

Jujutsu Kaisen

By Carvin

Introduction

The year is 2018. Monsters known as Curses, beings born from the Cursed Energy produced by the fears and other negative emotions of mankind, lurk in the shadows, preying upon humans who, for the most part, are unable to even perceive them. However, humanity is not entirely hopeless. There exist men and women known as Jujutsu Sorcerers who are able to control their own cursed energy, which they use to perform superhuman feats.

Currently, the Jujutsu world is operating largely as normal. Most Jujutsu Sorcerers continue to exorcise Curses, while others – referred to as Curse Users – wield their supernatural powers for malign ends, all completely without the world at large being any the wiser. However, beneath the surface, a plan millennia in the making is approaching fruition, one that, if completed, will reveal the world of Curses and Jujutsu to the world at large, plunging Japan into chaos and threatening to redefine the very nature of humanity itself.

You will enter this world just a few days before the beginning point of this story in early June 2018, when a regular high schooler named Yuji Itadori consumes an ancient, mummified finger, a powerful cursed relic from the corpse of Ryomen Sukuna, the so-called King of Curses, in an act of desperation. Through this act, Sukuna is brought back into the world once more after centuries of slumber and, though Itadori seems capable of keeping Sukuna under control, many (rather justifiably) fear what might happen if that control is ever to slip.

As much as he is feared, though, Itadori is the only known person who can act as a vessel to Sukuna's remnants without being possessed, and so also represents the best opportunity to rid the world of the King of Curses for good. As it is believed that if Itadori were to die, the Curse within him would die too, he has been tasked with consuming the rest of Sukuna's corpse. It is only then he is to be executed, hopefully exterminating the strongest Curse the world has ever known once and for all.

Should things go as they are meant to, although things are relatively safe right now, Japan will soon be plunged into chaos. Between the public massacres perpetrated by Curses in Shibuya, the return of many centuries-deceased sorcerers, and the twisted battle royale known as the Culling Games, to say the status quo will be turned on its head is an understatement. Perhaps, though, you can prevent all of this. Or make it much worse.

Take these **1,000 CP**. You may well need them.

Starting Location

Roll 1d8 to choose your starting location. Alternatively, you may pay 50 CP to choose freely, whether it be one of the options below or anywhere else in Japan.

1. **Tokyo Prefectural Jujutsu High:** One of two centres of education for jujutsu sorcerers, Tokyo Jujutsu High is one of the most important locations in the world of sorcerers, where many of the world's strongest learned to master their abilities. Despite its expansive campus in the mountainous regions outside of Tokyo, though, its actual student body is rather small, the number in each year easily being countable on one hand with fingers to spare. The land beneath the school is also home to the Tomb of the Star, the heavily-warded dwelling place of Master Tengen, the immortal sorcerer responsible for maintaining the barriers essential for the proper functioning of jujutsu society.
2. **Kyoto:** The former capital of Japan, Kyoto has been regarded as the holy land of the jujutsu world since ancient times, and is home to the only other jujutsu school in Japan, Kyoto Jujutsu High. Though the majority of the most important events will occur in and around Tokyo, that's not to say Kyoto doesn't have some relevance: a year prior, it was attacked by the cursed spirits of Suguru Geto in the Night Parade of a Hundred Demons, and if things proceed as normal, it'll also be the centre of one of the colonies of the Culling Games.
3. **Shibuya:** One of Tokyo's many wards, Shibuya could be considered the very centre of the city, its busy pedestrian crossing a symbol for the city itself. While relatively normal for the time being, this place will become the centre of the Shibuya Incident on 31st October 2018, a terrorist attack orchestrated by Kenjaku and several special grade cursed spirits resulting in widespread destruction, the deaths of thousands of civilians, and the sealing of Satoru Gojo, the world's strongest sorcerer.
4. **Gachinko Fight Club:** This abandoned multi-storey car park, located in Tochigi Prefecture, is rather unassuming from the outside. What goes on within is anything but: in truth, it is home to an underground fight club where regular civilians can spectate and bet on battles between jujutsu sorcerers. Run by former Tokyo Jujutsu High student Kinji Hakari, the establishment has thus far managed to evade detection by jujutsu society at large. A good thing, given it violates the strict law of secrecy sorcerers adhere to.
5. **Sugisawa Municipal High School #3:** Sugisawa High is just one of many high schools to be found in Sendai, the capital of the Miyagi Prefecture. There is one thing, however, that makes it stand out, something the students and faculty are completely unaware of: it's home to one of the fingers of Sukuna, special grade cursed object once belonging to the King of Curses. It is by swallowing this very finger that Yuji Itadori, one of the students of this school, becomes host to Sukuna's consciousness, and the story itself begins.
6. **Kawasaki:** The second largest city in Kanagawa Prefecture after Yokohama, Kawasaki is mainly known for its industry. Though mostly insignificant to the

world of jujutsu sorcery at large, in the coming months it will become home to Mahito, a special grade cursed spirit using his technique of transfiguration to twist civilians into grossly-misshapen abominations unrecognisable as the humans they once were.

7. **Kagoshima:** The eponymous capital of Kagoshima Prefecture, Kagoshima is a coastal city known best for the active volcano located mere kilometres across the bay, Sakurajima. While relatively peaceful and unconnected to the jujutsu world to begin with, the city will rise to prominence when it becomes the site of one of the colonies of the Culling Games. At that point, it will become largely abandoned, aquatic cursed spirits overrunning the streets in place of its former human populace.
8. **Free Choice:** Fortune favours you: choose any of the above options as your starting location.

Backgrounds

Choose any one of the backgrounds below, any of which can serve as a drop-in option if you so wish. For any background, you may pay 50 CP to choose your age freely instead of rolling for it.

New Blood – Free

The jujutsu community is rather insular: given that the ability to manipulate cursed energy is largely hereditary, most sorcerers come from an established jujutsu family. That's not to say that outsiders don't occur, however, as is the case with you. Perhaps you were born with the ability to use jujutsu without any family history. Maybe you were modified by some strange cursed technique that turned you into a sorcerer. Or you might have swallowed some strange object that had the same effect. Whatever the case, you're rather new to this world, something that can work in or against your favour, depending on how you play your cards.

Your age is 14+1d8.

Student – Free

Where do young jujutsu sorcerers learn how to control cursed energy, fight cursed spirits, and properly use their cursed techniques? At school, of course! You're a student at one of the two high schools in Japan dedicated to the education of the jujutsu community's young: Tokyo Jujutsu High or Kyoto Jujutsu High. Just because you're a student, however, it doesn't necessarily mean you're weak: Satoru Gojo and Suguru Geto were both considered special grade sorcerers even as high schoolers, and even those who aren't quite on their level are still more than capable of being monstrous in their own right.

Your age is 14+1d4.

Old Timer – Free

Your high school days are long over: you're an established jujutsu sorcerer now, working within the jujutsu community. This doesn't necessarily mean you're a frontline fighter, though. For every sorcerer who goes out and slays cursed spirits directly, there are managers responsible for providing logistical support in the field, teachers who primarily focus on training the young, or even those who serve as lawmakers and judges for sorcerous matters. Those who actually fight do tend to be the most popular, though.

Your age is 18+2d10.

Cursed Spirit – 200 CP

You're not human, at least anymore. Instead, you're a being formed from the cursed energy produced by humanity's negative emotions, a spirit visible only to those capable of controlling cursed energy. Cursed spirits are generally inimical to humans, delighting in everything from causing them mild back pain at the low end to desiring their complete eradication at the higher end, though this hostility isn't an ironclad rule. How you came to be is up to you: perhaps you were formed naturally out of humanity's fear or hatred towards a certain concept, be it a natural disaster or mythological figure. Alternatively, you may have been a former sorcerer who rose again as a vengeful spirit due to not being killed with cursed energy.

Your age as a cursed spirit is largely irrelevant, and so may be chosen as you see fit, within reason.

Perks

All backgrounds may discount two perks at each price tier on their corresponding perk lists, with a discounted 100 CP perk being free.

General

Jujutsu – Varies

In this world, all but a few humans possess a form of spiritual energy known as cursed energy, which is produced when feeling negative emotions such as anger, fear, or grief. Most humans, however, they have no control over this energy. As such, it leaks freely from their body, causing it to congregate and coalesce into cursed spirits. There are an incredibly rare few who are born with the ability to control this cursed energy, though – people known as sorcerers.

You are now one of these sorcerers, granting you the ability to manipulate your own cursed energy. While you aren't capable of anything particularly special with this alone, there are a good number of benefits to this. For one, you are able to perceive cursed spirits and other spiritual entities with your senses, something usually impossible for non-sorcerers without specialised tools. Additionally, you're able to channel this cursed energy into your body to enhance your physical abilities to superhuman levels, with greater results coming from greater investments.

The above are but the most basic of uses of cursed energy – for more specialised and powerful ones, you'll need cursed techniques. With this alone, you're capable of some basic barrier techniques, which let you create (often spherical) walls of cursed energy to close off an area. The most common form of this is a curtain: a large, pitch black sphere that prevents those outside the barrier from seeing what's happening within. Barriers can also be hardened to make entry or exit more difficult, though be aware that the more difficult it is to leave a barrier, the easier it is to enter and vice versa. In addition, you also have the capability to summon shikigami: creatures resembling cursed spirits created from your cursed energy. These require an intermediary such as a talisman to summon, tend to be rather straightforward in terms of abilities, and won't be particularly strong, though this may be changed with some practice.

Unfortunately, aside from barriers and simple shikigami most cursed techniques are innate, and as such cannot be learned. It's also entirely possible for a sorcerer to be born without a cursed technique, and as such you will not receive one from this alone. The Cursed Technique section later on will allow you to purchase one for yourself, though certain other, riskier methods may also allow you to obtain one.

Perhaps unexpectedly, the amount of cursed energy a sorcerer has is also something determined at birth. By default, you have a rather good talent for jujutsu, granting you a respectable reserve of cursed energy which will replenish by itself. This is more than enough to stand on the same level as the majority of sorcerers, though there are a fair few who still dwarf you in the size of their reserves.

By paying 200 CP, however, your talent gives you reserves similar to the likes of Satoru Gojo. With this, the amount of cursed energy you have utterly dwarfs that of almost any other sorcerer. While most sorcerers would completely exhaust themselves pulling off one powerful technique, you could perform the exact same feat a good several times over and still have energy to spare. For 300 CP, your levels of cursed energy are on par with Yuta Okkotsu, someone whose reserves exceed even that of Gojo's by a significant margin. Although you can still run out of energy, it'd take you well and truly pushing yourself to even come close to that. For 400 CP, the amount of cursed energy you possess is at the very least double that of the prior option – the only person who could match you in terms of your reserves would be Sukuna.

God of War – 600 CP

Humans, be they sorcerer or not, are all born with a certain level of cursed energy innate to their being – sorcerers just have a higher amount of the stuff, along with the ability to control it. There are rare cases, though, when would-be sorcerers are born with abnormally low levels of cursed energy, less even than an ordinary human, and in exchange are gifted with superhuman natural physical capabilities. Rarer yet is one born with no cursed energy at all, of which only two cases are known to have ever existed. The result of this is a monster capable of contending with even the strongest of sorcerers.

Now, you are the third such case – a being born without any cursed energy, with all of the benefits this comes with. The first, and most notably, are your physical abilities, which have far transcended the limits of any normal human. You're strong enough to smash down buildings, shatter thick concrete walls, and casually throw cars around. The ground forms sizeable craters when you strike it, and all but the toughest of curses could be killed with a single blow should you land a clean hit on them with a cursed tool.

Your toughness is similarly impressive, able to take such hits without being injured too badly, and any injuries you do take short of missing limbs or organs can be healed relatively quickly. You could be crushed between two enormous hands of stone, large enough to fully envelop your body, and not only would you be able to overpower them, but break through them without much being harmed much at all. Even if you were slammed into the ground at speeds far faster than the speed of sound, rupturing your organs and leaving you unable to move, you'd be able to get up again after barely five minutes of recovery and keep fighting as if nothing happened.

You can move so fast that others have difficulty even perceiving your movements, able to cut down multiple highly-skilled sorcerers before they even have a chance to react to your presence. Combined with your equally impressive agility and reactions, you could catch bullets fired at point blank range, run across water, and bound off of walls and trees with effortless ease.

Your senses are likewise a lot sharper than they were before. You're capable of spotting even the slightest of oddities in your foes' movements, and can even perceive

the air itself. Through this, you could determine the presence and actions of invisible creatures by how the air moves around them, and even pre-empt their movements to a degree. More than this, you can even see the scattered surfaces in the air created by subtle differences in temperature and density, and somehow use them to manoeuvre in mid-air, swinging and leaping through the skies in ways no other could predict. This, combined with your speed and agility, affords you such mobility that even a cursed spirit moving at Mach 3 would be completely unable to keep up with you.

In addition to the above, having no cursed energy has benefits of its own – specifically, that any ability that targets cursed energy has no effect on you. Barriers, for instance, can only recognise and prevent the entrance or exit of beings with cursed energy – while any other sorcerer might be completely blocked by one, you could walk straight through it as if it wasn't there. Similarly, effects that detect others based on their cursed energy wouldn't even register you, and even the guaranteed-hit effects of Domains would be unable to target you. This also applies to any other supernatural energies you might possess.

The main downside of having no cursed energy, of course, is just that: you don't have any cursed energy. As such, not only are you completely unable to use any sort of cursed technique, but you're also unable to harm cursed spirits – you'll need a cursed tool or other object imbued with cursed energy to do that. However, given that those with this ability are capable of fighting an entire clan of sorcerers at once and emerging as the sole survivor, or taking on special grade cursed spirits and defeating them single-handedly so long as they're armed with a decent cursed tool, the benefits are well worth such small drawbacks.

Six Eyes – 600 CP

Once every few hundred years, a rare trait manifests in one of the sorcerers of the Gojo clan. They are born with light blue eyes which grant them incredible sensory abilities, allowing them to use Limitless – the clan's hereditary technique – to its fullest potential. Known as the Six Eyes, in the modern age they are possessed by the sorcerer Satoru Gojo, and are perhaps the secret behind him being considered the strongest living sorcerer. In an unprecedented twist of fate, however, one other has bearer of the Six Eyes has been born in this era. Specifically, you.

The power of the Six Eyes is the sheer level of detail it allows the user to perceive cursed energy with, a level unparalleled by anyone else. Just from a glance, you can determine the nature of another person's cursed technique, its limits and capabilities laid bare to you as if they had told you themselves, and you can recognise people by the nature of their cursed energy alone. Even if you were blindfolded you could still do this, seeing people as if through a thermographic camera, and even things that lack cursed energy – such as buildings or objects – could be recognised by the residue and flow of cursed energy as easily as if you could see them unimpeded.

The real power of this, however, is the precision it allows you to control your own cursed energy with. Techniques such as Limitless, renowned for the nigh-impossibly complex manipulation of cursed energy it requires, could be used by you without

effort, to the point that it could use it completely unconsciously without any loss in effectiveness. Even greater is the efficiency it allows you to use your cursed energy with – so great is the power of the Six Eyes that almost no cursed energy is lost when using a cursed technique, making it practically impossible for you to run out of cursed energy. Even cursed techniques of incredible cost and power would thus struggle to make a dent in your reserves. Combined, such control and efficiency would even allow for uses of your techniques that would be impossible for anyone else, often to startlingly powerful effect.

The only downside to the Six Eyes is that they can result in the user becoming rather tired if used for extended periods of time. As such, users typically cover their eyes when not in need of their full power to mitigate this strain. Unlike them, you have the option of turning yours on or off with a thought, though you may always leave them active and cover them if you so wish.

The above effects also apply for any other supernatural energies you may possess.

New Blood

Stay of Execution – 100 CP

After eating one of the fingers of Sukuna, Yuji Itadori became the host of the King of Curses' consciousness. Fearing such a powerful being's revival, the leaders of the jujutsu community initially planned to have him killed. Instead, however, they were convinced to put this off due to an enticing alternative: specifically, that Itadori's unique condition was an opportunity to eradicate all traces of the most powerful cursed spirit, once and for all.

Now, you benefit from something similar. Rules and laws that should usually be considered ironclad are a fair bit more lenient when you're involved, so long as you've got something to offer those who make or enforce them. Small offences may be ignored, and if you committed a crime that'd usually call for your immediate execution, the authorities may instead make an offer for you to work under them instead, paying off your crime by serving them. It's possible this may only result in your punishment being postponed, but surely that's better than nothing, no? Be careful about betraying those who offer you such clemency – they may not be inclined to do so a second time.

Transferrable Skills – 100 CP

Being a sorcerer isn't for everyone. It's not particularly lucrative, the public at large has no idea what you're doing for them, and there's a decent charge you'll die an early death, likely painfully. Is it any wonder, then, that some sorcerers instead decide to leave jujutsu society behind and take up work in the mundane world?

Whether you've put your days as a sorcerer behind you or this was something you did prior to becoming one, you've got a decent amount of skill in a mundane job of your choice. This can be almost anything, so long as it doesn't involve any significant combat training or any supernatural elements. Perhaps you're a lawyer, or a teacher, or even a regular office worker. Whatever the case, you've got all the qualifications you need for it, and the aptitude to do pretty well in your role. In addition, you'll have no problem being employed in this capacity no matter where you go.

Just Got Some Holes in Me – 100 CP

If there's one thing that's a constant as a sorcerer, it's that you're going to get hurt. Though they may get close, no technique can make you truly invulnerable, so some level of injury is almost inevitable. One thing many in this world share, though, is the ability to take horrific injuries and keep fighting when many others might have gone into shock. And now, you share in this trait.

Your pain tolerance has been boosted to rather impressive levels, to the point that most injuries don't seem to bother you much at all, and you could consciously ignore any reflexive responses to pain if you truly wished to. Even if someone drove spikes straight through your fist, you'd have no trouble shrugging off the agony to keep

punching people with it, and even something like getting impaled through the gut would just wind you for a moment before you got right back in the fight. Bear in mind, this only helps deal with the pain – if get your arm cut off, you're probably not going to fight as well as you once did even if it doesn't seem to hurt as much as it would someone else.

My Best Friend – 200 CP

Even though jujutsu sorcerers are largely united by the goal of exorcising curses, it's unfortunately not uncommon for feuds and hostility to spring up, whether that be due to clan politics, clashing ideologies, or the friction that naturally occurs between two eccentrics. But that doesn't mean friendships can't form despite these. Itadori, for example, had no trouble making a good many friends despite being host to the most dangerous curse who ever lived, mostly due to him being rather difficult to dislike. And now, you share a similar trait.

For some reason, you're just naturally likeable, the kind of person who could brighten up a room just by entering it. No matter what differences or seemingly incompatible viewpoints you have, as long as you can find a point of commonality with someone – be it a shared parent or your taste in women – you can probably get along with them. You might not always become good friends with them after a single conversation (though, depending on the person, such a thing isn't entirely out of the question), but at the very least you'll have no trouble being popular. If someone has a good reason to hate you, this probably won't do much for them though.

Curse Whisperer – 200 CP

Cursed spirits are beings that are, by their very nature, malevolent. It wouldn't be entirely incorrect to say their *raison d'être* is to cause suffering to humanity. Yet it's not impossible to get along with them. Despite being a human sorcerer, Kenjaku was more than capable of allying with the likes of Jogo and Hanami, both of whom desired nothing less than the eradication of humans.

Now, for some reason, you too have found that cursed spirits are strangely fond of you... by the standards of curses, at least. At the very worst, they'll be indifferent to you – so long as you don't bother them or get in their way, you'll find your life blessedly free from their interference. Weak curses won't haunt you, and the stronger ones won't try to kill you in some indiscriminate rampage. Those that have a reason to target you, however, won't be dissuaded by this. What's more, if you put some effort in and make an appealing enough offer to them, they may even be willing to work alongside you, which is much more than can be said for most people.

This perk works on any similar evil beings in future worlds.

Grudge Match – 200 CP

Death is a frequent occurrence for jujutsu sorcerers. Cursed spirits aren't exactly inclined towards mercy or holding back, so every fight tends to be kill or be killed. Yet oftentimes, when one sees their companions brutally slain before their eyes, they don't become demoralised – no, they become stronger. Cursed energy is fuelled by negative emotions, after all, so intense feelings of grief or rage will bolster it to beyond one's normal limits.

For you, it's not just your cursed energy that benefits from your negative emotions – it's all of your powers. Any supernatural ability you wield will become stronger whenever anger, hatred, and the like fill you, with the boost you gain being greater the more intense these feelings are. Your control over your abilities becomes refined, and your blows pack that much more of a punch. This won't be an enormous boost – it won't allow you to defeat a foe that truly outclasses you – but it might just let you wound them before going down, or give you the edge you need over an otherwise equal opponent. Beware these emotions do not cloud your judgment, however.

Broken Seal – 400 CP

Sometimes, there comes along an opponent who cannot be defeated through normal means. One who stands so far above others that he's quite literally untouchable. When such an individual comes along, there are often only two methods to deal with them: to find someone as strong or stronger than them to take them down, or to seal them away. The latter option was the method of choice used by Kenjaku during the Shibuya Incident to deal with Satoru Gojo, the greatest threat to his plans.

While you're not totally immune to such effects, with this perk you'll find that attempts to seal, imprison, or otherwise cause you long-term incapacitation without killing you are much less effective than normal. Weaker attempts to take you down in such manners fail outright, while even stronger attempts are far more temporary than they should be. Perhaps your allies find just the tools or techniques needed to set you free, or maybe the bonds holding you conveniently begin to weaken over time. Whatever the case, you'll find that even the very strongest of seals can't hold you for long – it's never a matter of if you'll escape, but when.

Cockroach King – 400 CP

Gojo had a rather bad time when he first fought Toji Fushiguro. Stabbed through the throat and left riddled with deep wounds across his body, he was left to bleed out and die, completely defeated. Yet the strongest of sorcerers survived due to two factors: the first was an epiphany on how reverse cursed techniques worked, allowing him to heal his wounds. The other was Toji's failure to make sure he finished the job, thinking that the lethal wounds he dealt would be enough.

You have a similar sort of luck to Gojo; somehow, you have an uncanny knack for surviving scenarios that really should have spelled your end. Your opponents frequently forget to do their due diligence in making sure you're truly dead, giving

you a chance to escape or recover. Even injuries that should be lethal may turn out to have instead just barely missed your vitals, incapacitating but not quite killing you. Though this protection isn't absolute – an opponent who defeated you once is likely to do a better job confirming their kill the second time around, and some attacks might be too powerful for survival to be a possibility – it's enough to get out of a sticky situation every once in a while, at least.

All Natural – 400 CP

Some people are just born naturally gifted, their genetics putting them at a distinct physical advantage over others. With the right training, these people may go on to become record-breaking athletes, renowned across the world for their feats. And then there's people like Itadori and you, who can exceed these limits without really trying, or perhaps even being aware of how unnaturally strong they are.

Even without the use of any cursed energy or heavenly restrictions, your physical abilities are a fair bit beyond the human limit. Through natural talent alone, you're capable of such as feats as running 50 metres in just three seconds and throwing a shotput over 30 metres, both of which exceed the world records for such areas by an impressive margin, and you can likely go much further with actual training. This impressive physicality even helps with the use of jujutsu. When using cursed energy to enhance your body's physical attributes, you get much greater results than normal, allowing you to hit harder, move faster, and shrug off more damage than others for the same expenditure of energy.

Flashing Black – 600 CP

A Black Flash is a rare phenomenon that all sorcerers are theoretically capable of, but few will ever achieve even once. When a sorcerer applies their cursed energy to a physical attack within a millionth of a second of the impact occurring, their energy becomes dyed black as it explodes outwards (hence the name). The results are dramatic: not only is the strength of the attack increased to the power of 2.5, it also causes the user to temporarily enter a state similar to 'the zone', where manipulating cursed energy becomes as easy as breathing. Naturally, this lets them operate at levels beyond their usual limits, at around 120% of their potential, and makes scoring consecutive Black Flashes far more likely.

While you're not able to perform Black Flashes at-will, you have an incredible amount of skill and natural talent when it comes to manipulating your cursed energy. It would be incredibly simple to mislead your foes with your control, tricking them into thinking you're doing something else with your energy until the very last moment, and your skill also makes any cursed techniques you possess a fair bit stronger, as you intuitively understand how to use your cursed energy in a more efficient manner. Of course, pulling off Black Flashes is much easier for you than most, to the point that they're a pretty regular occurrence, and will only become more so with practice. And, in situations where you're especially focused, such as a

fight where your life is at significant risk, you're practically guaranteed to pull off at least one.

The concept of Black Flashes may also be applied to any other supernatural energies you may possess, too.

Genius – 600 CP

Knowledge itself is power. Such a statement may ring hollow in a world such as this, where certain beings are born with the innate ability to directly manifest the very concept of infinity in reality in order to warp space or increase their own mass to the point that they become a black hole, but there is still some truth to it. After all, while one may have a cursed technique from birth, this does not come with mastery of it, and a bit of intelligence can go a long way in this matter.

You've got an incredible intellect, enough that those around you would quite rightly consider you a genius. Learning new things comes easily to you, able to figure out the basics in no time at all, and reaching mastery in far less time than most others. Even if you were completely unaware of cursed energy's very existence, upon becoming a sorcerer it wouldn't even take you two weeks to become equal in power to a grade 1 sorcerer, just by figuring out its rules and the best ways to use it. For context, most sorcerers sit at grade 3 and will never even reach grade 2, and those with great levels of talent would usually take many years to achieve the level of mastery of their cursed technique needed for grade 1. Your intelligence undeniably lets you push your abilities to greater heights than most, coming up with uses for your techniques that would never have occurred to others. Who knows how far you could get in a few years of practice?

Naturally, your speed of learning also applies to mundane subjects, as well as other supernatural power systems you may come into possession of.

Vessel – 600 CP

Many centuries ago, some of the most powerful sorcerers in the world decided to cheat death. They became cursed objects, nigh-indestructible remnants of their former bodies imbued with their cursed energy, designed to last throughout the ages. Then, no matter how much time passes, if someone decides to ingest the cursed object, the cursed energy within will overwhelm the consumer, the host's body being completely being taken over, and the sorcerer of old incarnating anew. Except, sometimes a host has a strong enough will to suppress their would-be possessor, gaining great power in the process.

Now, like Yuji Itadori or Hana Kurusu, you are another such case, having consumed a cursed object and, against the odds, subjugated the cursed energy within. Strangely enough, though, the sorcerer the cursed object belonged to doesn't seem too bothered by this turn of events. Unlike others, they have now have no desire to take control of your body for themselves, and are content to live in symbiosis with you.

The personality, history, and other such details of this incarnated sorcerer are free for you to determine as you see fit. They're little more than a passenger within your body, and as such are unable to use any of the abilities they had in life. At most, they can use their power to harmlessly manifest a mouth on your body, which they can use to verbally communicate with you and others. They can also draw your mind into their innate domain, an 'inner world' of their mind and soul of sorts, to talk with you face-to-face, though naturally this won't be done without your consent.

The presence of an ancient sorcerer sharing your body has allowed you to perceive the contours of the soul. Not only does this allow you to consciously protect your soul against attacks using cursed energy (something the vast majority of sorcerers can't do even instinctively), you can also target the souls of others with your attacks. While this won't be too useful against most opponents, by using this you can harm foes who are nigh-immune to physical harm, or free someone from possession by punching the occupying soul out of them. In addition, anyone trying to control, manipulate, or otherwise affect your soul against your will faces far greater resistance than usual as your symbiotic partner does their best to defend you, making it so even an exceptionally powerful special grade curse would struggle to do much of anything to you.

You also hold the potential to be a vessel not just to your incarnated sorcerer, but other strange things as well. By eating cursed objects, you become capable of using the power contained within. For instance, eating a Death Painting – a foetus made from the union of a human and cursed spirit – may allow you to inherit its cursed technique at a basic level. You could even eat cursed objects made from other ancient sorcerers to potentially allow multiple to inhabit your body, but they're not necessarily going to be happy about this arrangement. Anything you eat using this will not be able to negatively affect you under normal circumstances, but should you ever be severely weakened, a conscious being you consumed may be able to attempt to temporarily take control of your body.

Eventually, it may even be possible for you to learn how to use the innate cursed technique of the incarnated sorcerer within you. Such a thing will not be easy achieved, however, and will require not just a very strong rapport, but a great amount of training and experimentation before it even begins to be possible, and being able to use it proficiently will be further off still. You may purchase a technique from the Cursed Technique section at a discount, to represent their cursed technique. Otherwise, it will either be impossible for you to use their cursed technique, or they never possessed one to begin with.

Student

Tuna Mayo – 100 CP

Cursed speech, the hereditary cursed technique of the Inumaki clan, is an incredibly versatile power that allows its users to imbue their commands with cursed energy, compelling those who hear them to obey. Yet, aside from causing sore throats, it has a rather notable drawback: it is indiscriminate, to the point that even casual speech with others can be risky. To mitigate this, users tend to speak in coded language that sounds like nonsense to the average listener.

While many would have difficulty comprehending what a cursed speech user is trying to communicate, you would have no trouble whatsoever. You have a strange talent for understanding the words of others – so long as they're speaking in a language you know, so long as they're genuinely trying to convey some kind of message and not total gibberish you'll know what they're on about. Even if they were someone who communicated using only the ingredients of onigiri, you'd be able to hold a conversation with them as if they were speaking perfectly normally. This perk also works both ways around, allowing others to understand you just fine as well.

Damn Rotten Adults – 100 CP

While Japan at large is a modern nation, its jujutsu community is firmly rooted in the past. Power is concentrated in the hands of the three great sorcerer families and the mysterious higher-ups, most of whom hold highly traditional views on what a jujutsu sorcerer should be. For instance, women are by and large treated as inferior sorcerers to men, and even those who have cursed techniques that are considered too 'modern' face a fair deal of prejudice.

You, however, needn't worry about this, as you've got an uncanny ability to overcome the biases you might usually face. Regardless of what demographics you might belong to, or what powers or techniques you might possess, you'll face no discrimination based on these characteristics, and will be judged solely on your own actions and behaviours. Of course, there are some limits to this. A cursed spirit with this may still be a terrifying sight to those around them, but at they wouldn't be considered evil just by their nature alone.

Special Grade Tactics – 100 CP

Special grade is the ranking given to the very strongest of curses, taking forms ranging from manifestations of natural disasters to the vengeful spirits of powerful sorcerers. It is said that, if conventional weapons were useful against cursed spirits, it would take the equivalent of carpet bombing the area they're in to have the possibility of destroying them. While most of them are far below special grade sorcerers in power, to the average sorcerer they're an insurmountable threat, to the point that there is only one option for dealing with them: running.

As it turns out, you're exceptionally good at this particular secret technique. You have an impressive ability to flee from opponents you can't defeat. So long as you don't intend to do anything other than escape, and perhaps bring some allies with you, you'll not only become a fair bit faster and more agile, but your opponents seem to become oddly inclined towards letting you go. They might still pursue you if they have a specific reason to, such as if you stole something from them, but you'd have a much better chance than most at getting away at least.

Pick Me Up – 200 CP

The world of jujutsu isn't an easy one to remain positive in. The very energy that underpins it is fuelled by negative emotions, after all, and situations that give rise to such emotions are even more common than one might imagine. With how frequently the people here witness friends and loved ones being killed before their very eyes in horrific manners, it can sometimes seem like the universe itself is designed to make certain people suffer. As such, it's no wonder that such people often just... break.

Yet just because something is broken, it doesn't mean it cannot be put back together, which is something you understand well. In a world that can often be so soul-crushing, you're the type who excels at taking those who have been beaten down and pulling them back up to their feet. Whether it's comfort or harshness, you always seem to know what to say to encourage someone. With just a few words, you could free someone from the overwhelming terror gripping their heart or pull someone out of the depths of despair and fill them with a renewed sense of determination. Even those whose wills have been completely broken can be helped by you, though depending on how far gone they are, this might be rather difficult.

Break it Down for Me – 200 CP

One of the most interesting concepts in jujutsu is that of binding vows. By intentionally putting oneself in a disadvantageous situation, such as by imposing extra restrictions upon the usage of a cursed technique, a sorcerer can gain power proportional to the extra risk they took on. One of the most common variants of this is the increase in power sorcerers get by disclosing how their technique works to their opponents, since giving up such information discards an advantage they might otherwise possess.

As a fundamental part of jujutsu, any sorcerer is capable of making such a binding vow by default. With this perk, however, you are able to apply this concept to any of your other powers. By voluntarily explaining how one of your powers works to your foes, that power will become noticeably more effective against them. Fires will burn hotter, energy blasts fly faster and hit harder, and so on. With clever wording, you can even use this to mislead your opponents on how your ability functions while still gaining the power boost, such as through lying by omission. Naturally, if those you're up against already know how the ability you're using functions, you won't gain any power by telling them how it works.

You're also capable of applying other restrictions to yourself and your powers. Perhaps you limit yourself to a certain level of output for part of the day, increasing your power proportionally for the rest of it. Or perhaps you drastically increase your speed by significantly reducing your durability. However these self-imposed vows work, the power you gain will always be directly proportional to the risk you take on. Be aware, though, that placing or removing such a restriction upon yourself takes a fair amount of time and focus, preventing you from changing them on the fly during combat. Removing a restriction also removes any power gained from it.

New Shadow Style – 200 CP

There's a reason Domain Expansion is considered the crown jewel of any sorcerer's jujutsu arsenal. Its guaranteed hit effects can bypass the defences of even those considered the strongest, and can have effects ranging from temporarily sealing a target's cursed technique to simultaneously attacking every cell of an opponent's body. As such, it is no surprise that a number of specialised techniques have been created to counter the power of domains, especially their "can't miss" effects, though these are often only taught within closed circles.

Now, you have mastered one of these two techniques. The first technique on offer is New Shadow Style: Simple Domain, in which the user creates a small, circular barrier around themselves. This not only prevents the user from being targeted by the guaranteed hit effect of a domain and protects from soul-affecting techniques, but also has offensive benefits, too – specifically, Simple Domain pairs incredibly well with iaijutsu swordsmanship techniques, allowing for instantaneous reactions to anyone crossing its border and vastly increasing the speed of the blade as it leaves its sheath. A master of Simple Domain could become a grade 1 sorcerer even without possessing a cursed technique. Unfortunately, however, Simple Domain can be destroyed by sufficiently powerful Domains, often within a matter of seconds, though this is better than nothing.

Alternatively, you may instead choose to master Falling Blossom Emotion, a far more obscure technique known only by the Big Three sorcerer families. Instead of the user erecting their own domain, it instead coats them in a shroud of cursed energy that automatically counterattacks any guaranteed hit attack that comes into contact, nullifying them. Given that it only responds to incoming attacks, it's a lot more cost efficient than Simple Domain, as well as being far more difficult for a Domain to simply destroy, at the expense of having fewer associated offensive options.

If you wish, you may purchase whichever option you did not choose for an extra 200 CP. In other settings, both of these techniques will continue functioning against other, similar effects, and may be able to be expanded to have broader functions, too.

Strange Energy – 400 CP

For most sorcerers, cursed energy on its own isn't anything particularly special – it's just the thing they use to enhance their physical abilities and fuel their cursed

techniques. A very rare few, however, are born with energy that possesses unusual traits, unique to the individual. While not inherently more powerful, these properties are difficult for normal sorcerers to deal with, making it a potentially significant advantage in combat depending on how it is used.

Now, your energy, too, has something rather unusual about it, a trait that sets it apart from the norm. This can be almost anything: perhaps your energy has an edge to it, allowing it to cut even when using bludgeoning attacks and being significantly more painful to get hit by than normal. Or maybe it has the properties of electricity, allowing you to shock your opponents with your blows, or perhaps even creating arcs of lightning with enough practice and control. While this doesn't make your cursed energy directly stronger, it's worth noting that reinforcing one's body with cursed energy, the usual means of protecting against cursed energy-based attacks, is far less effective against defending against these traits than it is normal energy. Furthermore, you also gain a high level of resistance to whatever your trait may be: the aforementioned cursed energy with electrical properties would allow its user to shrug off lightning bolts without much issue, for example.

Throwing Hands – 400 CP

For most sorcerers, their innate cursed technique forms the basis of their fighting style. Yet, not all sorcerers are fortunate enough to be born with a technique, and there are certain circumstances when one cannot be used. In those cases, there is only one thing a sorcerer can do: beat their foes down with their bare hands, and it is in this particular area that you excel.

You're a veritable master when it comes to unarmed combat. Whether you're trained in a particular style or more general brawling, you're able to use your skill at martial arts to take on those who're significantly physically stronger in a straightforward exchange of blows than you and not only come out the victor, but completely pummel them. It's not just standard fighting you're good at, either – you equally excel at being unpredictable. You have a good sense for how to utilise your environment to your advantage in a fight, and you're skilled enough to pull off acrobatic manoeuvres that not only look stylish, but allow you to attack from unexpected angles to take your foes off-guard.

Cursed Corpse – 400 CP

Cursed corpses are inanimate objects possessed by a cursed spirit or imbued with cursed energy, granting the object a degree of autonomy. While this can occur naturally, such as when a curse inhabits an object such as a mannequin, cursed corpses can also be created artificially by sorcerers. Those created in this way are not true life – they are simply automata following preset commands given by their creator, losing power once they run out of cursed energy. Yet in recent times, Masamichi Yaga, the principal of Tokyo Jujutsu High, has made a breakthrough many consider taboo – the creation of Panda, a cursed corpse that is not only truly sapient, but capable of generating its own cursed energy.

Whether created by Yaga or not, like Panda you too are an abrupt-mutated cursed corpse, a state of being that has a number of benefits. Firstly, and most notably, is that you have three cores within your body, each about the size of a small fist: these are your 'hearts' so to speak, and serve as the source of your cursed energy. Even if the rest of your body was destroyed, you will survive so long as at least one of these cores remain. Any destroyed body parts or cores will slowly be recovered over time.

By default, one of these cores is your default, the other two essentially being backups. However, these other two cores have unique traits associated with them, and with a thought you can draw upon these, switching to it and gaining some notable benefits in the process. Perhaps one of your cores increases your physical abilities significantly at the cost of consuming a lot of cursed energy, while the other one makes you much faster in exchange for being less durable. These forms also come with some physical changes: the first example given, for instance, might make you larger in size and cause you to take on a more monstrous appearances, while the second might make you a bit smaller and leaner. The details are yours to decide, though each benefit compared to your default must come with some sort of trade-off. Importantly, however, if one of your cores has been destroyed or damaged, you can't access its associated form until it has healed.

So long as it's roughly humanoid and human-sized, you may freely decide the exact nature of the form you were created in. Perhaps your body is that of a mechanical, metallic lifeform, or perhaps you look like a panda or some other animal, or something weirder besides.

Lone Ranger – 600 CP

Kokichi Muta, better known as Mechamaru, was born with a Heavenly Restriction: a condition where a sorcerer is born with a significant disadvantage compared to their peers, in exchange for great boons elsewhere. While some individuals' Heavenly Restrictions grant them great physical abilities in exchange for abnormally low levels of cursed energy, his was quite the opposite. Instead of a powerful body, he was born with several missing limbs, and lived in constant pain. In exchange, he gained something no other sorcerer could possess: the ability to use his cursed technique over incredible ranges.

Somehow, though, you have achieved the same feat without having to sacrifice your physical condition in return. While they may not be any more powerful than before, the range of all of your techniques and supernatural abilities have been vastly increased. A technique that could only be used out to a maximum of a few hundred metres before, for instance, would now have a range that would allow you to use it anywhere in Japan with no loss in efficiency. Muta used this to great effect with his Puppet Manipulation technique, allowing him to puppeteer his cursed corpses as if he were right next to them while he remained in a bunker on the other side of the country.

Of course, there is something of a restriction to this, that being the limits of your own perception. While your range may extend for hundreds of miles in theory, if you can't

see something that far away it's not exactly going to be easy to use your techniques on them. With some creativity, or perhaps a technique that comes with the ability to perceive things at a distance beyond what your own eyes can see, though, this shouldn't be too much of an issue.

I Am Here.... Now – 600 CP

There's a lot of factors that contribute to a sorcerer's success: their cursed technique, the finesse with which they manipulate cursed energy, their skill in hand-to-hand combat, their tactical acumen, and so on. Yet, there is one trait that stands apart from the others: luck. A sorcerer can lack other traits and still get by, but one cursed with misfortune won't last too long, after all. It just so happens that it is this trait you possess in abundance, though in an oddly specific way.

From now on, whenever you're in a pinch or a situation where the momentum of battle is against you, events seem to occur out of the blue with surprising frequency to turn things back in your favour. If you're having a hard time, a building nearby might randomly explode, giving you a chance to get a sneak attack in while your opponent's distracted. Perhaps an ally might stumble upon your plight and decide to join you, or another, entirely separate group of people fighting might interrupt things, wrapping your enemies up in their battle and giving you a chance to escape. Or maybe some random people you've never seen before will charge in out of the blue, teach you exactly what you need to know to defeat an otherwise insurmountable foe, then die or run off, likely never to be seen again. It won't happen every time, so this alone can't be relied on, but when it does happen it'll be sure to give you just the chance you need to claim the advantage, and give you something valuable, be it knowledge or an item, in the process.

Just That Good – 600 CP

In the 80s and before, the power of sorcerers and cursed spirits was roughly balanced, or perhaps tipped slightly in the favour of the latter. Then, in 1989, Satoru Gojo was born, and the balance of power was forever shifted. Some of this was due to the sorcerer possessing both the Limitless technique and Six Eyes, but that was not all. He was also a natural innovator, someone who broke the limits of what was considered possible, to the point that even the King of Curses was surprised by the things he could pull off.

While you may lack in raw power, proficiency with cursed energy is something you have in excess. You have a great understanding of not just any cursed technique you might have, but all of your supernatural powers. You're fully aware of their limits and capabilities, allowing you to push them to their limits and pull off feats with them few others would expect. Your skill is at the level that for you, the rules of any power system or ability you use seem to be that bit looser. For instance, while normally one's cursed technique is 'burned out' after using a Domain Expansion, making it unusable for a good while, you'd be able to figure out a way to heal your brain and regain your technique in a fraction of the time, something considered impossible by

anyone else. Similarly, while some might only be able to fire an ability in a straight line, you'd be able to figure out how to make it curve around corners or even home in on your foes, and a technique that cuts things at range could be made to cut through space itself. You won't be able to completely change the technique or power into something else, but so long as it's still recognisably the original and doesn't provide a direct increase in power, it'll probably be possible.

Old Timer

He's Fast – 100 CP

It is a natural thing for a human's physical abilities to degrade with age. With time, their reactions dull, their movements slow, their strength weakens. Yet with the use of cursed energy, it is entirely possible to mitigate this decline. None make this more apparent than Naobito Zenin who, despite being in his 70s, is regarded as the fastest living sorcerer.

It seems you're of a similar make to him, as no matter how old you get, your physical abilities will not degrade in the slightest. Even in old age, you'll be running and fighting with the spryness of someone decades younger than you. You won't just be agile for your age, though – you're surprisingly agile in general. It's not to a superhuman level, but you'll have no trouble leaping, freerunning, and dodging like a world-class acrobat.

The Right Kind of Crazy – 100 CP

There are many things that make up a good sorcerer: a powerful cursed technique, a natural talent with cursed energy, great tactical aptitude, and so on. Yet all of those may become nothing more than wasted potential if they lack the right mentality for the job. Cursed spirits are horrific creatures, terrible in form and brutal in their actions. It's no surprise, then, that they inspire fear in those who see them, a fear many cannot overcome.

This isn't an issue for you, though, as you have the perfect attitude for being a sorcerer. Monstrous supernatural beings, bloody scenes of carnage, witnessing the sudden deaths of friends right in front of you: none of these things faze you. You may still feel a healthy amount of fear, but it will never debilitate you in anyway, nor interfere with your rational decision making. Even when faced with the most horrifying of situations, you'll be able to keep fighting like normal, and you won't hesitate to kill if it's necessary.

Keeper of the Veil – 100 CP

For understandable reasons, the existence of cursed spirits is kept secret from the non-sorcerer populace. Curses arise from negative emotions, after all, and if the people of Japan were aware that they could be preyed upon at any time by malevolent beings they can't even see, the resulting fear would likely result in the population of cursed spirits skyrocketing. Still, when fighting such creatures often results in large-scale destruction, it's far from an easy task.

Yet, it's one you're well-suited for. Even without barrier techniques such as curtains, which conceal areas from non-sorcerers, you're excellent at covering up supernatural events and threats you don't want others to know about. Cover stories you spin are easily believed and accepted so long as they're reasonable and there aren't too many contradicting witnesses, and people tend to comply without asking too many

questions when you take actions to maintain secrecy, such as calling for an evacuation of an area a cursed spirit is known to be on the hunt in. No matter how many people are killed or how many buildings are blown to pieces, with you there to smooth things over it won't be long at all until everyone accepts it was all because of something as mundane as a gas leak.

Good Head – 200 CP

It's a fact that in this world, natural talent beats hard work more often than not. Some sorcerers are born with greater levels of cursed energy than others, or overwhelmingly powerful cursed techniques while others get none, and no amount of training can change this. As such, when faced against someone naturally superior in so many areas, there's often only one way to get the upper hand on them: outthinking them.

Fortunately, you tend to be pretty skilled at this. You're excellent at outmanoeuvring your opponents and catching them off guard, thanks to a combination of your quick wit, creativity, and tactical acumen. Put together, you're capable of coming up with effective and innovative plans on the fly, adapting to changing circumstances and quickly figuring out how best to use them to your advantage. You're skilled at coming up with creative and unconventional uses for your abilities, and baiting your opponents into taking actions that give you an edge over them isn't too hard, either. You'll outwit most foes you come across, though bear in mind that even the best plan is useless if you don't have the skills to pull them off.

Danger Sense – 200 CP

There is no lack of beings of overwhelming power in this world, those that even skilled, experienced sorcerers would be well advised to run from instead of facing head on. Yet such things aren't always obvious – appearances can often be deceptive. After all, who would guess that cute little octopus thing was secretly a special grade cursed spirit all along, or that blonde woman on a motorbike could create a literal black hole if she wanted to? To an extent, it seems like you can.

You've got an infallible sense for danger. Whenever something or someone that's genuinely dangerous to you is nearby, you'll know, no matter how they might appear or how much they try to hide it. It's as if you can sense an almost physical aura of menace coming from the direction of the threat, one warning you not to come near. You might not know exactly why they're dangerous, or even be able to perceive the source of the threat to your life through your normal senses, but you'll still be aware of it nonetheless. You can, of course, ignore this sense, and it will never debilitate you in any way or cause any emotions you wouldn't otherwise feel, though doing so will naturally be at your own risk.

Keeping Promises – 200 CP

Binding vows were already brought up previously, but it's worth noting that placing restrictions upon oneself is only part of what's possible with this aspect of jujutsu. No, binding vows can also be made with others. This often takes the form of a contract between two parties, where both agree to a certain set of conditions, most often certain actions they must do for the other party. Unlike in a self-imposed vow, however, the penalty for breaking a binding vow with another is much more harsh. Though the exact details of what will transpire will vary from vow to vow, the punishment is severe enough that even the most powerful of sorcerers and cursed spirits do their utmost to honour such agreements.

Usually, these require that both parties are capable of manipulating cursed energy. You, however, can apply the principles of a binding vow with anyone, regardless of whether they can use jujutsu or not. When you make an agreement with someone or a group of people, you can choose to make the terms nigh-inviolable as described above. All parties involved will understand that breaking the terms of the contract will result in them suffering severe penalties, far worse than any gain they might have received from not honouring the vow. Naturally, this isn't a one-sided thing: you, too, will face consequences for breaking such a deal. However, it's important to note that abusing loopholes in the vow's wording doesn't count as breaking it. If you agree to kill someone, for example, killing them and then immediately reviving them afterwards is completely acceptable unless explicitly agreed otherwise.

Corpse Curser – 400 CP

The concept of cursed corpses, non-living objects imbued with a curse in order to animate them, has already been mentioned previously. While the exact methods sorcerers use to create them are not known, it seems to be a rather complicated art, as very few sorcerers have been shown to be capable of it. That, or they think it not worth their time. Those believing the latter, however, would be very wrong to. After all, the skill of Masamichi Yaga, the undisputed master of cursed corpse creation, was so great that the leaders of jujutsu society strongly considered declaring him a special grade sorcerer.

Now, you too possess not only the knowledge to create cursed corpses, but a level of skill comparable to Yaga. Be it plush dolls, mechanical automata, or animal corpses, you're capable of taking anything with an even vaguely animal-like or humanoid form, imbue it with your cursed energy, and turn it into a cursed corpse. These creations follow any commands you give them and, optionally, can be imbued with pre-determined orders as if programming them with your cursed energy. Depending on how much cursed energy you're willing to invest, your cursed corpses can be anywhere from the strength of a regular human to having special grade levels of output, though naturally the latter would take an extortionate investment. Once the cursed energy imbued in them runs out, or their core is destroyed, they become inert.

Cursed corpses created using the above method can have complex behaviours depending on how you make them, but at the end of the day they lack true

intelligence. But you're capable of more than that – you also know the method to create Abrupt-Mutated Cursed Corpses. That is, cursed corpses that are not only sapient, but are capable of generating their own cursed energy, making them completely self-sufficient. They also possess three cores instead of one, all of which must be destroyed to put them down, thus making them a lot harder to destroy than regular cursed corpses. Naturally, however, such a method is much more difficult and time-consuming than creating regular cursed corpses. Perhaps you won't be the most powerful of sorcerers personally, but what does that matter when you can just throw an army you built with your own hands at any who'd face you?

Healer – 400 CP

Cursed energy is capable of great many things, but it does have its limitations. As an innately negative form of energy, it is impossible to use it to heal oneself or others in its base form, for instance. Yet there is a way around this: a method known as reverse cursed technique. By multiplying cursed energy against itself, it instead becomes a 'positive' form of energy, and thus can be used to heal. While this sounds simple, it's a rather complex thing in practice, with many talented sorcerers being unable to grasp the process.

You, however, don't struggle with this at all, being a true master of reverse cursed technique. The most obvious benefit this gives you is the ability to heal yourself as well as others through physical contact. Though you may leave some scars behind for more serious wounds, with this you're capable of healing anything from cuts and bruises to slit throats and missing limbs. The more severe the injury and the faster you wish to heal it, however, the more energy will be required, and there are certain things that are more difficult to cure. Poisons, for example, take a lot of concentrated effort to neutralise, and damage to the soul cannot be healed at all.

This is only one use of reverse cursed technique, though: significantly, it can also be used in conjunction with one's cursed technique. By powering one's cursed technique using the positive energy generated through reverse cursed technique, its effect becomes reversed. A technique that pulled people closer would be made to repel them, while one that weakened gravity in an area would amplify it instead. While any user of reverse cursed technique would be able to use this, purchasing this perk allows you to apply this reversal of effects to any other supernatural powers you may possess.

Swordmaster – 400 CP

During the Culling Games, many powerful individuals from centuries past were incarnated in the modern age, hijacking the bodies of those who'd unwittingly consumed their Cursed Objects. Yet, among all of the talented ancient sorcerers, there was one outlier: Hagane Daido, a non-sorcerer unable to even see curses. Despite lacking the capacity to use jujutsu, however, Daido more than made up for this with his by being a true master of the blade.

Choose any form of weapon you like: the sword is the most natural choice, but it could be spears, axes, bows, or even something stranger besides. Whatever your choice, you possess incredible prowess with it, enough to stand at the peak of what is possible. Even if you lacked the ability to manipulate cursed energy, you'd be able to fight on equal terms with a pretty powerful jujutsu sorcerer or a cursed spirit capable of moving at Mach speed, your sheer skill letting you overcome their superior physical abilities and esoteric techniques. It's to the point that just holding your weapon of choice causes you to exude an aura of pure lethality, a testament to your mastery sure to strike terror into the hearts of your foes.

Alternatively, you may forsake specialising in a single weapon type to gain a more general talent. No matter what it is or what form it takes, so long as it's a weapon of some sort, as soon as you pick it up you'll not only know how to use it, but use it well. You won't be close to the same level as the option above, but you make up for this with the sheer versatility this talent gives you, allowing you to wield anything at the level of a well-trained combatant. There's nothing saying you can't improve your skills further, either.

Curse Forge – 600 CP

The creation method of cursed tools is well-known and simple – by frequently imbuing one's cursed energy into a mundane object for a long enough period of time, it will eventually become one by itself. Yet, these are only the weakest form of cursed tools, possessing little more than the ability to injure curses and slightly enhanced properties. The method of making higher quality cursed tools, ones that could make even a weak sorcerer a notable threat, is much more obscure.

Fortunately, you are one of the very few privy to the methods of forging more powerful cursed tools. You're capable of making far stronger 'basic' cursed tools than normal. Where a weapon created using the constant imbue method described above might create a katana that could cut a bit better, you'd be able to create a weapon that vastly increases the power of blows made using it, enough that an average sorcerer might be able to wound a special grade curse.

This is a minor benefit, though, compared to the true draw: the ability to create cursed tools with a cursed technique of their own, that any wielder can make use of. Weapons that gather kinetic energy before propelling it out of the back to greatly increase the speed of its swings, grow or shrink at a moment's notice, ignore physical durability to cut the soul directly, and more are all possible creations. It's not just weapons you could make either: anything from glasses that let normal people see cursed spirits to cubes that are capable of sealing even the most powerful of beings in this world, given the right conditions are met first, are also possible.

It's not exactly clear how such items are made, but it will certainly take a lot of time and effort, with stronger tools taking much more investment to create. Likewise, making weapons imbued with cursed techniques you don't possess yourself will be a lot more difficult. It'll take a lot of analysis to figure out the technique's exact details and the minutiae or its functions before you can make tools with it. Or, like a certain

fleshsmith, perhaps you could take a shortcut by using the corpse of someone who possessed that technique, or maybe an imprisoned cursed spirit, instead.

Barrier Master – 600 CP

Despite being a foundational aspect of jujutsu, and one all sorcerers are capable of, very few learn more than the basics of barrier techniques. It's mostly just the most simple form of protective barrier that is used, with some learning Simple Domain, and a talented few figuring out how to use a Domain Expansion. It's a shame, as the potential of barriers is higher than one might think – it's the barriers created by Tengen that allow jujutsu society to actually function, after all.

You're one of the rare, genuine masters of barrier techniques, having skill on the same level as Kenjaku and Tengen. It's not just that the barriers you create are stronger and can cover a greater area than normal, but also that the versatility of what you can pull off is far greater. You're capable of creating Pure and Bon Barriers, superior versions of regular barriers that help to suppress the proliferation of cursed spirits, as well as Empty Barriers, a barrier made of hexagonal panels that can not only change its structure at-will but its appearance as well, allowing you to create anything from a constantly shifting maze of corridors to a perfectly functional house or cinema with a thought. Naturally, you're also completely aware of anything that happens within your barriers, and if someone else tries to erect a barrier inside your own, your skill is such that you could analyse and completely dismantle even the most skilled user's attempts in a matter of seconds.

If you have a cursed technique, you've also already figured out how to use Domain Expansion with it. The pinnacle of jujutsu, a Domain Expansion involves manifesting the user's Innate Domain – a sort of inner world shaped by the user's mind, soul, and jujutsu – into reality within a barrier, within which your cursed technique is guaranteed to hit its targets. The power of a Domain cannot be understated: with the right cursed technique as a basis, they're capable of everything from flooding the minds of those within with endless information, overloading their brains, to attacking every cell in their bodies if they don't move in a certain way. The drawbacks, though, are that they cost an incredible amount of cursed energy to use, such that only the greatest sorcerers can use a Domain more than once per day, and will cause the user's cursed technique to become temporarily 'burned out' the user's after the Domain ends, rendering it unable to be used for a while.

You've pushed this further, however, and figured out how to create a so-called barrierless Domain, manifesting your Domain Expansion directly into reality, a feat only two other individuals are capable of. While this does mean there's no outer wall, and thus others can freely enter or leave your Domain, a barrierless Domain is both far harder to interfere with and can cover a far greater area. While a regular Domain Expansion may cover several tens of metres, a barrierless one can cover several hundreds.

You don't need this perk to learn how to use Domain Expansion – it just skips the step of having to figure it out yourself. What this perk does do, however, is give you

the possibility of producing effects analogous to one using your other supernatural abilities, using the same principles as described above. This will likely be incredibly difficult to figure out, and take a lot of time to perfect, but it's undeniably a powerful tool in anyone's arsenal.

Puppetmaster – 600 CP

To most sorcerers, exorcising cursed spirits seems to be their main goal in life – it's understandable, given that working such a dangerous role may discourage having grander dreams. Even those sorcerers who want something more tend to constrain their ambitions to jujutsu society, such as by elevating their position within or reforming it. Some, though, dream of more: some, like Suguru Geto and Kenjaku, have ambitions that seek to change not just Japan, but the entire world. But bringing such grandiose dreams into reality requires more than just raw power. It requires something... subtler, perhaps.

Perhaps you might be suited for such a thing, as you have incredible skill in the arts of scheming and plotting, on the level of Kenjaku. With a mind like yours, you're more than capable of concocting grand plans that take place over centuries or millennia and have the potential to change the entire world itself, yet are subtle enough that only those you let in on them (or those who are incredibly perceptive) will even know they exist until it's too late. It's not just on a wider scale, either – to help with setting them up, you're also a more than capable manipulator, able to talk to anyone from the leaders of nations to the most powerful sorcerers and get them to further your aims all without suspecting a thing about what you're really planning. Of course, they're likely not to agree to something if they already hate you, but considering your skills, you can probably just put them in a situation where they've got no choice but to assist in your plans, can't you?

To help things along, you also seem prone to surprising bouts of good fortune regarding your plans. Opportune events that you can capitalise on occur with surprising frequency, people with incredibly rare abilities that'd be perfect for your schemes come around just when needed, inconvenient roadblocks fall away, and so on. It won't be enough to bring your plan to fruition all on its own – you'll still need to put in the effort yourself – but it'll go a long way towards expediting them and preventing them from failing.

Cursed Spirit

Cursed Spirit Physiology – Free, exclusive to Cursed Spirits

As a cursed spirit, your body is rather different from that of a human. Instead of being made of flesh and blood, you're instead a being composed entirely of cursed energy given form. As a result of this, your appearance does not necessarily conform to human norms. As long as you're roughly humanoid in form, you may design your appearance freely. You could be almost indistinguishable from a human except for a patchwork face; a grey-skinned, cyclopean man with a volcano atop your head; a humanoid cockroach with a body cloaked in a black shroud; or perhaps something even stranger. Possessing some minor natural weapons, such as claws or the ability to spit weakly caustic mucus, is also acceptable, though nothing that'd give you too large an advantage, such as having more than a single pair of arms or something equivalent to a cursed technique. As a guide, most cursed spirits have forms based around concepts that evoke feelings of hatred and fear in humanity, such as natural disasters, plagues, or a mythological creature.

Being a cursed spirit comes with a number of additional traits. For one, you're completely imperceptible to non-sorcerers. They may be able to see you if you're seriously threatening them, such as by attempting to kill them, but otherwise the most they'll get is a sense of unease when you're around, and that's only if they're unusually sensitive. As an innate property of the cursed energy that makes up your form, this cannot be turned off, and sorcerers have no trouble seeing you.

You're also immune to attempts to harm you by mundane means – physical attacks can still hit you, and they may still knock you back, but unless they've got some cursed energy behind them they'll completely fail to injure you. As such, you'll only suffer harm when attacked using cursed energy or some other form of supernatural energy. Furthermore, even if you do get harmed you're capable of using your own cursed energy reserves to heal yourself without having to rely on the reverse cursed technique used by sorcerers, though this is far from an instant process. Being a cursed spirit does come with a minor weakness, that being the positive energy generated by reverse cursed technique, which will neutralise the cursed energy making up your body and thus cause severe injuries. Given how few sorcerers are capable of outputting this energy, this is unlikely to come up however.

All of the above assumes that you will be a regular cursed spirit. If you wish, you may instead choose to be a mixture of cursed spirit and human, similar to the Cursed Womb: Death Paintings or Tengen. In general, your appearance will be far more conventionally human, possibly even being completely indistinct from one. By choosing this option, you lose the imperceptibility a normal cursed spirit would have, as well as the immunity to mundane harm and weakness to positive energy. You retain the ability to heal using cursed energy, however, and may take one free purchase of the Cursed Form perk.

My Brothers are Dead – 100 CP

As beings born from fear and hatred, one might expect cursed spirits to be purely malevolent beings who live for nothing but destruction. While this may be true in their attitude towards humans, this isn't necessarily the case in their attitudes towards each other. Indeed, they are more than capable of working together and feeling sorrow at each other's passing. Certain curses, though, take this even further, forming familial bonds perhaps stronger than any human.

You are similar to these curses, in that you have an innate awareness of the state of your blood relations. Most of the time it's nothing intrusive, just a general sense of their emotional state if you focus on them. If they're ever in serious danger or if they get killed though, you'll know for sure, no matter how far away they might be. You won't know where they are with this alone, though – just how they're doing. This can be turned off, if it becomes inconvenient.

Down-Low Cursing – 100 CP

To most cursed spirits, humans are easy prey. After all, only a small minority of them are even capable of harming curses, let alone perceiving them, so they're hardly much of a threat. Only lesser cursed spirits tend to kill freely, though, for the more intelligent ones know better. They understand that to slaughter humans will draw the attention of sorcerers, and risk their own extermination.

You're one of the smarter curses around, for you're more than capable of flying under the radar, even while committing vicious killings. You've got a good idea of how to make sure your evil deeds, be they murders or something less severe, don't go detected by those who'd seek to punish them, or at the very least can't easily be linked back to you. You understand how to choose your methods, targets, and hiding spots to be as low profile as possible, and even if you do something as audacious as incinerating everyone inside of a coffee shop, it shouldn't be too hard for you to slip away and lay low until the heat dies down so long as you're careful.

Sorcerer Slayer – 200 CP

While curses may have the advantage over humans, this isn't necessarily the case when they fight against sorcerers. Many sorcerers possess powerful cursed techniques that curses don't, as well as the benefit of being specifically trained for the task of killing cursed spirits. As such, to level the playing field cursed spirits often need to think outside of the box. To fight smarter, not harder.

It just so happens that you're pretty damn good at this – you're a nightmare for any sorcerer to battle, both due to your unpredictability and skill at fighting dirty. You have a knack at moving and fighting in such a way that makes it difficult for those you're up against to anticipate your next move, keeping them guessing right up until the last moment. Not only that, but you're also rather talented at stealth too, able to evade detection from all but abnormally perceptive opponents, and being able to create opportunities to slip away and hide even in the middle of combat. It wouldn't be impossible for you to hide in plain sight either, blending in with a crowd of

humans in spite of whatever bizarre form you might possess. Of course, if all else fails you could always resort to tactics such as taking hostages. Though you know how to use such methods rather effectively, be aware that sorcerers tend to be a strong-willed lot, and doing so may end up having the opposite effect to what you intended.

Cursed Form – 200 CP

While humans and cursed spirits are two entirely separate forms of life, there are some beings who exist in a state between the two. Some, such as the Death Paintings, are quite literally the product of a human mother and curse father. Others, such as Tengen, started off as human but, due to a side effect of their cursed technique or other circumstances, ended up becoming something else entirely. Regardless, these “half-curses” tend to appear much more human than full curses, but possess unique abilities due to the strange nature.

By taking this perk, you gain the abilities possessed by the Death Paintings. These come in two parts. The first of these is the ability to directly convert their cursed energy into blood. As such, it is impossible for you to bleed out so long as you have cursed energy left, and this gives you a lot more ‘material’ to work with if you’re capable of Blood Manipulation. The second of these is that your blood is innately poisonous. Though it’s not particularly lethal, so long as it makes skin contact with someone it will begin to take effect, causing fatigue and their bodies to feel to heavier. You’ll need to either get quite a bit on them, or get it directly into their bloodstream, to start seeing significant effects though.

Alternatively, you may instead have a body similar to Ryomen Sukuna, a form uniquely suited for jujutsu sorcery. By taking this option, you now have two sets of arms, one directly on top of the other, as well as a second mouth in your abdomen, without any of the disadvantages such an unusual bodily structure might carry. As such, you can perform the hand signs involved in certain cursed techniques with one pair of arms while the other remains free for defence, wielding weapons, or anything else, or chant incantations with one mouth while leaving the other free, your heart and lungs remaining unburdened. Naturally, this is a rather large advantage over normal sorcerers, providing a level of versatility they could only dream of. Aside from doubling up on eyes and mouths, you may also have a second pair of eyes underneath your originals.

You may purchase whichever option you didn’t select for an addition 200 CP (undiscounted).

Domain Amplification – 400 CP

While quite a few different techniques for countering domains exist, none possess the same offensive capability as Domain Amplification. A rather complex ability, it involves coating oneself with a thin layer of their own Domain, as if surrounded by water. This has the effect of preventing the user from being targeted by the

guaranteed hit effect of a Domain Expansion, but also comes with a useful secondary effect: neutralising the cursed technique of anyone it comes into contact with.

Now, you too are more than capable of using this rare technique, one few even know exist. Its power is such that it can even overcome a cursed technique as powerful as Limitless, bypassing its incredible defence to hit the user directly. However, there are two drawbacks to Domain Amplification: one is that the user is unable to use their cursed technique at all while it's in effect, and the other is that its technique-neutralising effect can be counteracted by pouring enough energy into a cursed technique. Generally, the more energy you put into Domain Amplification, the harder it will be for other techniques to overcome its neutralisation. Needless to say, you can use Domain Amplification to counter supernatural abilities than rely on sources other than cursed energy, too.

Overwhelming Evil – 400 CP

Though he may have been a human sorcerer in life, it is no wonder that many mistook Ryomen Sukuna for a cursed spirit. Aside from his unnatural, inhuman appearance, he was both exceptionally powerful and incredibly sadistic, viewing others around him as little better than maggots and taking delight in acts of wanton slaughter. It was this evil that gave him his reputation as a monster, one that persists even into the modern day among sorcerers and curses alike.

Though you may not be at his level of power, you stand on equal footing to him in a certain area: your presence. You exude an overwhelming aura of malice, one that can make those weaker than you freeze in place, too afraid to even move, and even cause those not too much lesser to you in power to instinctively retreat. With but a single threatening sentence, you could make those around you bow without even consciously meaning to, their bodies acting on their own to obey. Those equal to or stronger than you may not be as affected by this as much, but they'll at least be more hesitant around you than normal.

In addition, you have a reputation among cursed and other beings of innate evil as something akin to royalty among their kind. Though this doesn't come with any sort of direct power over them, they'll tend to show you a great deal of reverence and go out of their way to appease you. They're rather willing to let you engage in wanton cruelty against them too, though of course if you push them too far they may well end up retaliating. This reputation will carry over into future worlds.

Something Special – 600 CP

Not all cursed spirits are made equal. This is already evident in the grading system placing them in categories according to their strength, but even in special grade there is a large variance in terms of abilities. While some are 'merely' strong enough to take on groups of powerful sorcerers and win, others are powerful enough that lesser special grades may well be little more than fodder. Similarly, even among those of

equal power there are differences not just in cursed techniques, but the innate qualities their forms possess.

By taking this perk, one of your physical attributes has been increased to abnormal levels even without using any cursed energy to reinforce your body. If you picked strength, for instance, you'd be able punch someone hard enough to send them flying through several skyscrapers without even using your full strength. Pick durability, and you'd be able to withstand an onslaught from multiple grade 1 sorcerers attacking with more than enough force to shatter concrete with barely a scratch to show for it, and a blow from a special grade cursed tool that might obliterate a limb of one of your peers might only excise a chunk of flesh. Select speed, and you'd be able to fly through the air faster than the speed of sound, and even hit Mach 3 if using a cursed technique devoted to speed.

You may take this perk multiple times, with further purchases costing 300 CP each (undiscounted).

King of Curses – 600 CP

During the Golden Age of Jujutsu, many sorcerers with power surpassing the vast majority of modern sorcerers called Japan home. There was one, though, who stood above all others as the undisputed strongest in history. Born with a disfigured body uniquely suited for jujutsu sorcery, unsurpassed reserves of cursed energy, and a cursed technique of incredible power, this innate talent alone put him on the path for greatness. You may not share these traits, but there is one area in which you're his equal: your raw ability with jujutsu.

Due to a combination of natural talent and training, your skill with cursed energy is at the very peak of this world. From fluidly switching between different techniques of yours to using even the most complex of abilities, all of this comes effortlessly to you. Though you don't have the precision nor efficiency granted by the Six Eyes, it wouldn't be wrong to say your understanding of cursed energy would be on par with someone who possessed them.

This understanding extends further than just your own cursed energy, though: it also allows you great insight into how others use it, too. Just by witnessing a cursed technique in action you're able to quickly determine how it functions after just a few moments, letting you figure out its potential strengths and weaknesses. Not only that, but so long as it's not something innate to the individual, you'll be able to copy any usage of cursed energy after witnessing it a few times. While you can't copy cursed techniques with this, if you had the same cursed technique as someone else you'd certainly be able to copy any abilities they've developed for it, and if you witnessed someone using reverse cursed technique to heal a burned-out cursed technique, you'd soon be able to do the same even if you previously thought it impossible.

This perk's effects also apply to any other supernatural energies you might possess.

Cursed Techniques

Cursed techniques are special abilities fuelled by a user's cursed energy, capable of many strange and powerful effects. These can range from changing one's hair into a helicopter propeller to spatial manipulation through manifesting an infinite series into reality. However, these are not abilities that can be learned, but are instead possessed from birth, engraved into the user's very brain. As such, you will be able to purchase cursed techniques here.

Most sorcerers possess only one cursed technique. However, as it is possible to attain multiple through certain means, you will not be limited to purchasing only one, and may purchase as many as you can afford without negative side effects. Be aware that you will likely be treated with a great deal of suspicion at the very least if this is revealed, as the methods of acquiring additional cursed techniques can be considered rather immoral in nature.

Note that by purchasing a technique here, you start with mastery of its most basic uses. Mastering more complex 'extension techniques', such as Hollow Technique: Purple for Limitless or summoning Divine General Mahoraga for Ten Shadows Technique, will be up to you.

You receive a **200 CP** stipend for purchases from this section, though this may instead be used on Equipment if you prefer.

Tool Manipulation – 200 CP

You're capable of using your cursed energy to control any broom you're in physical contact with, allowing it to levitate according to your will. The most common usage of this is for the user to ride the broom, allowing them to fly through the air with surprising agility. It's also possible to use it more offensively though, swinging the broom at others to send gusts or blades of wind in their direction. These aren't particularly powerful though, and will likely only slow down any stronger opponents.

Straw Doll Technique – 200 CP

This technique functions similarly to the common interpretation of a Voodoo. By taking a part of someone's body, putting it into or against a straw doll, and then impaling the doll with a nail, you're capable of injuring that person by causing spikes to suddenly emerge from their body, skewering them from within. So long as you have a body part to use, the range of this technique is theoretically without limit – though you can always skip the doll part by just driving the nails into someone's body directly. While any part of the body can be used by this, the larger it is, the more effective the technique will be: a hand or internal organ will make it much stronger than a hair or some blood, for example. Also, the stronger an opponent is compared to you, the less damage they'll take.

Ratio Technique – 200 CP

You're able to score critical hits on anything you attack by striking them at a specific point. By visualising your target as being divided into tenths along their length, you can forcibly create a weak point at the ratio of seven to three, which deals much more damage when struck relative to the energy you used. Notably, you can use this on things other than just a target's entire length – if you strike the 7:3 point on their torso, their arm, their forearm, or any other part of their body, you'll score a critical hit as normal. This can also be used on inanimate objects just as well as living creatures.

Boogie Woogie – 200 CP

Boogie Woogie allows the user to swap the location of any two things within range when they clap their hands, so long as they have cursed energy. Naturally, as almost all humans and all cursed spirits possess cursed energy, swapping their positions is the most common usage, with even those who are unwilling unable to resist this. You can use this to trade places with your opponent to disorient them or cause them to get hit by their own attacks, swap places with your allies to overwhelm your foes with unpredictable combination attacks, and many more uses besides. It's not just people you can swap, though – inanimate objects with sufficient cursed energy, such as cursed tools, are even valid targets for this, opening up even more avenues of attack.

Rot Technique – 200 CP

With this technique, your blood has taken on corrosive properties, capable of burning through clothes, skin, and even stone to an extent. It's not a huge threat to a sorcerer – it'd take drowning in it to kill one – but if you manage to get it inside someone's body, the next stage of the technique can be activated. Known as Decay, floral patterns spread along where you hit them, and their bodies begin to decay from the inside out. It's not a hugely fast process – even if you manage to get a fair deal inside someone it could still take ten or more minutes before killing them, and hours until their bodies become naught but bone – but it is highly painful, regardless.

It's worth noting that while it doesn't have a maximum range, the Decay technique needs to be actively maintained – if you release it at any time, the decay will instantly stop and you'll need to get your blood into your target once again. You also don't have much control over your own blood: you can spew it from your mouth in a spray, or shoot out many fast-moving lines of blood from yourself if you truly master the technique, but that's about it. Regardless, it'll never be capable of the same level of control and versatility of Blood Manipulation, nor reach the same raw power as Piercing Blood – and with this technique alone, you'll still need to worry about running out of blood.

Puppet Manipulation – 200 CP

You're capable of remotely controlling cursed corpses out to a distance of a few hundred metres. So long as they're not already animated by someone else's cursed energy, you can use yours to puppet it with great proficiency. Not only can you share the senses of any cursed corpse you control with this technique, you can use it just as easily as if it were your own body, naturally wielding any abilities they might possess as well as using your own powers and techniques through it. You're even capable of controlling more than one cursed corpse with this at once, though naturally the more you have active the harder it will be to use them to their full efficiency. Of course, you will need to get some cursed corpses first to use this – perhaps you could learn to make them yourself?

Immortality – 200 CP

You have eternal life – though other means may still kill you as normal, you'll never die of old age. Unfortunately, you'll continue to age as normal, though once you leave the limits of a natural lifespan you'll gradually begin to take on a more and more inhuman appearance. After about five hundred years, though, you will begin to 'evolve' into a higher state, becoming more cursed spirit than human. This probably isn't a good thing though, considering that this evolution will cause your self-awareness to diminish as you become one with the world.

Fortunately, there is a way around this – certain individuals, known as Star Plasma Vessels, will be able to merge with you. You'll take their body for yourself, replacing their mind and personality with your own, and the aging process will be reset for another several centuries. As someone intrinsically linked to you, you'll know the general identities of any Star Plasma Vessels in both this Jump and future ones.

Inverse – 200 CP

By activating this cursed technique, attacks that hit you have their damage inverted: strong blows become weak enough that they won't even harm you, and while weak ones become powerful enough to cause severe injuries. It's worth noting, however, that there is a minimum amount of power behind an attack required for this technique to invert it – otherwise, you'd likely die from something like air resistance or stubbing your toe. Similarly there's also a maximum amount of damage it can invert, above which any attack will affect you as normal. You're more than capable of activating and deactivating at a moment's notice, keeping it active to protect yourself against a powerful attack and deactivating it to prevent weaker ones from harming you.

Séance Technique – 200 CP

You're capable of summoning the information of a dead person's body, allowing it to inhabit either yourself or someone else. To do this, you must perform a long incantation, then whoever wishes to benefit from this technique must swallow a part of the dead person's body. By doing so, their body rapidly transforms into that of the

deceased, gaining access to any physical or biological abilities they had in life, though they don't gain the dead person's memories or supernatural abilities, such as their cursed technique. You can end this technique early when used on yourself, though as the transformation is maintained by the user's cursed energy it will naturally revert once they run out.

It's also possible to use this to summon the dead person's soul information too, allowing the user to access the memories and potentially special abilities of the deceased. However, doing so runs the heavy risk of the summoned soul's information overwriting the user's own, effectively killing themselves.

Love Rendezvous – 200 CP

By making contact with a creature or object's cursed energy, you're able to mark them with one of the five stars of the Southern Cross constellation: Imai, Acrux, Mimosa, Ginan, and Gacrux. A small star symbol, as well as the name of the star, will appear somewhere on their body. Each person's cursed energy can only have one star, but multiple different people or objects can be marked with the same one.

Anyone marked with a star has to follow a certain sequence in order to get closer to someone with a different one, that being the distance of each star from Earth, from nearest to furthest. For example, in order for someone marked with Imai to approach Gacrux, they must first go to Acrux and touch it, then Mimosa, then Ginan, then they could finally head towards Gacrux. Failure to follow this order will leave them unable to get closer to their target. Using the prior example, someone marked with Imai who tried to directly approach Gacrux would simply find themselves running on the spot, no matter how much effort they put in or how fast they move.

On the other hand, anything marked with the same star will be drawn towards each other, with the marked individual with the greatest cursed energy output being the one everything else is pulled towards. By transferring small amounts of your own cursed energy into objects and then marking them, you can even cause them to fly towards others, essentially turning anything around you into a homing projectile. It's also possible to mark yourself with a star, though you must remove it before marking anything else. This technique's range is roughly a few dozen metres, beyond which its effects do not apply.

Hairplane – 200 CP

A rather strange technique, you're able to change your hair into the engine and wings of a fighter jet. Somehow this is fully functional, allowing you to fly through the air at incredible speeds, even for a sorcerer. At your fastest, you could hit someone with enough force to send them flying straight through an apartment complex. Unlike a real fighter jet, you can also hover in midair using this, but using this cursed technique has a cost – while active, the rest of your body is much more vulnerable than normal. Damage you would normally be able to take with only a pretty nasty

gash (but one you could still keep fighting on in spite of) would become enough to completely take you out of the fight.

Alternatively, you may choose to have your hair become a helicopter's propeller blade instead. While not as fast as the above option, in exchange you're able to change the length and rotational speed of your propeller blades, with their sharpness making them a surprisingly effective weapon in melee combat. This comes with the same drawback as the above option, though, your body being less tough while using it.

Human Bomb – 200 CP

You can make any part of your body explode, the size of the explosion depending on how much cursed energy you put into it. This can be anywhere from a relatively small right up to the power of a decently powerful missile strike. There's no need for the body part to be attached to you either, so it's frequently used by ripping out an eye or tooth, throwing at the opponent, then detonating it when they get near. This technique doesn't come with any way to regenerate anything used for it though, so try not to use anything you can't replace.

Solo Forbidden Area – 200 CP

By activating this technique, you're able to amplify the total cursed energy amount and output of one willing sorcerer within a certain radius of yourself, which can be you if you choose. It's not a particularly huge boost on its own, but by elevating your technique to the level of ritual by including elements of chants, gestures, dance, and music, you're able to boost someone's power to 120% of their normal level. Because of this, it's not a technique best suited for direct combat, and is better used for supporting another.

Mythical Beast Amber – 200 CP

Upon activating this technique, you become wreathed in cursed energy, giving you a bestial appearance including features such as claws and horns. More than that, though, your very flesh is reconstructed in order for you to manifest phenomena based on electricity. Your agility is vastly improved due to heightened electrical signals in your brain. Furthermore, you can emit sound waves that attune to the natural frequencies of substances to destroy them that much easier, see through objects with x-ray vision, and fire off electromagnetic waves that vaporise objects irradiated with them. All these and more are available to you in a technique that far exceeds human ability.

There's one large flaw with this ability, though: it can't be used more than once. Upon the technique ending due to the user's cursed energy running out or otherwise, their flesh collapses, killing them instantly. It's probably best to only use this if you have no other choice, or can somehow avoid death.

Heart Catch – 200 CP

This cursed technique allows you to summon a giant copy of your hand made of cursed energy, which will fly through the air at your will and grab anything you command it to. Given that it's the size of your average man, it's easily large and strong enough to take hold of someone and slam them into a stone wall hard enough to leave a crater, but it's more than capable of taking on less offensively-oriented actions as well, such as by using it to pull yourself away from danger. It's not the sturdiest of things, however, and can be destroyed with sufficiently powerful attacks, though there's nothing stopping you from summoning it again immediately afterwards. The main limitation to this is that you take one tenth of the damage dealt to the hand, so repeated destructions can gradually take their toll on you.

This technique does have a second usage, however. Once you have grabbed someone with it physically, you become able to grab their heart from afar – metaphorically, not physically. By doing this, you force the person you're using it on to turn their focus towards you, turning away even from obvious threats as they look only at you. Of course, this hold over their attention is quite fragile. Any attack upon them will likely snap them out of it.

Prayer Song – 400 CP

Also known as Hakuna Laana, though this technique is less flashy than most, this one is no less effective. By keeping a beat with your body and movements, you drive away curses while strengthening your physical abilities. In essence, while you're made stronger, the cursed techniques of your opponents (and anything else reliant on cursed energy) are lessened in effectiveness against you. It's to the point that you could use this to dodge attacks being flung at you by breakdancing or move with explosive bursts of speed fast enough to match some of the strongest sorcerers around, at least in the short term.

Cursed Speech – 400 CP

You're able to imbue cursed energy into your words, causing anyone who hears them to either obey or experience effects related to those words. This technique is incredibly broad in its applications, with theoretically any command being possible. You could command someone to "Sleep" and they'd immediately fall unconscious, or "Stop" to force them to temporarily freeze in place. More offensive phrases are also possible: "Blast Away" could send someone flying with incredible force, while "Get Crushed" could cause someone to implode.

There are a few limitations to Cursed Speech, however: first is that the powers of its words depends both on the skill of the user and the strength of its target – a word that might instantly kill a weaker foe might just injure a more powerful one. Second is that overusing Cursed Speech tends to cause backlash to the user, with using "stronger" words or phrases or targeting more powerful opponents causing more

severe effects. At the low end this can just be a sore throat, but it can reach the level of vomiting blood. Thirdly, as it affects anyone who hears it, it can be dangerous to use around bystanders. Most Cursed Speech are unable to deactivate their technique, and so can only speak in harmless code words – fortunately for you, though, you're able to control whether this technique is active or not.

Blood Manipulation – 400 CP

You're able to use cursed energy to control your own blood with great versatility. For example, using the extension technique known as Flowing Red Scale, a user is capable of adjusting their body temperature, pulse rate, red blood cell count, and the composition of their blood in order to vastly increase their physical abilities, enough to disappear from someone's sight in the blink of an eye. The blood outside of your body can be controlled too, such as by coating an arrow in it to let you change its trajectory in mid-flight. As such, Blood Manipulation is more than capable of being used at all ranges.

Of course, there are also more directly offensive uses of Blood Manipulation. Forming a net out of one's blood to restrain an opponent, creating spinning disc-shaped projectiles to slice others apart from afar, producing shields of blood to protect yourself from blows, or shaping blood into a knife and rotating it at high speeds to enhance its cutting ability are all possible uses. The most potent, however, is likely Piercing Blood: by condensing one's blood as much as possible until it becomes a tiny bead then clapping it between one's hands, the user can fire their blood in a straight line at velocities exceeding the speed of sound.

Despite its power and versatility, the greatest weakness of Blood Manipulation lies in its medium. To counteract the blood loss this technique incurs, users often carry around blood packs or prepare blood-coated weapons in advance. With great skill, users can recycle any blood they use and bring it back into their body, though this expends a lot of energy.

Projection Sorcery – 400 CP

A rather complex ability, you're capable of using Projection Sorcery. Similar to how a standard animation runs at 24 frames per second, upon activating this technique you divide the next second into 24 'frames' using your field of view as the 'camera' these frames are filmed from – in other words, you decide on a series of 24 predetermined actions you'll take in that second, then carry them out without deviating from them. Notably, however, these predetermined actions can defy the laws of physics and trajectories to an extent, allowing you to act in excess of your usual physical abilities. While you won't be any stronger or tougher, you can use this to become far faster and more agile, potentially moving with such speeds that even special grade cursed spirits can't follow your movements, and allowing you to become one of the very fastest around.

This technique can also be used offensively, too – while under the effects of Projection Sorcery, anything you touch is forced to operate under the same 24 FPS rule as you. If they violate this rule, they become trapped within a 2D animation frame where they last stood for one second. In this state, they're completely immobile and unable to defend themselves, though any attack on them will free them from it.

There are several weaknesses to Projection Sorcery. The first is that the user cannot excessively violate the laws of physics and trajectories when using this technique – doing so will end with them being trapped within an animation frame for a second. There is also an upper limit to how much one can accelerate when activating the cursed technique, but this can be mitigated by keeping Projection Sorcery active, allowing speed to continuously build. In addition, as mentioned before the movements taken must be decided in advance, and cannot be adjusted if circumstances happen to change in that second.

Cloning Technique – 400 CP

You're capable of creating up to four identical clones of yourself using cursed energy, their bodies forming from a gloopy liquid over the course of a few seconds. These clones are completely identical to you in every way, possessing all of the same abilities you do as well as copies of anything you have on your possession, and act according to your will even out to great distances. In addition, since they're all identical you can switch out your real body with one of the clones at any time, deciding it to be the real you with just a thought. As such, unless someone takes down all of your bodies you're practically impossible to put down for good.

Auspicious Beasts Summon – 400 CP

By covering your face, such as with a ski mask, you gain the ability to summon four different auspicious beasts, each with their own specialties: Kaichi, Reiki, Kirin, and Ryu.

The first, Kaichi, takes the form of a conical, hand-sized horn covered in dark, spiralling patterns. It functions primarily as a projectile that not just flies at great speeds but also homes in on its target, drastically redirecting itself in mid-flight if needs be, disappearing once it hits them. It's powerful enough to tear through a towering, building-sized cursed spirit with a single shot, or rip a good chunk out of someone's arm even with a glancing blow.

The second, Reiki, takes the form of a decent amount of water that coats the user's body, and can be controlled with your cursed energy. It can be used for mobility, coating the user's feet to let them slide along the ground with much more speed and grace than usual, as well as for defence by cushioning incoming blows. Other effects besides may also be possible.

The third, Kirin, has an unknown form but a known effect. It secretes a drug directly into the user's brain, completely blocking any pain they might feel and making them

feel as if they're in their best condition for as long as the technique lasts. It comes with the drawback of causing the user to experience a nasty crash once the drug's effects wear off, though.

The final, Ryu, is an enormous Chinese dragon, its head large enough to swallow a man whole. It can move at great speeds once summoned, flying like a bullet to slam into anyone you might direct it at and send them flying. Aside from its speed and physical prowess, it's unknown whether it possess any other special abilities.

Black Bird Technique – 400 CP

You have the ability to control crows using your cursed energy. The most obvious use for this ability is surveillance – the user can not only use their technique on many crows at the same time at great distances, but also make use of their senses, watching the world through their eyes. As such, it would be pretty easy to spy on a vast area without being detected. The crows controlled by this technique are unfailingly obedient to you, but given that they're just regular birds they're not all that much use in a fight.

That is, unless the user realises the true value of this technique, forcing the crows into a binding vow that grants them great power at the cost of their own life. By forcing a crow to commit suicide and making them divebomb straight towards the enemy, any limits on their cursed energy are removed in exchange for their sacrifice, allowing them to reach incredible levels of destructive power. Not only do they reach much greater speeds than normal, but their power they strike with is enough to exorcise a special grade cursed spirit in a single hit. All at no risk to the user.

Miracle Man – 400 CP

A cursed technique that activates perhaps without you even being conscious of it, you're able to store "miracles" you experience in your life for later use. Whenever you encounter a small, everyday miracle – which could be something as simple as seeing a digital clock when all the digits of the time are the same – it is erased from your memory and stored. Then, whenever you would take a fatal blow or are in genuine danger, these miracles are released, allowing you to survive through sheer luck. For example, if the ceiling were above you were destroyed and you were about to get crushed, a miracle might cause all of the falling rubble to land around you instead of on you. Or, if someone were to punch you in the face hard enough to kill you instantly, you might instead only lose a few teeth and go flying, your would-be killer assuming you're dead.

Though you're not innately aware of how many miracles you have stored up, there is a visual indication available to you. A number of triangular markings are visible on your body – when you have a miracle stored they become filled in with colour, but

become just an outline when this is expended. By default these are located under your eyes, but can be found elsewhere if you choose. You can have up to six miracles stored at a time.

Ice Formation – 400 CP

You have the ability to create and manipulate ice with your cursed energy to great effect. Just with its most basic usages, you could send out a cloud of icy mist with a wave of your hand, freezing an entire group of combatants solid before they can even react. Even if one of their arms happened to not get trapped, the ice's strength is such that even a special grade cursed spirit would struggle to free themselves if caught. Freezing entire streets solid with one high-powered blast, mentally controlling icicles and sending them flying towards your foes from all directions, and creating building-sized blocks of ice and suspending them in the air are all possible.

The only real flaw to this technique, other than its natural enemy of high temperatures, is that it tends to require a fair bit of focus to maintain the ice it summons. Lose your concentration, such as by taking too much damage, and the ice will crumble pretty quickly.

Contractual Re-Creation – 400 CP

You're able to use your cursed energy to re-create anything written on a contract you're in physical contact with. This is most frequently used on receipts, allowing you to produce whatever they act as proof of purchase for. The receipts do have to be genuine, but so long as you have one there's almost no limit to what can be re-created, from knives to trucks to entire houses. Any objects re-created using this can also act like shikigami, allowing you to give them simple commands. A set of knives, for instance, could be ordered to fly towards an opponent, though when used like this they disappear once the command has been completed. Of course, you can also just use them normally, such as by dropping a house on someone from above. You're not just limited to physical objects, either: services can also be re-created. A receipt for a three-day stay at a traditional inn, for instance, would replenish your stamina, leaving you just as refreshed as if you had spent that time there.

This technique is activated by the user applying their cursed energy to a receipt, which causes it to burn. As such, each receipt can only be used once. This also makes water a natural enemy of this technique – both because it inhibits the burning process, but also because it can cause the ink to run, rendering the receipt unusable.

G Warstaff – 400 CP

You're able to summon a cursed tool in the form of a spear with a pen-like head. While nothing special all on its own, your cursed technique only really comes into effect once you draw land a hit on your opponent using it. So long as you manage to draw blood, a manga panel will appear on their chest. This will allow you to see into

their near future, their upcoming movements appearing before your very eyes overlaid onto present reality. At first you'll only be able to see a second into their future, but with each subsequent your foresight will extend by a further second.

The only real flaw in this technique is that your technique only works based on what you can see. As such, if your opponent's future self does something outside of your current line of sight, you won't be able to foresee what they'll do until you look at them again. As such, if your opponents know about this technique it might be prudent to watch your blind spots.

Technique Nullification – 400 CP

You're able to use your cursed energy to negate the abilities of others. Cursed techniques, barriers, even seals strong enough to trap a special grade sorcerer – all of these can be dispelled by you. Your cursed technique takes the form of beams of light you can fire from your body, or even call down from the sky in a great blast at the greatest extent, nullifying anything made of cursed energy caught within. Due to the unique nature of cursed spirits, this technique is incredibly dangerous against them. It's worth noting, though, that this won't be an instant skill, and those strong enough may be able to reinforce themselves to resist this.

As a side ability, your technique also gives you the ability to fly and hover at a decent pace, letting you move through the air roughly as fast as you can run.

Limitless – 400 CP

You can use Limitless, the cursed technique of the Gojo family. This, in short, is the ability to bring infinity into reality, which in practice functions as a form of space manipulation. In its most basic form, referred to as Infinity, this takes a layer of space surrounding the user's body and extends it into infinity. Functioning similarly to Zeno's paradox of Achilles and the tortoise, anything that approaches you gets caught in this space, slowing down as it gets closer until stopping entirely, never actually reaching you. This acts like an impenetrable forcefield surrounding you in practice, with any attacks sent your way being unable to actually hit you. There are some ways, however, to breach this defence: techniques or cursed tools that nullify cursed techniques, effects that bypass space entirely, and attacks that cannot miss, such as from a Domain Expansion, are all known examples.

Limitless isn't restrained to being used defensively, however: it also has several potent offensive uses. Blue is the amplified form of Limitless, which acts as the ability to attract by manifesting negative distance into reality. The effects of this are broad: it can be used to pull things towards you, tear apart buildings brick by brick, or something as precise as crushing someone's limbs by affecting several different parts of them with Blue. It doesn't just have to pull things towards you, either – it can also be used to pull things towards a specific point in space, often manifesting as a blue

orb of energy that functions like a black hole that can be moved at-will, or even to pull you towards a specific point in order to act as a form of high-speed movement.

There also exists an inverse form of Blue, known as Red, which requires mastery of reverse cursed technique in order to use. As Blue's opposite, Red acts instead as the ability to repel. While used in a similar manner to Blue, Red is at least twice as powerful, and often takes the form of a small ball of blood red energy – a direct hit is more than enough to blow a large hole through most things it hits, or at the very least send a target flying for hundreds of metres with enough force to tear apart the entirety of their surroundings.

The most powerful form of Limitless is Hollow Technique: Purple, the fusion of Blue and Red. By combining attraction and repulsion, an imaginary mass is created in the form of a large ball of purple energy, then shot forth. The power of this cannot be understated: while it doesn't literally erase anything it touches, it might as well do for most matter it comes into contact with, leaving only empty space in its wake. Only those standing at the absolute peak of this world in terms of power and skill, would be able to resist it, and even then not without serious injuries.

There are more uses of Limitless besides these. It can, for instance, be used to teleport the user and anything they're touching long distances. It has been stated certain conditions are required for this to function, though unfortunately these are currently unknown. The main flaw of Limitless is its complexity: without also possessing the Six Eyes, it's almost impossible to use effectively due to the immense precision and high energy costs required.

Judgeman – 600 CP

With your cursed technique you're able to summon a shikigami known as Judgeman, a large figure in a black cloak shaped like the scales of justice, with a white mask for a face. It has no combat ability on its own, but is instead a vital part of Deadly Sentencing, the Domain Expansion that is inherent to your technique. Upon activating your Domain, you and your target are brought into a courtroom where all violence is forbidden, with all parties being completely unable to harm the other.

Instead of physical combat, however, those within are forced to engage in a trial, with you as a prosecutor, the target the defendant, and Judgeman as the impartial judge. Judgeman inherently knows everything about everyone in the Domain (though you do not share this knowledge), and will use this knowledge to accuse the defendant of a crime they committed. Furthermore, as the prosecutor you will also be given an envelope containing evidence related to the trial, though it is not necessarily conclusive, and only you will know that is inside. This evidence could, for example, be a photograph of the defendant at the scene of the crime they were accused of committing.

Without knowing the evidence, the defendant is tasked with making a statement to prove their innocence, though they may choose to remain silent or confess if they see fit. You may then use the evidence given to you to present a rebuttal. Once both statements have been made, Judgeman will render a verdict based solely on them. If

the defendant is deemed innocent, the Domain will end. If they are found guilty, however, Judgeman will sentence the defendant, resulting in a punishment. Though more severe crimes tend to result in worse punishments, even you can't be sure which one it will be.

One sentence given by Judgeman is confiscation, which will cause the defendant to lose access to their cursed technique – or, if they lack one, their cursed energy. The harshest is the death penalty with confiscation, which will not only apply the above effect but also give you the Executioner's Sword – a blade of light that will instantly kill anyone cut by it without exception, though it can only be used upon the defendant given the death sentence.

In addition to the above, you're also able to summon a special cursed tool with your technique in the form of a gavel. This cursed tool can change its shape according to your will, such as by extending its handle for greater range, turning it into an enormous mallet to crush your foes, or even giving it a level of fluidity, allowing it to weave past their defences and catch them with a hooked head. So long as it's still vaguely hammer-like, it's possible. You can also summon and dispel it with a thought.

There are only a few limitations to this technique. One is that in order to use Deadly Sentencing, you must explain the rules of the Domain to the defendant. The other is that so long as the target denies their guilt they may request a retrial, which will forcibly open the Domain once again, though they will be tried on a different charge the second time around.

Living Disaster – 600 CP

Your cursed technique embodies some sort of natural disaster, letting you manipulate it with both great power and versatility. The known examples of this kind of technique include Jogo's pyrokinesis, Hanami's plant manipulation, and Dagon's hydrokinesis. You may select one of the above, or choose something entirely different with a similar power level to the examples given below.

Jogo's pyrokinetic abilities, for example, allowed him to create enormous blasts of flame from his hands capable of burning down vast areas and seriously wounding or killing grade 1 sorcerers. Aside from this, he was also capable of generating small volcanos to emerge from surfaces at a distance and violently erupt; producing fist-sized 'Ember Insects' which fly towards a target, attempt to sting them (to unknown effect), then explode; and even creating an enormous flaming meteor capable of destroying much of Shibuya.

Hanami's ability, on the other hand, allows for the creation and manipulation of plants with various special abilities. On the simpler end, this can be used to produce various wooden constructs: roots to entangle and throw enemies about; spikes of wood that emerge out of the ground; vast masses of roots the size of a large building; and balls of wood from which branches can emerge mid-flight to skewer those around it. On the more complex end, this can also be used to produce such things as

a field of flowers that distracts and disorients those caught in it or buds that drain the cursed energy of whoever they latch onto.

Ten Shadows Technique – 600 CP

You've gained access to the hereditary cursed technique of the Zenin Clan, which focuses on summoning shikigami (familiar-like creatures similar to cursed spirits, often with abilities of their own) using specific hand signs and one's shadow as a medium. As its name implies, the Ten Shadows Technique has ten shikigami that can be summoned through it, with more powerful shikigami requiring more cursed energy to summon.

By default a user begins with only the first available to them: the Divine Dogs, a pair of wolves, one black and one white, that can be used to defeat weaker curses and for tracking. To gain access to the other nine shikigami, the user must first summon them using a ritual. When brought out in this way they will initially be hostile, but will fall under the user's command if they can defeat them without any outside help. Eight of the other shikigami are as follows, with the details of the ninth, Tiger Funeral, currently being unknown:

Nue, a masked bird large enough to lift someone into the air and carry them for a short distance. Aside from its ability to fly decently fast, the main draw of Nue is its ability to produce electricity from its wings that it fires off at-will, which can hit hard enough to exorcise weaker opponents and even stun relatively strong ones for a while.

Toad is a man-sized version of exactly what its name implies. It doesn't have any impressive abilities, its only notable feature being its tongue, which extends relatively quickly and is strong enough to lift and throw human targets with ease.

Great Serpent is an enormous white snake, large enough for a human to easily fit within its mouth and long enough to reach dozens of metres into the air. If it has any special abilities, they aren't known.

Max Elephant is a pink elephant with the ability to output large amounts of water from its trunk, enough to flood a wide corridor or a room in moments, and with enough force to barrel a man off his feet. It also happens to be rather heavy, more than enough to crush someone if you dropped it on them from above.

Rabbit Escape is a swarm of hundreds of white rabbits. They're each about as strong as a regular rabbit, so this shikigami is mainly used to distract or confuse an opponent. They can be directed to work together though, piling up on each other to create simple structures like walls or hollow balls.

Round Deer is a four-eyed deer large enough to fill a corridor. Its main use lies not in direct combat, but in its ability to use reverse cursed technique, which can be used to both heal the user and counteract cursed energy used against them.

Piercing Ox is rather simple, taking the form of a black ox. It doesn't have any abilities other than charging straight towards things to ram them and it can only move in a straight line, but the longer it charges the more powerful it becomes, to the

point that it can knock back one of the most powerful sorcerers of the Heian era with a brief windup.

Mahoraga is the strongest shikigami by far, taking the form of a large, powerfully-built humanoid with two feathered wings in place of each eye, a blade attached to its right arm, a snake-like tail extending from the back of its head, and an eight-pronged wheel hovering above its back. Even with its physical abilities alone it's a threat to even the strongest sorcerers, hitting hard enough to punch its foes through several buildings, and the blade on its arm, the Sword of Extermination, is a cursed tool coated in positive energy, which is anathema to cursed energy and especially cursed spirits.

Its most powerful ability, though, is its power to adapt to the whatever it faces. If it or its user is hit by an attack, the wheel above its head will begin to rotate, and when it has made a full revolution it will have fully adapted. An attack that worked on it before will no longer affect it – similarly, if it encounters a defence it can't pierce it will adapt in order to overcome it. It doesn't just stop at once it has though, but instead continues to search for better, more effective adaptations. For example, when it initially came into contact with Gojo's Limitless, it first changed the very nature of its cursed energy to overcome it, then switched to cutting space itself to bypass its defence entirely. As a result of this power, though, no sorcerer of the Zenin family has ever succeeded in subjugating it.

In addition to the shikigami above, it's possible to temporarily fuse several shikigami into a single summon, combining their forms and abilities at the cost of increased cursed energy usage. Users are also capable of using their own shadow to store objects, though they still experience the weight of anything kept inside, and even entering other shadows in order to hide inside of them.

Aside from the aforementioned limitation on which shikigami can be summoned, there is another major flaw: any shikigami that is destroyed will be unable to be summoned again. Fortunately, it's possible to dismiss any shikigami with a thought, whereupon they will be fully healed when resummoned, and the energy of any dead shikigami will be inherited by the others who survive, empowering them proportional to the defeated one's strength. Merged shikigami are also not subject to this, their constituent shikigami not being permanently destroyed upon the fusion's death. Any dead shikigami will optionally be restored after ten years or at the start of the next Jump, whichever comes first.

Construction – 600 CP

You're able to create objects out of nothing. Unlike with some other techniques, though, whatever you make using this is not just a manifestation of your cursed energy that'll disappear once you release the technique, but truly real. So long as you understand its properties, you can construct almost anything, from bullets to liquid metal you can control using your cursed energy and shape into armour based on the abilities of various insects, such as flight and extraordinary strength. With the right

knowledge almost anything is possible, though something like a powerful cursed tool might need a rather costly binding vow to achieve.

There is one major limitation to Construction: it eats up a huge amount of cursed energy, with larger and more complex objects using up more. A weak sorcerer might only be able to make a single bullet per day, but even those with a lot of cursed energy could run out of cursed energy if they use their technique too freely. With a focus on making more efficient constructs, however, it's more than possible to offset this.

Sky High – 600 CP

You have the ability to manipulate space by treating the “sky as a surface” – quite literally grabbing hold of the space around you and manipulating it with your hands, causing the world around you itself to warp similar to how a lens causes distortion. This is quite easy to do as well, space itself seeming almost like a sheet of sorts that moves to your will without resistance. For example, if someone tried to punch you, you could grab hold of the space in front of their hand and pull, causing their arm to follow the direction you pulled in and become distorted in the process. Ranged attack can likewise be redirected just by grasping the space before them and twisting around, sending them off in a different direction of your choosing. This technique doesn't warp space permanently, though – everything returns to normal once you let go of it.

It's not just redirecting attacks this can be used for. By treating space as a surface using your technique, you're capable of levitating by standing or sitting on it, or even flying in a sense by grasping hold and using distortions to propel yourself through the sky. It can also be used offensively: by hitting the surface of the sky before your target instead of the person themselves, you can break that surface as if it were thin ice. This causes the sky to temporarily shatter, striking whoever was on the receiving end of the blow with far greater force than you'd usually be able to muster.

Cursed Energy Discharge – 600 CP

Perhaps the simplest of all cursed techniques, you're able to fire off beams of raw, concentrated cursed energy. What this lacks in versatility though, it more than makes up for in power, possessing the greatest output of all cursed techniques. At its most powerful, you can unleash a wide beam of energy by charging up for a bit, strong enough to destroy several city blocks in a single shot and leave nothing but rubble in its wake. Though they may not be as powerful, your regular beams are nothing to scoff at, either. Not only do they have the power to pulverise concrete and tear apart buildings with little effort, you can also fire off several at the same time, independently controlling each of their flight paths to make them follow your target with unerring accuracy. Likewise, your range with this is also incredible, able to precisely target your beams even hundreds of metres away from you.

With a rapid volley of these normal beams bombarding them from the sky, your strength with this is such that you could even give a special grade sorcerer trouble, to say nothing of what you could do to lesser sorcerers. Truly, only sorcerers on the level of Gojo or Sukuna could hope to rival you in raw power alone with this, and that's only if they have a technique suited for such a thing.

Private Pure Love Train – 600 CP

Your technique inherently comes with a Domain known as Idle Death Gamble, which has effects and an appearance based on the pachinko machine Private Pure Love Train. It's incredibly complex in its functions, with several different elements, mechanics, and probabilities involved. In its simplest terms, the Domain is a gamble: the user hopes to get three of the same symbols, similar to a slot machine, by going through some short scenes of Private Pure Love Train's story. If they fail to get three in a row, the Domain resets to the beginning and they can begin again.

If they succeed, though? They hit the jackpot, and the Domain ends. By hitting the jackpot, the Private Pure Love Train theme song plays around you, and for its duration (4 minutes and 11 seconds) you have unlimited cursed energy. Though its output is not limitless, you could fight without any regard for running out or overexerting yourself for that duration. In addition, this unlimited cursed energy comes with a fully automatic reverse cursed technique, granting you a regenerative factor so potent that it could heal severed limbs or large holes blown through your abdomen in an instant, rendering you nigh-unkillable. Though you can't have the jackpot and Domain going at the same time, you're capable of activating your Domain again the moment the jackpot ends.

While theoretically you only have a 1 in 239 chance of hitting the jackpot with each spin, in practice the probability seems to be much higher than that, with several effects and hidden probabilities that can raise your chances. It has been seen go up to around 1 in 5, though even in spite of that this works best with a lucky user. Aside from being based on the whims of fortune, the main flaw with the Domain is that each "spin" of it takes time. Because of this, and that it doesn't come with an auto-hit attack, any opponent drawn into Idle Death Gamble is capable of continuing to fight the user as normal, trying to defeat them before the jackpot is hit.

There are also several abilities of this technique that can be used without activating the Domain. The user seems to be able to conjure certain elements of Private Pure Love Train into the real world. They could, for example, conjure the train shutter doors that feature heavily in it around their opponents, using them to crush or restrain them, or pachinko balls they could send flying towards them as a projectile.

Brainjaku – 600 CP

You're able to steal the bodies of other people. So long as they're unable to resist – be it due to being unconscious or simply dead – you're able to transplant your brain into their skull with your technique. By doing so, you're capable of extending your life

indefinitely by switching bodies every few decades. It's not just their body that you get, though: you also receive all of the target's memories as well as their cursed energy, making you indistinguishable from the original even to a user of the Six Eyes. The only indication that you've stolen someone's body is a scar along the forehead, a remnant from you entering their skull.

But it's not just the target's memories you receive when you steal someone's body – you also receive the cursed technique they had in life. Not only can you use it as your own, but it becomes an inherent part of you, allowing you to keep using it even if you transfer into another body afterwards. It's said, though, that one can only possess a certain amount of cursed techniques before their brain overloads. By default, you can copy up to three techniques (not including this one) using this, though you can always delete one you don't want if you come across something else you want.

Cat Box – 600 CP

Your cursed technique is the power to instantaneously transfer people and objects through space. In its simplest usage, this takes the form of teleportation: simply by concealing yourself from any outside observers, such as with a cloth, you can instantly transport yourself to any place or person you've previously marked with your cursed energy. Other people or objects can be taken with you, so long as you conceal them too. This isn't some short-range teleportation, either – with this, you could repeatedly teleport across a battlefield to evacuate wounded fighters, or even transport yourself and another all the way from Tokyo to Kuala Lumpur without any visible strain.

Strangely, however, teleportation is perhaps the lesser of this cursed technique's uses – no, its real power comes in the ability to target the soul itself, though you do need the target's consent for this. The main use for this lies letting a target use someone else's body by swapping their souls. The potential for this is incredible – as the body retains not just muscle memory but also remembers the jujutsu used by it, using someone else's body allows you to rapidly learn their skills. It's to the point that in a matter of weeks, a sorcerer with no prior knowledge could become proficient in complex techniques such as reverse cursed technique and Simple Domain, to say nothing of the mastery they might have gained if they'd inhabited that body for longer. The safe upper limit seems to be two soul swaps per month per person.

Naturally, you'll likely be able to use this to learn other non-innate abilities from other settings, too.

Shrine – 600 CP

The cursed technique of the King of Curses himself, Shrine is primarily a technique that uses cursed energy to cut the user's foes. There are two main forms this takes: Dismantle and Cleave. Dismantle is a ranged attack, firing off slashes at great speeds, and possessing enough strength to slice straight through concrete and leave great gouges in its wake, as if left by some giant's sword. Not only are these slashes

completely invisible, they move fast enough to decapitate someone before they can even react, and with enough skill they can be launched at a rate of fire comparable to an automatic weapon. Its only real weakness is that its strength cannot be adjusted.

That, however, is covered by Shrine's secondary attack, Cleave. Unlike Dismantle, Cleave's strength can be adjusted – assuming you have the cursed energy required, it could theoretically slice through anything in a single blow, regardless of the target's toughness or cursed energy level. Its main limitation is that, unlike Dismantle, it is not a ranged attack, instead requiring physical contact with the target to be activated.

There is a final part to Shrine, however, that is unrelated to slashes. This is Furnace: the ability to create and fire off flames of incredible strength. The sheer firepower of Furnace is such that even a powerful special grade cursed spirit born of humanity's fear of volcanos whose cursed technique involved the manipulation of flame could be utterly incinerated in a single hit. Such power comes with numerous restrictions, though. The first is that, in order to activate Furnace, Cleave and Dismantle must both be used just beforehand. The second is that the flames it creates aren't particularly fast and have a rather short range. Sukuna solved these latter problems with a binding vow stipulating that he cannot use Furnace when outnumbered except within his Domain, allowing him to use it to fire off arrows of flame. Perhaps you'll do the same?

Comedian – 800 CP

You have perhaps the most versatile and powerful technique of all, the ability to change reality itself with your thoughts. There is, however, one catch required to activate it – whatever you want to achieve with this technique, you have to think it'll be funny. You can't cheat this requirement: attempting to bypass it through mind controlling yourself or pretending you find something funny will completely fail. Losing confidence in yourself will also cause this technique to falter. However, so long as you genuinely think something will be humorous, regardless of what others think, you'll be able to make it real. Naturally, because of this it'll likely need a certain personality type to get the most use of it.

For example, even if you were hit by an attack that should leave you as little more than a bloody paste, if you think it'd be funny to crawl out of the crater it leaves unharmed, that's what would happen. Similarly, having yourself spontaneously covered in sauce to have punches slip right off you, summoning a *harisen* to bat away projectiles are also possible, or having a truck suddenly appear and kill a special grade cursed spirit by running it over are all possible, though these are incredibly small examples, a shadow of what this technique is truly capable of.

At its greatest extent, you could create scenarios and force those around you to take part in them to great effect, going from a getting shocked by a defibrillator to playing in the sea to standing upon the stage of your latest comedy show in a rapid-fire montage of skits. These are all mere simulations for you so any damage you take in them can disappear at your will, but the injuries your opponents take will be very real, with even things that shouldn't be able to hurt them being able to do so as long

as it's part of the skit. It's only by playing along and outdoing you at your own game that your foes can hope to overcome this technique.

Cursed Spirit Manipulation – 800 CP

An incredibly rare but potent technique, you have the ability to control cursed spirits. So long as you defeat them or leave them too weak to resist – or you're strong enough that defeating them would be completely effortless – you can convert them into a small orb of cursed energy. By swallowing this orb you absorb the cursed spirit into yourself, allowing you to summon them at any time with just a thought from black portals you can manifest around your body. Summoned cursed spirits are completely obedient to you, following your mental commands without question and dying for you without a second thought if ordered to.

There's no limit to the number of cursed spirits you can absorb with this technique as well as no limit how strong they can be, though their power cannot grow any further after they've been absorbed. Naturally, this technique's greatest strength is the sheer breadth of abilities it gives the user access to – absorbed cursed spirits retain the abilities they had before, so absorbing one with a cursed technique effectively allows you to wield it as your own through them. You're also not limited in how many you can summon at once, so drowning someone in a horde of curses is certainly possible. Of course, if one of your summoned cursed spirits is killed it's gone for good, so some prudence may be advised.

This technique works on beings similar to cursed spirits in other worlds as well – so long as it's vaguely spiritual in nature, you can use this technique to absorb it. In addition, whenever you enter a new Jump you may choose to have cursed spirits naturally occur there too, behaving just as they do here. Depending on the setting, they may be primarily concentrated in a single broad location (such as a country) with sparse appearances elsewhere or occur evenly across the world.

Idle Transfiguration – 800 CP

You're capable of altering the shape of the souls of anyone you touch. As, under this technique's rules, the shape of the body is dependent on the shape of the soul, functionally this technique allows you to reshape the bodies of those you come into contact with to horrific effect.

Just one touch, and any normal human could be disfigured into a grotesque shape completely unrecognisable from what they once were – or killed in gruesome fashion, if you prefer. Squashed or stretched proportions, extra limbs or appendages, animalistic traits: the modifications you can make are almost without limit, unbounded by the conservation of mass. You can even shrink them down enough to fit in your pocket, or blow them up to tower over regular humans. People altered beyond recognition like this – referred to as transfigured humans – will have their minds and sanities destroyed beyond repair, and will unquestioningly obey your commands. Of course, your transfigurations don't have to be harmful. You could just

as well heal someone with this, able to grow missing limbs in a matter of seconds even if they happened to be born without them.

You're also more than capable of changing the shape of your own soul to great effect. You could shift your arms into functional wings to fly at great speed; a multitude of long, whip-like blades capable of slicing through concrete like paper; a drill you can fire off as a ranged projectile, and more. Or you could just make your fists bigger to hit harder or arms longer to extend your reach, to keep things simple. Likewise, uses such as producing spikes from anywhere on your body, splitting apart into multiple bodies (though only one will be the real 'you'), or turning into other animals such as fish or snake-like creatures are all possible.

This self-shapeshifting ability also comes with a perhaps unexpected bonus. Since you can just alter the shape of your soul to nigh-instantly repair any damage to your physical form, harming your body is pretty much meaningless. To do any real damage to you, your opponents will need to attack your soul itself – something that, while possible, is an incredibly rare feat few are capable of, making you almost impossible to take down for anyone else.

There are more specialised uses for this technique, including those that focus on merging the souls of others together, though those will have to be learned through your own experimentation.

Star Rage – 800 CP

You have the ability to add virtual mass to yourself. Due to its imaginary nature, any mass gained through this technique doesn't slow your movements or hinder your mobility at all, but instead vastly increases the power of your blows. With a single punch using this you could exorcise a special grade cursed spirit, or severely injure a special grade sorcerer and send them flying despite using their cursed energy to reinforce their body. As such, your striking power is completely unparalleled.

There's no limit to the amount of mass you can add to yourself, the amount that you gain only being restricted by the cursed energy you put in. However, although it is almost immeasurably high, there is a point at which you start to become affected by the virtual mass you add: the point at which you become so heavy that your body condenses into a black hole. Though by your will you can suppress it so that it only affects a certain radius around you and disappears after a certain amount of time, unrestrained this is a true black hole, able to destroy the entire world. Unless you have some way to survive this, it's probably best to keep it in reserve as a last resort.

Your cursed technique also inherently comes with a shikigami: a bony, serpentine creature known as Garuda, with eight small wings that allow it to fly. The main use of Garuda is to enhance the variety of your own attacks, as you can also apply Star Rage's effects to it. You could grasp it by the tail and swing it like a whip, make it roll up into a ball and throw it as a projectile, or command it to ensnare someone and weigh them down. It's also capable of attacking separately from you, and to great effect if you use your technique to bolster it. Though it can be killed, it will revive after 24 hours if this happens.

The only real downside to this technique is that, because the mass it adds is virtual, your tensile strength doesn't increase with it, making you only as durable as you would normally be.

Rika – 800 CP

As the result of some event in your past, a special grade cursed spirit has become bound to you, and a rather powerful one at that. Though their exact appearance and personality are up to you, one thing is certain: they're incredibly loyal to you, perhaps to an obsessive degree. They possess no cursed technique of their own, but more than make up for this with their incredible physical ability, strong enough to effortlessly restrain even those with superhuman strength like Itadori, crush an overpass into rubble with a single blow, or reduce lesser cursed spirits into a splatter of blood, as well as get hit hard enough to be sent flying through buildings with little harm to show for it.

Most of the time they lie dormant within your soul and only manifest into the outside world when you will them to, though they can automatically emerge and act of their own accord when you're in danger. As such, though they'll unfailingly follow your orders they also possess a good degree of autonomy, which is aided by the fact that they can remain manifested even many hundreds of metres away from you, and perhaps even further still.

All of the above feats are only when they are partially manifested, however. By taking some kind of symbolic action – such as putting on a ring, or chanting a specific incantation – you can cause your cursed spirit to fully manifest, opening up a vast array of uses. The first is that you may use them as a battery for cursed energy of sorts, storing energy within them whenever you like and withdrawing it during their full manifestation, letting you far exceed your usual limits. Their storage capacity is endless, but it's not just energy they can stockpile. They're also capable of storing objects within an extradimensional space inside their body, which you can take out while manifested.

Fully manifesting your cursed spirit also increases its physical abilities by a good deal, and allows both you and it to fire off beams of cursed energy similar to Cursed Energy Discharge (though definitely not to the same level of power). None of these are the greatest draw of this. No, that would be the way it enables you to copy the cursed techniques of others. By having your cursed spirit eat part of the body of another person, such as their arm, you're able to copy their cursed technique. So long as your cursed spirit is fully manifested, you can freely use any copied cursed techniques as your own, though it'll be up to you to master them. There's also no limit to the number of cursed techniques you can copy using this.

The only downside to this is that full manifestation has a limited duration, lasting for only five minutes before it can't be sustained anymore. Your cursed spirit can also theoretically be killed, though if this happens it'll just retreat to inside your soul to heal for a while, unable to be used for a few days.

Custom Technique – 200-800 CP

If none of the above options appeal to you, you can always make your own technique. Use the existing techniques listed above as guidelines for determining its price and the power of its effects. A situational cursed technique or one with a lot of limitations would likely only be 200 CP, for example, while one with overwhelming power and versatility would be 800 CP.

Equipment

General

Special Grade Cursed Tool – Varies

By purchasing this option, you receive a cursed tool imbued with one of the abilities from the cursed technique section, allowing you to wield it through this item. The exact form of your cursed tool, as well as how it specifically interacts with the cursed technique it carries, is up to you. Perhaps you have a megaphone that allows you to use Cursed Speech when talking through it, a shamisen imbued with Boogie Woogie that switches people's places when played, or a sword that slowly leaks blood that its wielder can control as if by Blood Manipulation. As long as its effects are related to the original technique – and don't exceed it in power or ignore its limitations – it should be possible.

The price for such an object is equal to the original cost of the cursed technique.

New Blood

A Regular Gun – 100 CP

A normal handgun, of a make and model of your choice. Though it won't be of any use against cursed spirits on its own (unless if you reinforce it with cursed energy), it'll still prove a surprisingly effective tool against most sorcerers. The only special trait this gun has is that it's surprisingly easy to conceal on your person, such that even a dedicated search wouldn't pick it up. Comes with a fair bit of ammunition, enough for a fight or two, which restocks every week.

Tsukamoto – 100 CP

A small cursed corpse, taking the form of a small stuffed doll bear with boxing gloves on its paws and a rather ugly face. Its main purpose is to help sorcerers learn how to use cursed energy. As long as it is supplied with a constant, steady stream of cursed energy, it will remain asleep, snoring peacefully. The moment that flow is interrupted, be it by giving it too much or too little, it will awaken and start punching those closest to it until it receives energy once again. The punches definitely hurt, but they aren't strong enough to seriously injure anyone. Usually, it's set to only require a low amount of cursed energy at first but will gradually increase its demand, training the user to maintain a higher output.

Chain of a Thousand Miles – 200 CP

A special grade cursed tool in the form of a metal chain with a clip at one end. So long as the end without the clip remains hidden from anyone's view, the chain can keep extending with no known limit, though it can also be shortened by retracting the chain as well. While it can be used as a weapon by itself, the clip allows for other objects, including cursed tools, to be very easily attached to it, greatly extending their range.

Hidden Inventory – 200 CP

A weak cursed spirit bound to you, in the form of a purple, worm-like creature long enough to coil around your body with a hideous, vaguely human-like face. It doesn't have any offensive ability whatsoever, but is instead used to store objects. The interior of its body is far larger than its size might imply: blades, tools, and swarms of small cursed spirits can be stored inside of it, seemingly without limit. Just by pushing it into its mouth, anything that fits could be stowed inside of it, and anything inside can be withdrawn just by reaching inside and thinking of what you want.

Interestingly, the cursed spirit is also capable of swallowing its own body, allowing it to shrink down small enough to be effortlessly swallowed by someone else. Anything stored inside of its body is undetectable from the outside, and nothing can subvert its allegiance to you.

Death Paintings – 400 CP

A set of nine glass tubes, each containing small, malformed fetuses. These are beings known as the Death Paintings: the unique product of the coupling between a human mother and a cursed spirit, with the blood of the sorcerer who experimented on them mixed in. While they're physically only in their embryonic form right now and will never develop beyond this on their own, they're all conscious and aware of their other siblings.

You could use them as subjects of experimentation to further your own understanding of jujutsu. A more practical usage, on the other hand, would be causing them to incarnate, a process as simple as forcing a human to ingest them. This will cause the human's body to transform, taking on appearance anywhere from a malformed bob with arms and legs to looking indistinguishable from a normal human, as their consciousness is overwritten by the Death Painting.

Each of the Death Paintings have the ability to convert their cursed energy into blood, as well as a blood-related cursed technique leaning towards the lower end of things. They're all considered equivalent to a special grade cursed spirit in power, though they're generally towards the lower end of that tier. While they're not inherently loyal to you, they'll certainly be rather grateful towards you for bringing them to life and will likely become steadfast allies so long as you treat them decently.

If you wish, you may decide to have a different concept to have them centre their abilities around other than blood. In any case, the majority of them will have cursed techniques around the 200 CP level of power, with one or maybe two have a 400 CP-level technique.

Fleshcraft Workshop – 400 CP

A place that may be considered rather distasteful to some, this nondescript building, unlikely to attract anyone's attention, contains a workshop dedicated to crafting cursed tools. It has all the tools and equipment one might expect to find in a craftsman's workshop, capable of working anything from metal to wood to bone to create items of any sort, along with a good supply of the materials needed.

But the real draw can be found in the basement freezer: the corpses of sorcerers with various cursed techniques, all with their brains fully preserved. Given that the one known creator of cursed tools made frequent use of such materials, it's likely these will prove highly useful to your craft, as well as for any research pursuits you might have. Interestingly enough, there are also several bodies of cursed spirits lying around too, including one of special grade levels of power. Considering that cursed spirits generally turn to dust when killed, this is a very valuable find indeed. Any used materials will restock at the end of each Jump.

Inverted Spear of Heaven – 600 CP

Despite what its name may imply, this special grade cursed tool takes the form of a dagger with an unusual, two-pronged blade. Imbued with an unusually potent ability, it has the ability to nullify any cursed technique its blade comes into contact with. No matter how powerful it is, the technique will be forcibly ended and suppressed the moment the blade comes into contact with its cursed energy. It doesn't hurt that the actual dagger portion of the blade is perfectly functional despite its odd shape, cutting through flesh and cursed energy with equal ease. As an added bonus, this works just as well against supernatural abilities in other settings, too.

Cult – 600 CP

While most sorcerers tend to prefer to live under the radar of mundane society, you're not like them. You happen to be the head of your own religious group, with a good few thousand in membership. The exact doctrine of your cult is up to you, as is your place in it – you could be seen as a prophet to a higher power, a Buddha-like figure, or even a living god – but one thing is the same: the membership mostly consists of mundane humans, many of whom flock to you for help with cursed spirit-related problems in their lives. They're all rather devoted to you, gathering to worship in a central temple in a major city, but more importantly, their donations to you add up to several billions of yen per year, allowing you to live quite the easy life if you wished.

They're not all non-sorcerers, though. At the very core of your group, you have an inner circle of a half-dozen sorcerers, all of whom are just as loyal to you as the rest, if not more so. The strongest among them is a grade 1 sorcerer who acts as your right hand, with the rest ranking below that, hovering on average around the grade 2 to high grade 3 range.

Student

Curse-Seeing Glasses – 100 CP

A rather simple form of cursed tool, you have a case full of several dozen glasses of various makes and styles. Anyone looking through their lenses would be able to see cursed spirits and jujutsu just as well as any sorcerer – and, by extension, also perceive them with all of their other senses somehow. While for obvious reasons these are useless to a sorcerer, they can be a rather helpful aid for any non-sorcerer allies you might have.

Cough Syrup – 100 CP

An item any user of Cursed Speech would love to have. This is a bottle of generic brand cough syrup that never seems to run out of its medicine. As one might expect it doesn't taste the best, but its utility is undeniable: any sort of sore or irritated throat is cleared up in an instant, leaving the user feeling as good as new. It won't do as much if you're coughing up blood, but for anything short of that? There's nothing better.

Broom – 200 CP

This unassuming-looking cursed tool takes the form of a traditional broom, with a straw head and a wooden shaft, which is slightly curved up towards the end. By making physical contact with it, the broom will respond to your cursed energy and move according to your wishes, to the point that it can be used to fly through the air with great agility, weaving effortlessly between trees while moving far faster than a man could run. Its strong enough to carry you and anything you might have on you should you decide to ride it.

Jumpermaru – 200 CP

A cursed corpse that takes the form of a mechanical humanoid made of brown-painted metal with green eyes, standing at roughly the height of an adult man. Strong and durable enough to take on a decently powerful cursed spirit on its own, it also happens to be outfitted with a number of weapons powered by its cursed energy. Retractable bladed claws in its hands which can be formed into a drill by rapidly rotating its arm, jet boosters in the back of the elbows for bursts of speed and short-term flight, palms that can emit beams of cursed energy, and even a cannon in its mouth that can shoot out a powerful blast.

All it would take to get it running in supplying it with some of your cursed energy, ensuring it will follow your every command for as long as its reserves don't run out – which, despite its flashy attacks, are surprisingly efficient in their usage. If you'd prefer you could also control it more directly, sharing its senses and controlling its

movements as if it were part of your own body, even out to a distance of hundreds of metres away.

Fight Club – 400 CP

You happen to be the owner of an abandoned parking lot, located on the outskirts of a major city. While the outside is rather unassuming, enough that most would pass by it without giving it a second glance, it's what's on the inside that's of actual interest: an fight club, where the participants include not only regular humans, but sorcerers as well. Given that non-sorcerers gather to watch such fights, this flies in the face of jujutsu society's rules... but also happens to be incredibly profitable. You could get quite rich off of this place, something made easier by the fact that the authorities, both mundane and supernatural, seem quite content to ignore it.

You're free to set the rules of this place, and all who visit or fight here will obey unless they're already antagonistic to you for whatever reason. A small amount of staff exist to run the club on your behalf, handling everything from security to management, though they probably won't be much help when fighting back against any serious threat. Your venue attracts supernatural combatants at a rather frequent rate, be they sorcerers in this world or something else in another, and while they won't be the world's most powerful, they could still have their uses, and probably won't be too hard to recruit to your causes.

Dragon-Bone – 400 CP

The masterpiece of the curse user Juzo Kumiya, Dragon-Bone is a cursed tool in the form of a single-edged sword. With a crude-looking leather handle, a mechanical hilt, and a thick blade with three vents near the hilt on the blunt end, it's a rather odd-looking weapon, but deadly nonetheless. Through normal use, especially when used to strike something, it accumulates force and cursed energy within the blade. Then, at any time the user wishes, these can be ejected from the vents like jets, granting the blade an explosive boost in speed and cutting power. Such power is enough for it to slice clean through metal reinforced by cursed energy, to say nothing of the violence it could do to a person's body. Even without its boosts, it's still a sharp and durable weapon regardless, enough to wound almost any cursed spirit.

Playful Cloud – 600 CP

As a rule, all special grade cursed tools are imbued with a cursed technique. Playful Cloud is the exception that proves it. A three-section staff consisting of red staves connected by short metal chains, it's a weapon that forgoes any special ability for something simple: acting as a force multiplier for the user, allowing them to hit with far more force than they could usually exert. A sorcerer with slightly superhuman strength, for instance, would be able to hit a special grade cursed spirit and send them flying through the air despite their attempts to resist. Given this effect, the

naturally stronger the user is, the better this weapon will be in their hands, potentially making it effective no matter how powerful one gets.

Neon Genesis Mechamaru – 600 CP

A giant, mechanical cursed corpse, coated in thick metal armour and standing dozens of metres tall. This one functions a bit differently from most, though: instead of acting autonomously or controlled from a distance, the user pilots this cursed energy-powered mecha from a cockpit inside of its head. It's incredibly easy to use, too: just through your intent and pulling a few levers, you can manoeuvre as if it were an extension of yourself.

Its physical abilities are incredible, as could be expected of a construct of its size. Its strong enough to shatter dams of solid stone and leave great craters in the wake of its every punch, tough enough to tank several blows of that same level of strength before its armour starts breaking, and fast enough to bound and sprint across the land with surprising speed, all without any expenditure of energy. When one does begin to use cursed energy, though? It becomes capable of feats far beyond this, most often in the form of beams of concentrated cursed energy. At its absolute greatest, its able to fire off multiple blasts of energy at once that home in on their target, each of which has the power to completely obliterate vast swathes of land wherever they hit, and are on par with a special grade sorcerer's output.

Of course, this consumes enormous amounts of cursed energy, enough that your average sorcerer wouldn't even be able to fire one without a good year or more of preparation. Fortunately, even if you don't have ridiculous levels of cursed energy to power it, this mecha's reserves have already been topped up with huge amounts of the stuff, enough to fire off over a dozen blasts before running out. This energy recharges to full at the end of each year.

It does have one extra feature on top of this: four tubes that can be manually loaded from the cockpit, then fired from the mecha's hand like shells. These tubes are charges imbued with a cursed technique, which activates as soon as it makes contact with something. By default, these are loaded with Simple Domain, allowing them to injure the very soul of those they strike, though you may imbue them with a technique of your own, or that of one of your allies. These charges likewise replenish after a year, though you can make more if you wish.

Old Timer

Bread – 100 CP

A little something to make your day that bit more bearable. Every day, you'll receive a small package of bread from a good bakery, fresh out of the oven. It'll come in a number of different varieties: croissants, baguettes, pain d'épices, and more, including a few sandwiches for good measure. No matter what it is, though, you can be guaranteed it'll taste good, enough to be a pleasant memory for anyone who has a bit.

Slaughter Demon – 100 CP

A wide-bladed dagger, shaped almost like a cross between a butcher's cleaver and a combat knife, with a wooden handle and a guard of black fur. A basic cursed tool, Slaughter Demon does little more than act as a weapon capable of harming cursed spirits, even in the hands of a non-sorcerer. It won't be of too much use against a powerful curse, but against an average or weaker one? It'll slice or stab through them with ease.

Windows – 200 CP

For a country as large as Japan, there are far too few sorcerers to investigate and keep an eye out for cursed spirits on their own. That's why you have this small network to assist you. Referred to as Windows by jujutsu society, they're all regular people for the most part, with their own mundane lives and jobs – the only thing that sets them apart from the rest is their ability to see curses and cursed energy. They're not strong enough to use jujutsu, so they generally act as lookouts rather than participating in direct combat.

You may choose where the members of your network are generally located, though they'll struggle to effectively keep tabs on an area larger than a mid-sized city. While most of the time they'll just report any dangerous cursed spirits or unusual residuals of cursed energy they come across in their lives to you, you're also free to command them to search for something in particular, which they'll do with surprising efficiency. It'd take them just a few days to locate the exact hideout of a cursed spirit committing murders within a certain city, for example. Just don't expect them to help when it comes to actually exorcising it.

Your Windows will be able to see and keep a watch supernatural threats in other Jumps, too.

Cursed Talisman – 200 CP

You have a set of talismans – pieces of paper imbued with cursed energy, allowing them to perform specific functions. To be specific, the talismans you have were designed for two different functions: sealing and creating barriers. Just by wrapping

a cursed object or some other source of cursed energy up in one of the sealing talismans, it'll not only completely stop any of its cursed energy from escaping, but turn the object into a sort of repellent for cursed spirits. While intelligent curses will just feel some discomfort being near it, unintelligent ones will actively avoid the general area it's in. They're rather powerful talismans too, lasting pretty much indefinitely on any cursed object that isn't ranked special grade, such as a finger of Sukuna, but even one of those can be safely kept for several centuries before the seal starts to degrade.

The other type are those used to create barriers. Just by making contact with one of them, you can decide the exact details and nature of the barrier it'll create, though you can only 'program' it to make barriers you'd be capable of forming yourself. Though they will last for a few minutes or so based on the cursed energy infused, they will require a constant, albeit small, supply of cursed energy from another source to remain active. Because of the above traits though, such talismans are often used by experts at barrier techniques to allow lesser sorcerers to create complex barriers with relative ease.

You have a half-dozen of each type of talisman, which restock after a month.

Juju High – 400 CP

You're now the owner and headmaster of Japan's third high school dedicated to educating the next generation of jujutsu sorcerers. To call it a school at all might be stretching the definition of the word, though: given the paucity of sorcerers, you'd be lucky to have ten students total across all three years. Despite this, such a position is still a rather prestigious one within jujutsu society, as it tends to also serve as a headquarters for any graduates, and the facilities are nothing to scoff at.

The 'school' is surprisingly vast in scope, its campus almost a small village for the number of buildings it contains. With classrooms, dormitories, sports grounds, medical facilities, warehouses for storing cursed tools, and more, it's stocked with everything a budding jujutsu sorcerer could need, and that's before taking into account the vast wilderness surrounding it that also falls under the school's land. It's located near enough to a major city for it to be easily accessible, yet far enough away that it's incredibly hard to stumble upon by accident, and that's before taking into account the invisible barrier surrounding it that protects it from detection.

To start with, you'll have a good ten or so students here, with a broad scope in their abilities: some would barely even be grade 3, while one or two would already be talented enough to have reached grade 1, or be close to doing so. The faculty are a similar mix – most of them are just assistant supervisors, with little ability in jujutsu beyond deploying barriers, but there are a couple of experienced sorcerers who mentor the pupils here. While there aren't any anomalies on the level of Yuta Okkotsu or Satoru Gojo here yet, perhaps the education you provide could produce one in time.

This school may instead focus on other supernatural power systems in future worlds.

Black Rope – 400 CP

A cursed tool crafted by a clan of African sorcerers over the course of several decades, the Black Rope is exactly what its name implies: a piece of black rope, several metres in length. It's a rather versatile tool, strong enough to let you swing off of lamp posts, grab objects from afar to fling them, and strike others like a whip. Its real draw, however, is that the rope has the ability to cancel out any cursed technique it comes into contact with. Even a defence on the level of Limitless' infinity could be easily bypassed by it.

That said, it does have a weakness: each time it's used to interfere with a cursed technique, a part of it burns away. Each individual use only destroys a small amount, but over the course of a fast-paced yet protracted battle, it might not be long until it's significantly shorter than it was before. Fortunately for you, your version of the Black Rope has the ability to repair itself, slowly regenerating back to its full length over time.

Jujutsu House – 600 CP

Three great houses dominate the political landscape of jujutsu society: the Zenin, Kamo, and Gojo clans. Now, however, you've become the head of a clan of jujutsu sorcerers of your own, one every bit the equal of the Big Three. Your power is such that you could exert great leverage on the way Japan's jujutsu community functions, from being able to implement new regulations and imposing punishments upon your rivals to even having some influence over the nation's Prime Minister himself. While you may not be the direct leader of the jujutsu community, it'd be hard for them to get much of anything done without your assent.

It's not just political might that you wield – the actual family who make up your clan are nothing to scoff at, either. A hundred or so members make up your clan, all of whom are sorcerers in their own right. While most will generally hover around the grade 3 mark, and many won't even have a cursed technique of their own, there are about a dozen members ranked at semi-grade 1 or above, each of whom possess varied and unusual techniques of their own. These more powerful members form the leadership under you, and manage the affairs of the clan decently competently in your absence. Of course, it'd be a waste not to mention the clan's headquarters too: a stunning, almost palatial complex built in a traditional Japanese architectural style, with plenty of room for its members to live in, training grounds, and even a stockpile of decently powerful cursed tools.

Aside from this, the structure, culture, and demographics of your clan are all up to you. While most of the existing ones are rather conservative in their outlook, this need not be the case for yours. In addition, if you possess a cursed technique you may opt for it to become an inherited technique, one associated with the very clan itself and passed down through its members for centuries. While most members of this family will still possess techniques of their own, there'll be at least a few other than you who'll be able to use it.

If you wish, you may instead choose to become the head of an existing clan if you have a certain cursed technique. These are: Blood Manipulation for the Kamo Clan, Limitless for the Gojo Clan, Ten Shadows Technique or Projection Sorcery for the Zenin Clan, or Cursed Speech for the Inumaki Clan.

Split Soul Katana – 600 CP

One of the strongest cursed tools, the Split Soul Katana is a rather unassuming single-edged blade, with the white fur upon its guard being its only real distinguishing quality. The blade's unique property is that it ignores the physical toughness of any substance it strikes in order to directly cut the soul. While it's said to be strongest in the hands of those who can see the souls of inorganic matter, such as those with zero cursed energy, its power is incredible regardless. The bodies of even the toughest cursed spirits would be like paper before it, and the damage to the soul will make it much more difficult to recover from their injuries than normal.

Cursed Spirit

Transfigured Humans – 100 CP

A paper bag full of misshapen, finger-sized lumps of flesh, all with hollow, eyeless, expressionless faces. These are transfigured humans created through Idle Transfiguration, compressed down to their smallest form. Simply holding one, willing it to grow, then throwing it will cause it to expand into a malformed, vaguely humanoid monster that'll instinctively attack anything nearby except you. They're not particularly strong – any decent sorcerer would have no trouble against them – but their aggression, horrific appearance, and uncanny babbling will make them a terrifying opponent for any regular human, as well as a decent distraction against a sorcerer. The bag refills its contents every month.

The Old Haunt – 100 CP

Less an item, and more a convenience for a being like you. No matter where you go, you'll always be able to come across some creepy location that's the target of all sorts of negative emotions, the perfect lair for a cursed spirit. Perhaps in a city it's an abandoned hospital or school. Out in the country, perhaps it'd be a quiet graveyard, or a run-down mansion, or maybe even an eerily dark cave. No matter what, it'll be the kind of place people don't tend to poke around in too often without reason, while also being decently habitable. By cursed spirit standards, at least.

Parasitic Bud – 200 CP

You have a small bag full of ten or so buds from a strange plant indeed – these may, in fact, be one of the few things more dangerous to a sorcerer than a regular human. While only in bud form currently, they grow quickly as soon as they come into contact with cursed energy, growing into grotesque-looking masses of wood with small flowers bearing fanged mouths. If one of these hit a non-sorcerer or someone not using any cursed energy, it'd bounce off harmlessly. Against a sorcerer reinforcing their body with cursed energy or using their cursed technique, though, it'll latch onto them and not only begin to absorb their energy the more they use it, but even extend its roots into their bodies, potentially causing lethal damage. Assuming someone figures out how the buds work before they dig in too deep, though, they aren't too hard to remove.

The bag refills every month, and in other worlds the buds will continue to grow in response to other supernatural energies.

Door to Nowhere – 200 CP

In each Jump, you'll know the location of a special door. It'll always be somewhere unremarkable, such that no one would pay it any attention normally – in this world, for example, it may just look like any other door in an apartment building. It's what's

on the other side that has value, though. When you or those you permit to open it, it doesn't lead to its normal destination, but a scenic tropical beach, undisturbed by mankind. From the pristine sands to the waves lazily lapping upon the shore, it's an idyllic, peaceful place, the perfect location to relax.

This isn't an ordinary beach, though: in fact, it's none other than a Domain belonging to a cephalopodic cursed spirit, who seems content to just lazily drift about in the sea. For some reason, they're surprisingly obedient to you, adjusting the conditions within to your liking. They're not much of a fighter – in fact, they don't seem to have any combat ability at all – and if they're killed the Domain will disappear. Given that they (and by extension, you) can freely control who's allowed to enter or not, fortunately that shouldn't be much of an issue though.

Supreme Martial Solution – 400 CP

Alongside Hiten, Supreme Martial Solution was one of the two cursed tools wielded by Sukuna. Shaped like a vajra, a weapon symbolising a thunderbolt, it unsurprisingly has properties to do with lightning. Just by holding it aloft and willing it, you can cause the weapon to fire off powerful blasts of electricity, leaving behind craters in the ground wherever its lightning strikes. Naturally, it probably won't be much use against someone resistant to electricity, but against anyone else? It'll make a devastating weapon indeed.

Festering Life Sword – 400 CP

The cursed tool of the cockroach cursed spirit Kurourushi, despite its name the Festering Life Sword appears less like a traditional blade, and more like a thick-bladed cleaver made of flesh. Despite its impractical shape, it's a perfectly serviceable sword, capable of cutting just as well as any regular blade. That said, its main draw are the six barrels built into its blade, each of which holds a small egg.

At any time, you can cause these barrels to fire out their payload, the eggs rapidly flying forth towards whatever the blade's swung at. Should these eggs make contact with flesh they'll burrow beneath the skin, and in a matter of seconds they'll hatch, fist-sized insect cursed spirits bursting out of the poor victim's body. It only takes mere seconds for the sword to 'reload' too, the barrels rapidly refilling to be fired once again. The curses created through this weapon, though weak individually, are subservient to you.

Finger of Jumper – 600 CP

In the coming months, many ancient sorcerers have used cursed objects to incarnate into the modern day. Now, it seems, you're following their trend. You have a cursed object made of your own flesh and cursed energy, taking the form of a mummified finger of yours. Rest assured though, unlike other sorcerers you didn't actually have

to give anything up to gain it. Conveniently, this object of yours is completely indestructible to even the greatest of this world's techniques.

What the finger does, though, is give you another chance at life. Should you happen to die, your cursed energy and mind will leave your body to inhabit the finger. Then, if someone happens to swallow it for any reason, you'll be able to take over their body, overwriting their mind and soul with your own. In this new body, you'll not only have all of the abilities you had in life, but you'll also gain some things from your 'vessel' too – specifically, any memories they had as well as any special abilities innate to their person, such as their cursed technique. It's possible for some individuals to resist this takeover, such as if their will vastly overpowers yours, though by and large this will be an incredibly rare occurrence even if your own willpower is rather average.

Of course, if you're not happy with your new body you can always force it to transform, changing back to the form you had in your previous life over the course of a few seconds. Though this transformation is irreversible and as such can only be used once, it's actually a rather potent tactic in combat, for in the process your body will also be fully healed of any injuries it might have sustained.

If you wish, you may opt to have not just one finger from this item, but many – up to the number of digits your original form possesses. Though you'll still only be able to return from death once this way, having multiple fingers out there could be a valuable insurance policy. That said, your total power will be evenly divided between them, so to return to full strength you'll need to track down and consume them all.

If your finger is used, it'll return to you at the beginning of your next Jump. If you choose to have multiple fingers, you'll also regain your full strength, even if you didn't manage to recover all of them.

Prison Realm – 600 CP

A red, fleshy cube, each face covered in ever-staring eyes, Prison Realm is an unusual thing made from the body of the monk Genshin. A special grade cursed object, it has a power worthy of that ranking: the ability to seal anyone, imprisoning them within a pocket dimension within itself, from which escape from the inside is impossible. That said, there are quite a few steps needed to get Prison Realm to activate.

First, the user must chant a short incantation to open Prison Realm, causing it to expand into a mass of meat as tall as a man, stretched out between four cubic corners with a bleeding, unblinking eye in the very centre. Once opened, whoever you wish to seal must be kept within a four-metre radius of it for one minute – though, notably, this doesn't have to be a minute in real time: just a minute from the perception of the target. As such, someone reminiscing about a series of events in the past can cause it to trigger, even if mere moments passed in the real world.

As soon as this condition is met, Prison Realm morphs into a set of cubes surrounding the target, from which sinewy protrusions instantaneously shoot forth to bind to their body. This not only completely restrains the target, preventing them

from moving or breaking free, but also renders them unable to use cursed energy, or any other supernatural abilities for that matter. The only step that remains is a final short incantation, causing the Prison Realm to snap shut and return to its original form, sealing the target within.

The pocket dimension inside of the cursed object is little more than an impossibly deep pit lined with endless amounts of skeletal remains. Though the sealed target always remains conscious, time does not pass in that place – they do not age at all, and the only way they can die is if they take their own life.

There are only two ways to release someone from the Prison Realm: one, if the owner of it wills the person sealed within to be released. Two, if it is targeted by an effect that nullifies cursed techniques. Otherwise, it is wholly inviolable and indestructible.

While it being targeted by a cursed technique nullifying effect will destroy it, if such a thing happens you will receive a new copy after ten years or at the start of the next Jump, whichever comes first.

Companions

Jujutsu Friends – 50 CP each/300 CP

You may bring one of your current companions into this world. They gain a background and 800 CP to spend on perks or cursed techniques, benefitting from all of the usual free stuff and discounts their background would usually bestow, as well as the cursed technique stipend. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance, personality, and other such details

If you wish to import a full cohort of eight companions, it costs a discounted price of 300 CP.

Canon Companion – 100 CP

You get the chance to make any one character that appears in Jujutsu Kaisen a companion, be they an intellectually-lacking grasshopper curse or the world's strongest sorcerer. Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

Drawbacks

Early Days – 0 CP

By taking this, instead of entering this world in 2018, you may instead choose to begin at an earlier point in time. One option is to start in 2006, during the events of the Gojo's Past Arc. At this point, many sorcerers who'd go on to become well known a decade later such as Satoru Gojo, Suguru Geto, and Kento Nanami, were still students at Jujutsu High, and the sorcerer killer known as Toji Fushiguro still walked the Earth.

Alternatively, you may choose to begin in 2017, at the beginning of Jujutsu Kaisen 0. It is during this time that the future special grade sorcerer Yuta Okkotsu joins Jujutsu High, and Suguru Geto begins the terrorist attack known as the Night Parade of a Hundred Demons that results in his death.

Finally, you also have the option to start much further back, during the Heian period (794 – 1185 CE). This time was known as the Golden Age of Jujutsu, where sorcerers fought not in the shadows, but openly served under the greatest clans in the land. It was during this era that sorcerers such as Sukuna, Takako Uro, and Yorozu first walked the land.

Spicy Cod Roe - +100 CP

Much like a user of Cursed Speech, you've become unable to verbally communicate in a conventional manner. Instead, you can only talk in a manner that seems like nonsense to others, such as by only saying onigiri ingredients. There's still an underlying logic behind this so others can still learn to understand you, but it'll take time. The only time when you can speak normally is when using powers that require some sort of verbal component.

Service Potential - +100 CP

You've become incredibly greedy – the pursuit of material wealth is now one of your primary motivations, to the point that it almost defines you. Unless you truly care about someone, there's very little chance you'll help them without a substantial monetary reward, and on a similar note there's few jobs you won't take if the payment is good enough to meet your standards.

Fraud - +100 CP

You just don't get the respect you deserve. No matter how powerful you might be, people will never seem to take you as seriously as they should. Any mistakes you make or losses you suffer will be treated as far worse than they actually were, while even overwhelming victories you attain will be met with justifications as to why you cheated or didn't deserve it. Unfortunately, even in spite of this you won't be underestimated, so it can't even be turned to your advantage.

Curse Magnet - +100 CP

There's something about you that cursed spirits seem to like, perhaps a little too much. Stay in any area for long enough, and they'll be inexorably drawn to you, coming in from miles around to gather in your presence. Most of those that come near will be on the weaker side of things, as most cursed spirits are, but depending on where you are there may be the occasional powerful of grade 1 or above. Depending on your choices here, they may or may not be hostile towards you, but that definitely won't apply to anyone around you.

Overtime - +100 CP

As part of a binding vow, you've decided to limit how much power you can output at certain points in the day. Between the hours on 9 AM and 5 PM (relative to where you are), you'll be restricted to using 80% of your total strength in all things. It's only outside of these hours that you're permitted to use your normal full strength. Best hope you don't need to fight anything truly powerful while you're on the clock.

Culling Gamer - +100 CP

Though the Culling Games may not have started yet, or perhaps may never depending on your actions, you've become subject to some of its rules. Specifically, you've become obligated to take at least one intelligent life every 19 days, be they human or cursed spirit. If you ever go this length of time without killing, you will end up dying yourself.

Oath Sworn - +200 CP

For reasons unknown, you've agreed to a rather open-ended binding vow with a rather sketchy figure. While you don't seem to gain anything from this, they on the other hand will be able to command you to take any one action of their choice. While they won't give you a completely suicidal order, it will almost certainly be incredibly dangerous to you, and definitely go against your own morals. You can refuse this order, but know that doing so will break the vow, resulting in consequences an vastly worse for you than if you obeyed.

Weak Point - +200 CP

You've got a weak point somewhere on your body. While it may not be immediately obvious that it is one, it will definitely stand out and be located rather prominently upon you. Striking this weak point will cause you significantly more damage than otherwise, and hitting it hard enough to destroy or cripple it will leave you severely weakened, a mere fraction of your full strength until you can heal.

Yandere - +200 CP

You've become well and truly obsessed with someone in this Jump. Whoever this is, they'll be powerful, and will also happen to be someone who at the very best doesn't care one bit about you, and at worst despises you. Winning their favour and affection has become a major driving force for you, no matter how futile it might be. So long as you think it might help you get closer to them, you'll probably do it, no matter how illogical the reasoning might be.

Arrogance of the Strong – +200 CP

You're powerful, and you know it. But it seems that your strength might have gotten to your head, resulting in a perhaps misplaced confidence. You're much more prone to taking risks in combat you really don't need to, all out of a belief that you're so far above your opponents that they could never even touch you, even if they might be a lot closer to you in power than you might realise. This arrogance tends to extend into all things, from leaving glaring holes in your plans to turning down opportunities for victories you could easily take.

Star Plasma Vessel - +200 CP

You were born as a rather unique existence known as a Star Plasma Vessel. While there's nothing different with you externally, this means that you have the potential to merge with the thousand-year-old sorcerer Tengen, preventing her from transcending her humanity. If this happens, your very sense of self will be absorbed by her, ending your chain.

Due to Tengen's importance, you can expect to be pursued by several factions. Some will want to capture you and force the merger, for the good of jujutsu society as a whole. Others will want to kill you to prevent it. Hopefully you can get them to wipe each other out, otherwise you're going to be stuck at the centre of a war where you lose no matter who wins.

Muta-lated - +300 CP

Due to a Heavenly Restriction, you've been born with a rather unfortunate condition. You're missing your right arm as well as both legs below the knees, and you feel nothing below the waist. Your skin is so sensitive that even moonlight touching it would cause it to burn, and all of your pores feel like they're constantly being poked by needles. No action you could take will be able to cure any of this, so unfortunately you're stuck like this for the duration of the Jump.

Failed Incarnation - +300 CP

A malevolent sorcerer of old tried to incarnate in your body and failed, but this doesn't mean they've given up. They still exist within your soul and can forcibly (but harmlessly) manifest eyes and mouths upon your body, though they usually only do this to mock you. They're devoted to their pursuit of taking your body for their own – if at any point your willpower falters, such as being overwhelmed by extreme emotion or being knocked out in a fight, they will be able to take over, supplanting your consciousness with their own. Though you can still resist and try to take control back in this state, from then on they will seek to plunge you into despair, committing atrocities until your will is broken entirely. If you fail to regain control by the end of your Jump, this counts as a chain fail.

In addition, they also have a weapon they can use against you. At any one point during your stay here, they can forcibly assume control with no chance to resist, and for one minute they will have full control. While being controlled in this state won't count as a chain fail and you'll usually regain control once that minute's up, there's no guarantee what occurs in that minute won't be enough to break your will.

Any attempt to remove the sorcerer within will result in your death as well.

Trauma Party - +300 CP

Does the world itself hate you? It often seems like it does with how much misery it seems to be intent on inflicting on you. Horrible injuries being inflicted on you, friends being killed right before your eyes, your greatest dreams and plans being shattered right before you can finally fulfil them – you'll suffer all of these and more. You probably won't have a fun time here, but who knows, maybe you'll gain something from it all. After all, doesn't suffering build character?

Full Restriction - +300 CP

Your mandatory power loss drawback – for the duration of your stay here, you have no access to anything you gained from other Jumps, including powers, perks, and items. You can't take this if this is your first Jump.

Ending

Somehow, you made it through all ten years, presumably without being assimilated by Kenjaku's version of the Third Impact. You might have made some new friends, or maybe you suffered a bit, but you're still alive. There remains only one choice: what comes next?

Go Home

You've decided to retire from your chain and return to where it all started – your home universe – with everything you gained along your journeys.

Stay Here

You've decided to end your travels and live out the rest of your days here.

Carry On

Onwards and upwards, you're off to wherever your next Jump might take you.

Notes

- **Sukuna's Cursed Technique:** Despite what the wiki says, the manga doesn't seem to imply that Cleave's adjustment is something that occurs automatically.
- **Other Cursed Techniques:** Some other CTs have been left out due to a lack of information on how they function, though may be added in later if more is revealed. The details for these are listed below, along with projected prices from what is currently known. If you want to purchase them, feel free to make up their details within reason.
- Nanako Hasaba's technique (400 CP), Arata Nitta's technique (200 CP), Ogi Zenin's Blazing Courage (200 CP), Chojuro Zenin's technique (400 CP), Ranta Zenin's technique (200 CP), Jinichi Zenin's technique (400 CP), Chizuru Hari's technique (200 CP), Remi's technique (200 CP), Kaori Itadori/Kenjaku's Antigravity System (200 CP), Yoshinobu Gakuganji's technique (200 CP), Rin Amai's technique (200 CP).
- **Domain Expansion:** If you have a Domain Expansion, assume that its sure-hit effect continues to work as normal in future settings, even if humans there lack cursed energy. Only beings with conditions analogous to Toji/Maki would be unable to be targeted.
- **Tengen's Barrier:** No, Tengen's barrier isn't responsible for "optimising cursed energy", nor does it keep cursed energy in Japan. This is a common misconception – optimising cursed energy using the barrier is part of Kenjaku's plan, not a normal function of it. The real reason 99% of sorcerers are Japanese is most likely due to genetic factors.

Changelog V1.1

- Moved Curse Forge to Old Timer, Flashing Black to New Blood, Just That Good to Student.
- Added Heart Catch, Prayer Song, Cat Box, and Shrine to Cursed Techniques.
- Altered Vessel to be more in line with canon.
- Updated Auspicious Beast Summon with Ryu.
- Updated King of Curses to apply to power systems from other settings.
- Added a maximum CP cost to custom cursed techniques.
- Reduced the cost of Limitless to account for the fact that it's pretty useless without Six Eyes.
- Companions now get 800 CP instead of 600.
- Added Heian option to Early Days.