

Jujutsu Kaisen: Cursed Spirit Supplement



Ready To Get Evil?

You're a Cursed Spirit, a being formed from the leaking negative energy of Humanity, this supplement will help you design your form, your Grade and if applicable your Cursed Technique.

This Supplement may be used as an OOC Supplement to become a Curse in settings where they don't normally exist if you so wish.

Form

You begin with **0 Form Points (FP)** and must end this section with at least **0 FP**

Small (+200)

You are diminutive, being at the very most half the size of an adult human, this makes you much less physically capable by default- more or less removing brute force as an option.

Human-Sized (Free)

You're around the size of a mature Human, this leaves you with roughly human level of physical capability without using your Cursed Energy

Large (-200)

You're extremely large, far bigger than a Human, this gives you a great deal of natural strength and durability by sheer virtue of your physical mass.

Natural Weapons (-100)

You have some kind of natural weapon (Perhaps Claws or even some kind of poison) that is unrelated to your Cursed Energy or Cursed Technique and requires no energy cost to use.

Natural Armor (-100)

Your Curse Form has natural armor that improves your durability, this ups your durability a 'tier' a Grade 4 Curse would be as durable as a Grade 3 and so on.

Physical Weak Point (+200)

You have some kind of weak point, being struck there causes far more damage than normal for your tier.

Slow (+200)

For some reason you're incredibly slow moving, maybe you don't have legs and need to crawl or tunnel- maybe you're just extremely fat the specifics are up to you but it should be difficult to maneuver your Curse Body.

Pathetic (+100)

Some aspects of your appearance are just plain pathetic, this will make it extremely difficult to take you seriously.

Terrifying Visage (-100)

You have a particularly terrifying appearance that inspires fear even in hardened sorcerers.

Death Painting Womb (-200)

You're a Death Painting Womb (In simpler terms a Curse/Human Hybrid) this allows you to be seen by non-sorcerer Humans, and also allows you to use Reverse Cursed Energy- you may choose to gain the Blood Manipulation Cursed Technique as well if you wish.

Curse Fundamentals

You start with **500 CP (Curse Points)** you must leave this section with **0 CP** or more.

Made Of Curses (Free)

Like all Cursed Spirits you're made of Cursed Energy, this allows you to use it with skill well beyond the average human sorcerer without any real training and to improve with simple practice rather than specialized training- in addition you can heal yourself using Cursed Energy... however this means you can be damaged by Positive Energy.

Perhaps the most impressive aspect of this physiology is your complete immunity to attacks not infused with Cursed Energy or other forms of magic leaving you completely invulnerable to mundane attacks.

Grade 4 (+200)

You're a Grade 4 Curse, this leaves you roughly on par with a skilled human fighter, protected only by your immunity to conventional weaponry and invisibility to non-sorcerers.

Grade 3 (+100)

As A Grade 3 Curse you are slightly stronger than normal humans, if mundane attacks worked on you it would be possible to kill you with a baseball bat and some luck.

Grade 2 (Free)

A Grade 2 Curse is still vulnerable to a hypothetical Cursed Shotgun but it would be a close call and said shotgun wielding human wouldn't get away from the fight unscathed.

Semi-Grade 1 (-50)

Semi-Grade 1 Curses aren't notably stronger than Grade 2 Curses however they do begin to possess rudimentary Cursed Techniques and the reserves to use them with impunity. You may design a straightforward and relatively weak Cursed Technique for yourself.

Grade 1 (-100)

A Grade 1 Curse like yourself would require a tank to fight you on equal footing, this is in addition to your Cursed Technique which is allowed to be stronger and more complex than the previous option (Think something on par with Kugisaki's Resonance technique)

Special Grade (-200)

You're a Special Grade Curse, so physically capable that it would require Carpet Bombing to take you down, this is in addition to your Cursed Technique which has incredibly lax limits on its innate strength or complexity (Mahito's Idle Transfiguration is however the strongest a technique can be before the cost of using it becomes impractical)

Cunning (50)

You have the uncanny cunning of a City Curse, this is enough to strategize and deceive your Human hunters, this is more well... cunning than intelligence

Moment Of Weakness (50)

You have uncanny timing, whenever possible appearing at the worst possible moment for your enemies- maybe they're having an interpersonal argument? Or maybe they're just drunk, rest assured that if there is an opening you'll find it.

Burn It All Down (100)

You took the advice of the King of Curses to heart and chose to dedicate yourself to burning down all that displeases you... this has definite benefits for a being composed primarily of the negative emotions of others, now as you cause suffering to others some of that Cursed Energy is redirected to you causing you to gradually grow in strength as you continue to play the role of a Curse

Den Of Evil (100)

You are able to mark an area you reside in for long enough as your 'home' which will gradually begin to be twisted by your domain, the geography becoming fuzzy and difficult to navigate... it will definitely be bigger on the inside, and if you're a strong enough curse it may even bend the passage of time. You will always find it easy to navigate your own base and can even change its shape to an extent.

Reborn In A New Era (200)

You can't truly die, unlike humans when you perish your soul will detach but remain in the human world where it will passively gather Negative Energy from the environment to reconstitute your body- while any

Curse that's strong enough theoretically has this ability your version has two distinct advantages.

The first of which is speed, you will be able to remanifest in about 5 years maximum (far less in environments with high negativity.

The second is personality persistence, when you are 'reincarnated' in this way you'll retain your memories and personality as well as your chain. If you're still reconstituting when your time in a Jump comes to an end your chain is over.

King Of Curses (200)

You are capable of splitting your soul into physical objects as the Human 'Reincarnated Sorcerers' do when one of these objects (traditionally Fingers) is eaten the piece of your soul within will attempt to take control of them, the more of your soul invested the stronger the fragment.

Easily Sensed (+100)

You find it difficult to hide your presence, even those with no talent as a sorcerer will feel a sense of discomfort around you... and for Sorcerers? You may as well be sounding an alarm bell if you get within a mile of one.

Animalistic (+100)

You have the intelligence of a lower level Curse... that is to say your essentially a predator animal, capable of cunning perhaps but you lose your higher reasoning abilities while in this Alt-Form

An Act Of Love (+200)

You're... peculiarly vulnerable to Positive Energy... to the point where a heartfelt positive interaction happening in your vicinity can cause you a headache, and a act of true love may just Exorcize you on the spot!

Truly A Curse (+200)

You are Truly A Curse, and now with this choice (Something similar to a meta-drawback attached to your use of this alt-form) you are too, you lose your empathy for others while in this form and your impulse control takes a massive hit as well. This will ONLY affect you while you are in Curse Form but it will continue beyond this Jump and is considered a Drawback.