one of the uses of this technique is Blue.

Blue attracts everything to it, and by combining it with their punches the user creates a sense of vertigo like nothing else, it's enough that most people will immediately vomit after getting hit. Essentially a wielder of this is a master of space.

There's one big problem though, this technique is too complicated for anyone to actually use. It also consumes way too much cursed energy, making it worthless… Now if only there was a way to get through these limitations… It's the Six Eyes Jumper, purchase the Six Eyes if you actually want to use this.

Comedian - 800CP Cannot be Discounted

You can warp reality. That's it, there's not much more to say. Okay it actually does, while you can technically do anything and everything, you must find that change genuinely funny. You want to explode someone's brain? As long as you find that funny you can do it, otherwise no. Much like all techniques this consumes cursed energy as well, so you are technically not invincible.

Do you really want this one though? Wouldn't you prefer some of the other techniques? What makes life fun is challenges after all… But whatever, you do you, I guess.

Cursed Tools

Ah, cursed tools… Items infused with cursed energy, sometimes even possessing their own cursed techniques. Traditional sorcerers actually look down on people who use these, considering them to be a crutch, but bey, if it works, it works, right?

As said before, everyone gets one discount per price tier, and 100CP discounted cursed tools become free. Make sure to choose what you want wisely, because these either cost a lot of cash or are incredibly rare. Normally both.

Slaughter Demon Series - 100CP

A series of weapons made to fight weaker curses. There are many of them, including a knife, a sword and even a spear, so you can use one no matter your personal fighting style. There's one issue though, these tools aren't particularly strong and will break if used against a special grade cursed spirit.

Black Blade - 100CP

A single dark sword, it doesn't come with a full collection like the Slaughter Demon Series, and just like them it doesn't have a special ability either. It does have one thing going for it though, it's extremely well crafted and as such, it can be used to battle special grade cursed spirits.

Chain Of A Thousand Miles - 200CP

Now this is a proper special grade cursed tool! Not only is it incredibly strong like the black blade, but it actually possesses its own ability. As long as no one sees one of the ends of the chain it can extend literally forever, it would be technically possible to envelop the whole world with this bad boy.

Dragon-Bone - 200CP

A masterpiece of a sword. You see, not only is Dragon-Bone just as powerful as one would expect from a special grade cursed tool, but it also has the ability of storing kinetic energy and cursed energy. The blade can then release that energy to hit with much more strength than expected.

Black Rope - 400CP

This amazing rope, made by an African tribe through years and years of hard work, has the ability to completely nullify any cursed technique on touch alone. It does have a major drawback however, the rope will burn itself just a little bit more each time it's used, eventually there won't be anything left…

Playful Cloud - 400CP
This cursed tool is a staff separated into three sections using chains… Making it incredibly hard to use. It's worth the trouble though, because it's ability is both very powerful and very simple. It increases its power depending on how high the physical strength of its user is, perfect for any monkey without cursed energy.

Inverted Spear Of Heaven - 600CP
A small weirdly shaped knife, and yet one of the strongest special grade cursed tools to ever exist. Much like the Black Rope it nullifies cursed techniques, differently from that rope however, this blade won't start breaking the more you use it. It's the perfect counter against pretty much anyone.

Split Soul Katana - 600CP
A normal blade, albeit a strong one considering it's a special grade cursed tool… Or at least that's what fools think. The sword's true potential is only revealed to someone who can perceive the soul after all. Not only can this blade then damage souls, but it also completely ignores the durability of things.

Prison Realm - 600CP
A special grade tool that takes the form of a small box, considered taboo by many sorcerers, this tool is incredibly powerful. All you have to do is keep your target still for one minute, or at least make sure they don't move out of a four meter radius. After that, the box will imprison them forever.

Its prison ignores space and time, not even the mighty Satoru Gojo is capable of escaping it. The Prison Realm comes in two pieces, an entry and an exit. The entry is used to capture people, and if the exit is ever opened the trapped person will be freed, though they will leave through the entry.

Grading

The grade of a sorcerer is the rank they hold according to wider jujutsu society, it's dependent on that sorcerer's strength. Curse spirits obviously have no rank, so their grade denotes their threat level. Here you can purchase a grade.

Not only will you be recognized as being that grade (unless you do not wish for that), but you will also gain the skills and abilities of someone on that level. Essentially here you can decide how much you have mastered your abilities. That said, not everyone is equal, and a sorcerer with the Ten Shadows Technique and Grade One will obviously be stronger than someone with the Ratio Technique and Grade One.

Curses obtain higher grades much easier than sorcerers due to the nature of this system, therefore if a cursed spirit purchases Grade One they will be considered a Special Grade by wider jujutsu society.

Grade Three/Two - Free

Grade Three, the ranking given to a sorcerer that is nothing special, though depending on your technique you might be a Grade Two instead. You know how to reinforce yourself and the basics of your cursed technique, but you haven't even begun tapping on your actual potential. You could compare yourself to someone like Megumi at the beginning of the series, at least in overall skill level.

Grade One - 200CP

Now you're something worthy of note! Grade One sorcerers are the peak of what an average sorcerer can achieve and therefore are considered very important members of society. There is no doubt that both your strength and your skill are widely recognized and respected. At this point you are very good at reinforcing yourself, and have quite a bit of mastery over your technique, should you be talented at making barriers, you might even have an incomplete domain expansion. You could compare yourself to someone like Nanami, or Megumi during the culling games.

Grade Zero - 300CP

Not an official ranking, instead this term is used by the fandom to talk about characters that are technically not Special Grade, and yet are clearly above normal Grade One sorcerers. At this point you have honed your reinforcement and cursed technique to what most consider to be perfection, and you without a doubt have a complete domain expansion. It's no exaggeration to say you could kill Grade One sorcerers quite easily, though Special Grades could do the same to you. You could compare yourself to someone like Uro, or Ryu, a truly powerful sorcerer.

Special Grade - 400CP

Special Grade Sorcerer, a rank given to those that can single handedly take over a country. That's how absurdly strong you are now, being respected and feared by everyone who knows what jujutsu means. Your reinforcement is beyond perfect, your cursed technique is almost divine, your domain expansion is a cut above the rest, being refined to the very limit, and you even know reverse cursed energy at this point. You could compare yourself to sorcerers like Yuki and Yuta, true juggernauts of this world.

Honored One - Cannot be Bought

There is one tier of power left, one where only two other sorcerers sit. Those being Satoru Gojo and Ryomen Sukuna, but you don't get to buy your way to their level. But you can reach it, Jumper. Simply train more, believe in yourself more, be more selfish, imagine a future you who has freely surpassed his limits! Reach enlightenment, then you shall reach their level, and become akin to a god among mortals, even Special Grade Sorcerers being nothing, but jokes compared to you.

Items

Can't have a jump without these right? Here you can buy a variety of useful items, and everyone gets one discount per price tier. As usual, discounted 100CP items become free instead.

Four Eyes - 100CP

Do you like glasses, Jumper? You'd better like them if you're buying this, because it gives you hundreds of pairs of glasses. They come in two types, sunglasses with lenses so dark it becomes impossible to see with them, and normal glasses that give normal humans the ability to see curses.

And just in case you think that glasses are out of style, you also get hundreds of blindfolds with different colors… And some bandages too, in case you want to rock that Night Parade of a Hundred Demons Gojo style.

The Old Reliable - 100CP

This gives you a gun. Yes, a normal gun, though it won't be of much use against a sorcerer, unless you reinforce with cursed energy that is. You also get a normal, albeit well crafted sword, and if you continuously fill it with your cursed energy, maybe one day it can become a cursed tool.

Star - 100CP

What's with this ridiculous outfit? It's made out of receipts for some reason, and there are some crazy ones here, like one for a truck and another for a house… I don't know why you would want this, specifically since it looks so damn ugly, but hey, I won't judge.

Gunpowder - 200CP

Do you hold rank in the military per chance? If you don't, it's certainly weird that this military squad seems so god damn loyal to you, they will even fight a sorcerer if you order them to do so. And they're fairly well equipped too, even having special glasses to see curses… That said, any sorcerer worth their salt will massacre them without too much trouble, but I'm sure you can find some use to so many loyal soldiers.

Specially Commissioned Barrier - 200CP

It appears someone went and paid a ton of money to a master barrier maker, and in exchange they agreed to make you a barrier every ten years. They are so talented they can make a barrier capable of holding back even Satoru Gojo for a few minutes, which essentially means they might be one of the best in the whole world. That said, they will take a few weeks to actually finish what you asked, so make sure to put the order in advance.

Mother - 200CP
You tamed quite the disgusting little cursed spirit. This worm looking thing seems to now consider you his mother, independent of your gender, and will therefore obey all your others. He's actually super weak, definitely not fit for battle, but what makes him special is that his mouth leads to an infinite pocket space.

It's pretty empty right now, it only contains thousands of tamed Fly Heads, the weakest cursed spirit to exist. But maybe you can use them to distract someone? Even if they're weak, they are still a massive swarm…

Puppet Evangelion - 400CP
Ah! It's a giant robot…! Puppet thing… It seems you got your hands on Kokichi's Ultimate Mechamaru, it's a titanic robot that can be piloted from inside its head. It also comes with years of saved cursed energy, both to sustain the puppet and to utilize special grade level attacks… Though spamming those will mean running out of energy quickly.

Sorcerer Killer - 400CP
Much like one of the previous items, this is a pre-paid contract, one made with Toji Fushiguro, or at least someone of similar skill. What it does is simply, pick someone you want dead, and your buddy over here will try his best to turn that person into a corpse. Well, this assassin isn't invincible, but he's certainly close to that. Just like the other contract, you can reuse this every ten years.

Jujutsu High - 400CP
It appears you have been promoted to principal of Tokyo Jujutsu High! Or Kyoto Jujutsu High… Hell, maybe it is even a secret third school. What matters is that you're a respected member of this institution independently of your personal strength. People here aren't particularly loyal to you, but maybe you can change that with your own effort.

Thunderous Applause - 600CP
If you want loyal sorcerers this is the item for you! Much like Suguro Geto you have founded your own cult, it has hundreds of normal members who make monthly donations, but that is the least exciting part of this. The actual interesting feature of this item is that you have a dozen or so sorcerers who are loyal to you.

Their loyalty tends to range between "my boss is cool" to "I love them", that's because this little group is made of both people who personally agree with your goals, or sorcerers who you saved from horrible fates, and those sorcerers consider you to be family. The strength of your group is pretty inconsistent, though you have a few grade one's and even a grade zero in your ranks.

Tomb of the Star - 600CP

A similar tomb to the one that houses Master Tengen, its location is underground, and it also possesses numerous barriers, both for protection against sorcerers and cursed spirits. The tomb also possesses many sealed cursed objects, many too dangerous to ever see the light of day… Maybe you should keep it that way?

Sorcerer Clan - 600CP

Your very own clan, one that you're either the heir or leader of already. It's a family made up of many sorcerers who are more or less loyal to you, and your family even owns a few special grade cursed tools. This clan might even be one of the canon ones, such as the Zenin's or the Inumaki's.

Companions

Buying friends, Jumper? That's… something. Or maybe you're just here to bring some of your friends with you? Either way it's fine, let me even give you a small bonus! You get to pick two of the original companions for free. We have to keep that trend of teams of three going, this is a shounen after all. Well, you don't need to take them if you want… I can't believe you're rejecting free stuff!

Strong and Intelligent Allies - 100CP/200CP

So you want to bring some old buddies with you? Sorry, it's gonna cost ya, -100CP to be more specific. It's not the end of the world though, because they get +800CP, and the ability to make a build just like you! Though they don't get to buy other companions, for obvious reasons.

That said, this is gonna get expensive real fast if you have more than one companion, so if you want, just pay -200CP to bring them all! They get the same benefits as the previous option, +800CP and all. Hopefully you and all your friends enjoy Jump Kaisen.

Ah, you can also use the first option to make a completely new ally, as expected they will get +800CP. Sadly for the option of creating a new ally you cannot pay in bulk. Try to not bankrupt yourself with this.

New Allies - Free

You want to bring someone from here with you? Like the amazing Satoru Gojo? Or the amazing, yet assholish Ryomen Sukuna? Sure, feel free to do that! As long as they consent to it it's fine. I won't even charge you for it, I mean you never know what friends you're gonna make right? Making you choose before the adventure even starts feels a bit cruel.

One Eyed Cat - Free

Speaking of cruel… You can take this little gremlin with you if you so desire. It's a weird cat thing with only one massive eye, he's also really good at drawing for some reason. Anyways, he's actually just as smart as a human, but don't expect too much from him, because he will just sit and watch as suffering happens around him, giggling to himself the entire time. He might also hate Satoru Gojo for one reason or another.

A Normal Girl - 100CP

A normal girl you befriended a year ago, she started coming to your house for one reason or another, and now pretty much never leaves you alone. That said it's not like she's some sort of freeloader either, she helps you with pretty much any chore, and will cook for you whenever she's given a chance. One might say she's even unhealthily attached to you.

The truth is that this "normal" girl was adopted into a family of bug-controlling sorcerers years ago, and they make her go through hell everyday, turning her into a vessel that holds an ancient and powerful cursed spirit. Currently she thinks you are unaware of this, and she's hoping to keep things that way. You are her only escape after all, and she does not wish to put you in danger.

Right now she has no control over her power, tendrils of shadow randomly lashing out whenever she's pushed too far, but she could learn to control it in theory, and her potential is enormous indeed. Maybe you should become her hero? And if you can't do it alone, I'm sure a certain blindfolded sorcerer would love lending a hand. Saving people with powers they can't control is basically his trademark at this point anyways.

Murderous Instinct Given Form - 100CP

A glasses wearing boy you met some years ago in a hospital. Apparently he had suffered some accident that made him permanently anemic, and this, combined with some other… factors, made him wonder about the value of life. You gave him some advice and he grew to respect you because of it, even calling you Sensei.

You two went years without reuniting after the hospital incident, but finally you two have met again, and boy does he have some crazy stories to tell you. Apparently he has been defending his town from everything that threatens it, from curse users, to cursed spirits. He has gotten insanely skilled with a knife, cutting through his enemies in a flash.

His skill is inherited, because as he has recently found out, he's the only survivor of a clan of sorcerers that went extinct some years ago. He was adopted by a frankly suspicious family after that, having repressed his memories from trauma… It goes without saying that he's quite lost right now, mayne his Sensei has some advice to give? He would definitely appreciate it.

Ball of Innocence - 100CP

This incredibly talented boy desperately wants to become a sorcerer. You see his father abandoned him, apparently to become one, so it's only natural he would get curious! Well, this might be a bit of a twisted line of thought, but that's just the way this guy rolls, he's always trying to see the best in everyone.

And hey, it's not like he can't make it as a sorcerer! Like I said before, he's unbelievably talented, a genius rarely seen. This is especially true when it comes to reinforcement, it's like he was born for it! But maybe with such an honest and pure personality he really was, nothing is more honest than punching someone in the face after all.

He's looking for friends, and he found you! Apparently you gave him some tips and tricks and that has lended you solidly in his good list. Just more proof that this whole adventure thing is awesome! At least that's what he thinks.

Not So Innocent Killer - 100CP

Ah, this guy is definitely different from the past companion. He comes from a family of sorcerers assassins, and they're damn good at their job. He is no exception, having learned several ways of killing someone in his childhood. There is only one little problem though… He's kinda bored of this whole killing for money thing.

I mean, he was born into this, he had no choice, but to do it. So he's gotten a little bit curious about what's there to do in life outside of killing. That's why he ran away from home, hoping to find something more exciting to do in life. And hey it isn't like he's gonna be in danger anyways…

That said, there is something a bit interesting about him… For some reason his family never taught him anything about cursed energy, he doesn't even know of its existence. So maybe you could lend a hand? He already considers you a friend anyways, since you two naturally got along well, he might even let you ride on his skateboard!

Dog Life - 100CP

This one has a bit of a sad past, you see his dad went and offed himself when he was just a kid. Now that's already sad enough, but apparently he owed the Yakuza tons of money, naturally that debt passed on this kid. And I don't think I need to explain why making money isn't exactly easy for a child, hell even an adult would struggle with being in debt.

Thankfully this guy can see curses, and so he befriended a cursed spirit. Together with his new buddy he worked like a paid enforcer, killing curses for money, slowly paying his debts. That said the debt is truly enormous, and the Yakuza are absolutely ruthless, so he had pretty much zero chance of escaping poverty.

That all changed the day he got killed though, the Yakuza made a deal with a cursed spirit, but they got tricked, and that curse wiped most of the all. The cursed spirit then proceeded to kill the boy. Thankfully the boy's buddy traded his own life to bring the boy back, becoming a part of him, turning him into something similar to a cursed painting womb.

After the boy killed the cursed spirit he was found by you, and immediately latched on the first person who showed him any decency. You hugged him after all, and now he follows you around like a dog, wanting your approval. Are you gonna abuse that trust, I wonder?

Face Scars - 100CP

This girl here was just a normal chick until recently… Well, fairly normal. She was actually a social outcast and an orphan who lost her parents in an attack by a cursed spirit. Things got especially bad recently though, since she got killed by a classmate, it was something about groomer teachers, the usual stuff… Wait, that isn't usual at all!

Thankfully she was "saved" by a cursed spirit. The truth is that the cursed spirit tried taking over her body and crushing her soul, but she failed though, so now both are stuck together, sharing the same body. The cursed spirit does have one goal however…

You see, a thousand years ago, she got too damn cocky and tried fighting the King of Curses himself. Obviously Ryomen Sukuna sent her packing, and she had to spend a thousand years recuperating. To accelerate her healing she decided to take over the body of this young girl, since she got a feeling that the king will return soon, and she very much wants revenge.

The cursed spirit put the girl through trouble after trouble, and since you were always there to save her, she got a little bit attached. Now she's too shy to genuinely admit it, but she does consider you a friend, so try not breaking her heart.

Drawbacks

You want more points, Jumper? Or maybe you just want more challenges? Then this is the place for you, where you will be able to take on extra complications in exchange for more points. Try not going too crazy though, it would suck if you died because you bit more than what you could chew.

Also another thing, drawbacks trump perks, so cheesing them isn't exactly easy. And you can't just escape them by choosing another time either, if you take a drawback it will be just as dangerous as it is written. So if you take a drawback, but your intended enemy isn't born yet, he will simply be replaced by one of equal skill and resources.

With This Treasure I Summon… +100CP

Aren't you a bit too trigger happy with suicidal techniques!? It's like you use them the moment you encounter the smallest bit of difficulty! Are you suicidal or something…? Or maybe you're just extremely afraid of taking risks? Either way, this cancerous defeatist mentality will certainly affect your growth as a sorcerer.

Sacrificing your life to win, and risking your life to win are very different things after all, and a sorcerer will only grow if he follows the second path. That said, it is technically possible to change your mentality, it will just take a lot of introspection about who you really are and what you hope to achieve. Remember Jumper, always aim for a home run.

You're Weak… +100CP

Quite a fiery temper you have there, Jumper. It's like you explode at the slightest inconvenience and it doesn't help that you're so arrogant as well, picking fights with people way stronger than you. One might equate you to a living volcano, one who keeps erupting all the damn time.

You can get through this thankfully, either by simply growing as a person, or by having your arrogance beaten out of you. Try to not become too cautious after that though, that can also be bad for a sorcerer, being arrogant is bad, but a little bit of pride is necessary in this world.

Unlimited Energy +100CP

Oh no, it seems foreign nations have discovered cursed energy! And they definitely want to get their hands on it, but invading Japan with a full military force might be a bit… Too much, so instead they have decided to keep their focus on only kidnapping one individual for now. That individual is you.

They won't start by sending battalions after you, but expect an attack from the occasional spy from another country. As long as you keep your guard up it shouldn't be too much of a

threat, they aren't trying to kill you after all, and even a battalion wouldn't be a challenge for a truly powerful sorcerer anyways.

Fraudjumper +100CP

This one might sting a little for those who care about their reputation. You see some group convinced a bunch of people that you might be a little bit of a fraud, and they sure love mocking you for it. Expect to have your every move analyzed, as they determine whether you are HIM or just another fraud.

This group won't actually ever fight you or anything, they're just an annoyance really, but if you care about the opinions of other people you might find yourself angry at the end of this. Killing them won't help your case either, in fact they might just become annoying, taking your actions as proof of your fraudulent ways.

An Endless Marathon +200CP

You have the worst trait imaginable for a sorcerer, Jumper. Worse than suicidal tendencies or anger issues, you are genuinely altruistic, someone who just wants to help people. And this world isn't kind to people like you, especially as your comrades bite the dust one after the other, it's enough to drive someone normal mad. And you're not normal, you feel too much, so will you ever be able to genuinely smile in a world like this?

Will you become insane? Will you break? Or will you somehow rise above it all, providing that even a selfless sorcerer can survive in this world? It's up to you, but I personally recommend finding another reason to fight besides just saving people.

Cursed From Birth +200CP

You have a sibling! A twin to be more specific, now this might sound great at first, but twins don't have exactly the greatest luck in this world. You see, cursed energy actually counts twins as the same being, so whatever you got here is only at half strength. The same applies to your poor twin of course, you're messing up whatever potential they have too.

There's an easy solution, so don't worry! All you have to do is kill them, then you get all your stuff! Easy right? Just kill the sibling that loves and respects you! Hey, if you don't wanna get your hands dirty there's no need to worry! Weak as they are they will probably kick the bucket soon without your interference anyways… Just try to outlive them.

Ah, if they survived and you got attached, feel free to take them as a companion. Both of you will get back the full potential that was rightfully yours once the jump ends anyways.

The Monkey +200CP
Someone must really hate you Jumper, because there's now quite a gigantic bounty over your head, and it has no time limit. Expect sorcerers trying to kill you constantly, at least until they learn you're not to be messed with, because after you kick their asses enough times, they will mostly hack off, maybe with a few curse users trying their luck occasionally.

It's not the fodder you should be afraid of anyways. What's really scary is that Toji Fushiguri got his eyes on that bounty, and he's not gonna give up anytime soon, the sorcerer killer will try his best to live up to his title and put you down. Try keeping your guard up… And try not to tire yourself, he will definitely take advantage of that.

A World Without Monkeys +200CP
You know what's scary about cult leaders, Jumper? It's that they can start deluding themselves, and that's exactly what Suguru Geto started doing, he recently got the idea that killing you will fulfill his dreams. I guess he finally went totally bananas, though he shouldn't be underestimated, on the account of him being a Special Grade too.

And the scariest part is that he doesn't work alone, he has his little loving cult supporting him the entire way… But maybe you don't have to face this alone? Suguru Geto has quite a few enemies after all, so I recommend you start hanging out with a few of them, they might turn out to be helpful when the walking army of monsters finds you.

Grade Four +300CP
You know what's cool about a new start? Not much, but you're getting one anyways. You see all your shiny powers and items you obtained in previous jumps? They're all sealed for the duration of this one, the only thing you're keeping is your bodymod and your warehouse. That said, you still have the stuff you bought here!

That's right Jumper, you don't get to be the big bad cheater you usually are, you're actually gonna have to get good like everybody else! And hey if this is your first jump… I'm not judging anything, you do you, but that Fraudjumper drawback might get even worse, you're basically giving them free ammunition at this point.

The Reading Comprehension Curse +300CP
I'm afraid that much like most readers of Jujutsu Kaisen, you suffer from a terrible case of having forgotten the entire plot. You don't even know if this is a manga setting or not, since everything is new to you. To be honest, are you sure about taking this? Information is a big deal in a world like this…

You know what? Sure, forget about the secret body hopping mastermind, see if I care! Though I guess this is exciting in its own way, you get to experience this world without any previous biases after all, and that has its own worth.

This Is A War +300CP

And it's one that will decide the future a thousand years from now. Will humans still be the top dogs? Will cursed spirits build their utopia? Maybe the entirety of Japan will just be one big smoking crater with no survivors. As you can tell, the battle between humans and cursed spirits is serious stuff.

Sadly you seem to disagree. For one reason or another you got in your head the idea that this is just like a shounen manga, and that everything will turn out alright in the end if everyone just works together! You could not be more wrong and this stupid mentality will be a weakness over and over again, causing you to make mistakes over and over again.

But you can technically get over it eventually, it's going to take a lot of trauma. Hopefully you either have the willpower to get through this or enough power that making mistakes doesn't matter anyways.

Suffering Build Character +300CP

And you sure are going to build lots of it, because it's like the world is out to get you. Powerful evil beings decide they hate you specifically left and right, your teachers are incompetent, your friends seem to love dying. Basically if something can go wrong it will go wrong, and even when you win your enemies will try to make that as miserable as possible.

It's still possible for you to get a good ending of course, all this means is that you're playing on hard mode. A person who's smart enough, strong enough and has that dawg on him could emerge victorious on this cruel game. Are you that person, Jumper?

End

This truly was our Jujutsu Kaisen, but now we must part ways. Hopefully you had plenty of fun in this typically miserable world. Maybe you saved it? Or maybe you made it even worse? Did you achieve the Honored One status? It doesn't matter now, it's time to make your final choice.

The Countryside - Go Back Home

Did you get homesick? Was it because of all the death around you? Did that make you miss the simpler days? Then feel free to go home, you also get to keep all that you got here and in previous jumps, in case you want to show off to your old friends or something.

A End to the Meal - Stay Here

Did you get attached? I won't stop you from staying in this world if that's the case, I mean you spent at least ten years here, so it's understandable. That said, you are giving up on that whole multiverse travel thing, so here have an extra +1000CP. That way you at least get something from this.

A Acclamation of the Soul - Go Towards Your Next Jump

So you wanna go huh? That doesn't surprise me at all. See ya sorcerer, hopefully you remember your time here fondly, and that someday your journey ends on a happy note. Remember to have plenty of people around you at the end, that's what a good death is.