

Jujutsu Kaisen



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This is a world that runs on strength. A world where how strong you are determines what you can do and who you can associate with. And Gojo Satoru is the strongest. The man's birth itself resulted in the strengthening of all cursed spirits purely to keep the balance of the world. And that wouldn't work. Because the strong are the strong and Gojo Satoru is the strongest.

But that all changes when the strongest cursed spirit Ryumen Sukuna is incarnated in the body of Yuji Itadori. This sets off a chain of events that leads to a great battle to determine the fate of

the world. What you do could possibly change this but don't think that you can with some strength and power. That's not gonna work.

Now you are brought into the world. What you do and how you do it is totally on you but do not think that crossing a man like Gojo Satoru is a good idea. So take this and pray you can get on his good side.

+1000cp

Locations

Roll for your Location

1. Tokyo: Home of Tokyo Metropolitan Curse Technical College where our main characters will meet and begin their journeys.
2. Kyoto: Home of Kyoto Metropolitan Curse Technical College where a large number of traditionalists are such as Yoshinobu Gakuganji.
3. Okinawa: Where the Star Plasma Vessel team was sent to in Gojo's youth.
4. Shibuya: Where the Shibuya incident would eventually happen where Gojo Satoru would eventually be sealed in a trap by Kenjaku and a variety of special grades.
5. Gachinko Fight Club: Home of Kinji Hakari. A fun place for Jujutsu sorcerers fight and a place for bets to be made.
6. Yasohachi Bridge: Where Megumi's sister was cursed. Currently a weak curse and a powerful special grade finger bearer will appear. If you take a specific drawback/toggle you may be able to save Megumi's sister.
7. Free Choice: Anywhere in the world is open to you. Take your pick

Origins

You can choose to drop in on any of these origins.

Outsider: One who is not a Jujutsu Sorcerer. Not even from this country. Perhaps you come from America and decided to move to Japan for some reason. Or maybe you aren't from this world at all. Who knows.

Civilian: You are a civilian. A plain member of plain old society. Going to school if you're a student or maybe having a nine to five job.

Born to be the Best: A member of one of the three great families? Or perhaps you are a powerful curse born from a powerful fear like global warming or murder. Either way you have some large advantages over most other people.

Demon of the Streets: You are a monster. Someone who loves chaos or who wants a future most would consider way too close to a certain Austrian German political dictator who thought that one group of people was better than another group and decided that the other group deserved to die. Who knows. Maybe you just want to blow stuff up. Either way take your pick jumper but you are

B A D.

Race

Human: A plain old human. Your kind makes up most of the population and yet most of you are weak as ants. But the few that sit at the very top sit soundly unchallenged by even special grades.

Cursed spirit: Cursed Spirits are a race of spiritual beings manifested from cursed energy as a result of the negative emotions that flow out of humans. You are already stronger than most humans save jujutsu sorcerers.

Cursed Corpse: Much like Panda you are a cursed corpse. Cursed corpses are defined as inanimate objects possessed by a curse that is capable of standing on its own. These types of curses that appear naturally are hostile to humans. Artificial cursed corpses created by sorcerers have a core that acts as their heart, allowing them to act independently from their creator until the cursed energy used to fuel them runs out. You will not have to worry about that though since you paid for this.

Half Curse (-100cp): Perhaps you are a lost Cursed Womb or maybe your father or mother was a unique special grade. Either way you have the strength of a cursed spirit with the body of a human. Your strength can already let you fight lesser curses without cursed energy and you can break lots of records but you shine most with your brothers and sisters. You also seem to have a high affinity for cursed energy.

Undiscounted Perks

Grade (0cp/-200cp/-400cp/-600cp): This is your grade as a sorcerer. For 0cp you can be a grade 2 sorcerer. For 200cp you can become a grade 1 sorcerer where you have effectively

mastered your cursed technique and are well on to becoming a high grade 1. For 400cp you are a semi special grade starting on mastering your domain. So long as you have a base like a building you can use one. But for 600cp you have mastered your techniques and your domain.

You are a veteran and can easily match someone like Jogo or Hanami.

You can tell by the way I use my walk (-100cp): You can somehow walk really goofy and make it look awesome. You also never get called out for it and can do anything you could do if you walked normally.

I'm a woman's man, no time to talk (-100cp): You are a charismatic bastard, you hack. You just get all the ladies goin when you want to. Especially if you're trying to do it on purpose. This doesn't work if they have a seething hatred for you though.

Enchain (-200cp): You have the ability to create binding vows on the fly. Letting you survive some things like an explosion by sacrificing a limb or such a thing. These are always gonna end with a punishment if you do not follow the rules. Death will always happen even if the being is completely omnipotent. Absolute deals are the things this does.

Revealing One's Hand (-200cp): When you reveal the rules of your ability you gain a relatively big boost in the efficiency and power of said technique. When you do this it does not have to be with all of your abilities only one. But you only gain the increase in power in that one ability. In other worlds this can be a common known rule or a thing only you have.

Don't (-300cp): You have the ability to bring cursed energy into other jumps. Not just that but also the ability to bring in other power systems. The catch is the consequences of these energies. Cursed energy will cause cursed spirits to appear and they will also generally be equal to the power of the setting. Also you can decide if this is a new thing that happens upon your arrival or if it is something that has existed since forever. This will inevitably change the way the plot goes Jumper so be careful. Although the amount of deaths that will more than likely happen will be horrific.

Unsealable (-300cp): You now can never be sealed. If someone attempts to do so it will fail. You also have the ability to instantly recognize when someone is attempting to seal you. You can also now resist and have an easier time breaking things that will inhibit your movements or powers. Like magic chains or ability cancelers.

Limitless* (-300cp): No, not the technique. You have here a perk that nullifies strain on your body and mind from overusing a technique. While it doesn't make you capable of using a technique like limitless because of how complex it is and the drain, if you were capable of using it and wished to do what Gojo does you wouldn't have to worry about refreshing your brain from frying it with overuse. This would let you be able to use an Ignition ability in Fire Force with no risk of Tephrosis from overuse. So use domain expansion a hundred times a day if you want with no problem with your brain.

Better than Blue (-300cp): In a battle of domains the strongest one wins. But if both domains are equal in strength then the domains will never actually win out and cancel each other. You don't have to worry about that anymore. With this perk any even battle of techniques will allow your technique to win out. Meaning that even battles of domains always fall in your favor.

Origin Perks

Outsider

Outsiders Viewpoint (-100cp): Sometimes being an outside viewer gives you the opportunity to think in ways normal people can't. You view this world as if it were a book. You gain the information as easily as if you had read it. Meaning that you can describe things like a book. Making it way easier for you to understand things.

Walk Away (-200cp): You know exactly when to walk away. Be it from a job or from Jujutsu Society itself. You know exactly when you can do such a thing as well, like when you have enough money to keep you and your family in a comfortable life without having to work too much.

Submachine gun go brrrrr (-400cp): This is split into two parts. Firstly is that you fit the use requirements of any weapon you touch and wield. So you can wield Excalibur all you want. Second is that you nullify any requirements to kill a being. For instance Gojo Satoru was able to heal himself because he wasn't stabbed with the Inverted Spear of Heaven but by a normal knife. So he could heal his brain using reverse cursed energy. But if you were to stab him with a kitchen knife then he would have died immediately. This can work on anything so long as you can touch it before it's used. So go ahead and nuke Sukuna if you can find one of those. But Gojo is gonna be hard to nuke considering he can just ignore the explosion. Also this only works if the wound is a lethal one. So cutting off Sukuna's hand isn't gonna do anything but piss him off and have him heal himself.

Heavenly Blessing (-600cp): You have a Heavenly Restriction. But without the restriction part. You give off no cursed energy signature. You still have it and can still use it but in terms of cursed techniques you're the same as a tree or a wall or a pebble. You also have a body of steel and senses increased enough you could eventually learn to perceive the soul itself of even inorganic objects. Like Toji Fushiguro or Maki Zenin. You cannot be confined to a barrier unless the caster uses an actual structure as the barrier's exterior or you consent. A domain's sure-hit attack cannot target you without cursed energy either. You can see inorganic matter and grab hold of normally imperceivable changes in air density and temperature. Now you're effectively the greatest enemy to all sorcerers in existence. This works on all types of energy. Ki, Magic, Nen if it gives off a "signature" then you can nullify that signature. There's one more part to this

power. If you were to be resurrected through your body not spirit your body will take over and begin to attack the strongest thing around purely on instinct. So necromancers beware.

The Enlightened One (-800cp): He who stands above both heaven and earth. The great Jumper-sama. You are incredibly amazing at advancing your powers in the heat of battle. If you were about to die and decide to ignore defense and attack and throw all you have into attempting to heal yourself even if you've never done it yourself. You can always somehow grow even if you are the strongest. It's not even fun anymore to fight someone who is outside of the damn rules. Because ignoring rules is also a fun thing you can do. Healing burnt out techniques. Making your technique automatic based on mass and speed. Or just increasing the strength of your flames by turning them into plasma. This enlightenment works at all times but it jumps when you're fighting. You also have the option of being high after a great breakthrough. This won't make it harder to fight, it will just have you acting weird.

Civilian

FOOOOODDDDD (-100cp): You are an incredibly good chef. Your food tastes as if it was the food of a god. Every stroke of your knife and every sprinkle of salt looks like you are creating a divine meal. Basically makes you the equivalent of a god of cooking.

Right Place Right Time (-200cp): You have a knack for not getting into trouble. Weather that be not being inside the range of a giant meteor summoned by a cursed spirit or just bending over at the right time and narrowly dodging a stray bullet. You also just happen to know when you might be killed as an extra to prove a point and can run away in time.

Money makes Might (-400cp): You can now use your money as strength. The more you have the stronger you become. In the thousands you're an average Jujutsu Sorcerer. But if you reach the millions you reach grade 1 and in the billions it starts to slow down. You become a semi special grade sorcerer through physical strength and you can use money instead of cursed energy to use Jujutsu. It slows down as you start to grow your bank account which is now fiat backed and will switch to whatever currency you need. You cannot use any infinite money items to play this. It has to be an actual number. You can use money to increase the strength of rituals or techniques and they will disappear from your bank account or your safe. Nobody will question these disappearances. For some examples a Hollow Purple attack would cost about 5 billion usd. A Ratio Technique would cost about 1 million usd.

Cursed Tool Master (-600cp): You can create powerful cursed items. Like Playful cloud or the Dragon-Bone. But this goes beyond just making tools with cursed energy. You can now input a cursed technique within the items and weapons you create so long as you have the user or can use it yourself. If you had Gojo to help you could make a gun that launches Reversal Red shots with the cost of heavy cursed energy cost. Create swords that can after cutting the opponent place the rot technique on them. Create gloves to allow you to utilize Idle Transfiguration. If you had a mage cast fireball on your rpg you could launch fireballs as powerful as that one. The only requirement is that the user of the item can use the energy required and they have enough to

use that technique. You may be able to someday reduce the cost as your skill increases. This basically works like how Yuta used Rika's ability to copy cursed techniques by making them into physical items. You may not do the fighting but you can sure as hell help those that are.

A SMOOOOOOOOTH CRIMINAL (-800cp): You are incredibly good at what you do. And what you do is whatever you damn well want. Choose a single aspect of life. Be it business management or cooking. Something that you could reasonably learn. You're now the best at it without a single doubt. If you were a businessman you could create an empire that would cause the immediate collapse of an economy if it were to disappear. You are the greatest. The best. Cutting through steel and fighting like an anime swordsman if you choose to be a swordsman. You would rival someone like Hagane Daido. Who was so skilled that as he grasped the sword the aura of pure lethality terrified even Maki and Naoya were filled with dread. The skill you wield is at its peak in every world you visit. Reaching a realm that even masters would cry at the sight of.

Born to be the Best

I Alone am the Honored One (-100cp): You have confidence that matches Gojo Satoru himself. Not unfounded either. Because you never become overconfident. Gojo knows he's the strongest yet he still knows he cannot do everything alone. That's why he became a teacher.

It's because you're weak (-200cp): Nobody seems to be able to actually want you dead even if for all intents and purposes you are the cockiest motherfucker around. You could blatantly tell somebody they're weak and they might throw something at you or punch you but not ever actually want you dead. Even if you do it for years.

Domain Master (-400cp): This isn't simply a you can now use a domain perk. Let's get that said straight off the bat. No, this perk is well worth the price. Usually for Jujutsu Sorcerers having more than one domain is thought to be impossible because Jujutsu Sorcerers can only have one cursed technique to base it off of due to the limits of the human brain. But not you. You can now create domains both the barrier type and the overlay type for any ability or power you possess with enough training. For example if you had an ability to create ice your domain would be a snowy landscape where ice will stab anybody inside. Better get to work. P.S. You can only have one domain activated at a time.

Six Eyes (-600cp): The greatest pair of eyes that a member of the Gojo clan can have. These eyes provide the user with vast perception and immense brain processing power, allowing them to precisely manipulate the sophisticated powers of the Limitless down to an atomic level. The Six Eyes also allow for the user to perceive the world in terms of mass, speed, energy, and so forth alongside its other effects. The Six Eyes also processes the user's cursed energy incredibly efficiently. So much so that the amount of cursed energy lost when the user activates a cursed technique is infinitesimally close to zero. Due to this, a proper Six Eyes user will never run out of cursed energy. But these eyes do not only work on cursed energy or the Limitless. No. Now you can use these incredible eyes on any power or ability you have as well as any type

of energy. So now you can manipulate mana or ki down to the atomic level and so efficiently you'll never run out of power. The processing power of these eyes is also incredible. Causing a single moment to turn into well over a minute's worth of time. But these eyes function at a high level like a really good camera. So you get a pair of eye coverings like a wrap or some blackout sunglasses to help you manage it til you find a permanent solution. Decide the color and design of your eyes. You want three pupils in each eye to actually have "six eyes"? Do it.

Skill issue idiot (-800cp): You are incredibly strong and skilled. You always seem to know just what to do to actualize something. For instance if you wanted to invent a cursed technique through your own strength instead of it being innate it's possible because of just how skilled you are. Basically if you train enough in something you can do it. For things like using a simple domain you probably could do that first try and if you wanted to create something like Limitless it would take hundreds of years. But it's possible. This basically makes you the mother of all geniuses in the world. You precisely understand how and why cursed energy and techniques operate and work. Understanding how the brain is the focal point for them and it may even be possible to teach normal people how to become sorcerers. You also have a great skill in being able to adapt to situations. You adapt through the manipulation of your own techniques. You could use a .2 second activation of your domain to target a specific opponent or so that you have the chance to reach your opponent. You can come up with techniques on the fly like a barrier technique to protect yourself. You're basically the biggest f you to the entire existence of geniuses. This will update every jump to make you equally as smart and skilled.

Demon of the Streets

Wow that's just cruel (-100cp): You're so evil that everybody knows it. There's no sad backstory. There's no awww his goal was to help people just in the wrong way bullshit. You are evil purely because you want to be and that is known to everybody.

Pure Unadulterated Evil (-200cp): You are extremely manipulative and cruel. You have no problems doing the most heinous of things a living being can do. Genocide is merely the tip of the iceberg. You know how to do these things quite efficiently too. Capable enough to be experimenting on cursed spirits and humans and creating half breeds.

Don't bother with him (-400cp): You somehow have the great ability of being left alone. Even if people know where you are and what you are doing if you aren't OBVIOUSLY doing anything bad you will be left alone. Just like how the Jujutsu Society left Geto alone in his temple even though it was obvious he was there. But if you start committing mass murder all bets are off they're coming after you.

My War Crimes Are Bigger Than Yours (-600cp): You know just how to hit where it hurts. You can easily create elaborate plans that exist for centuries just so you can do a single thing. Perhaps you put your brain into someone purely to create a child just so you can use them. Maybe you devised a plan to revive a bunch of dead sorcerers so that you can accomplish such a goal. You are insanely convoluted and mentally insane. So insane in fact that some would say

you loop back to sanity. You also have a knack for just being an incredibly giant jerk. Using humans as meat shields and causing giant amounts of property damage. You are an insanely smart terrorist but a terrorist nonetheless. You also have a large amount of knowledge on barrier techniques and how to make half curses.

Blood Gulch Crew (-800cp): The blood and guts rain around you as you tear away at your opponents. The more damaged you are the more dangerous you become. Your mind sharpens and you react to attacks with incredible accuracy. The more blood that surrounds you and the more damage you deal the stronger you become. Someone who has just torn apart an army of people bare handed and bathed in their blood may just become strong enough to rival someone like Sukuna. This is truly the perk for a genocidal maniac who wants the absolute destruction of something. Because even if you are losing the more damage the stronger. This also affects the area around you meaning that if you destroy a city in your battle you might just be able to win the fight that you started. Truly destruction is the only source of nourishment you require. And those that follow you seem to have a slightly lesser version of this perk. Meaning it's time to cause some chaos.

Racial Perks

Human

LET'S A BOOGIE (-100cp): You know how to be super stylish. Perhaps you fight and your technique relies on clapping. Somehow you make playing patty cake with yourself look sick. You also know how to fight with style.

Jennifer Lawrence (-200cp): Just like how Todo has a crush on a girl (Or boy) you probably do too. But unlike him fate itself is telling you to get with that girl (Or boy). You will always be able to have an opportunity to talk to a girl (Or boy) you have a crush on. So that you will have the opportunity to either hook up or actually get together. They will also mysteriously somehow have potential in whatever you do such as being a jujutsu sorcerer. WAIFU (OR HUSBANDO) TEAM UP TIME!!!!!!!

Comedy comes in Threes (-400cp): You are incredibly good at working with a team. For instance Aoi and Itadori were both capable of working as one immediately less than an hour after meeting each other. You are now capable of working like that with people immediately after meeting each other. This also lets you both grow at an increased speed depending on how many people are with you. If you are with two other people your growth will be tripled. If you're working in a duo then it's doubled. This has to be actually working together, not just grouped up.

Black Flash (-600cp): The Black Flash is one of the most important things for a young Jujutsu Sorcerer to experience because the difference between those that have experienced it and those that haven't is like heaven and earth. The way it works is if you can apply cursed energy to a physical strike within 0.000001 seconds it will distort space and cursed energy flashes black.

The strength of the hit is then also increased by the power of 2.5. This also causes a sensation of feeling omnipotence. Like everything revolves around you and it increases your maximum fighting potential by 120%. But nobody can do this at will, not even Satoru Gojo. With this perk comes two benefits. Your increased skill at using black flash makes it seem as if you can use it at will. Effectively using it over and over and over again in the course of a single fight. Like your cursed energy is purposefully waiting to activate just so it can hit a Black Flash. Secondly is that this works on all energy like Ki and Mana. So go ahead and punch Beerus in the face with a black flash if you want. You have the option of keeping this ability to yourself or letting others in the world use it.

LUCKY LUCKY RRRRROOOOOLLLLLL (-800cp): You are incredibly lucky. Impossibly so. In a fight perhaps your opponent is just as burnt out as you. You also seem to just get that jackpot in the final moments of a fight. Perhaps you activate your domain .01 seconds faster than your opponent. Maybe you got lucky and found a great weapon that is just what you need to beat your opponent. Or maybe you won the lottery. Just as this works for fighting it works in a normal mundane life. Maybe you accidentally took a wrong turn and ended up dodging a cursed spirit attack. Maybe you decided to just buy that donut and end up being the millionth customer who wins donuts for a year. You are great in all aspects that concern luck. Gambling, Fighting, the World itself bends so that you come out on top.

Cursed spirit

Monsters oooooohhhhhh Scary. (-100cp): You're pretty scary. No matter your looks you give off this aura that causes humans to fear for their life. No matter if you're a sentient volcano or some weird fish. Some humans can even instinctively feel this aura and run away. Even if they cannot sense cursed energy.

HANDSOME (-200cp): You are always handsome no matter what type of cursed spirit or existence you are somehow you are always incredibly hot. Like hot as sin. Even an originally eldritch being will be transformed into a handsome eldritch husbando.

DEVOUR (-400cp): You grow stronger the more you devour. The more powerful the being you devour the stronger you will get. The stronger they are compared to you causes the percent of strength to vary but at minimum 20% of their strength will be gained from devouring them. So better start hunting. Because if you only eat some weak losers then you will never truly grow. This includes knowledge, skill, and even rarely a technique. Though that is only if the opponent is stronger than you. Purposefully restricting yourself enough to make the fight deadly will also work.

Ryumen Sukuna (-600cp): You are an incredibly powerful being now. Not just a cursed spirit but one of incredible strength equal to a fifteen finger Sukuna. You are a cursed spirit manifested from the cumulative fear of the masses. When many people share an image of fear, such as famous yokai or ghost stories like the Nine Tailed Fox, an Imaginary Vengeful Spirit can form. They are widely feared by sorcerers and classified as such to distinguish them from other

curses. Sukuna, who was human over 2,000 years ago, is famous for the legend of the Imaginary Demon God. You also now hold such a legend. Famous enough that you are incredibly powerful right off the bat. You have your own custom cursed technique (Equal to Cleave and Dismantle) as well as a domain expansion to go with it and also hold incredible knowledge since you are from the age that Sukuna himself was from. The golden age of jujutsu.

HE'S A HACK!!!! (-800cp): You are the biggest hack in existence. Your manipulation of cursed energy and ability to copy what you see reaches the realm of the impossible. Copying the impossible manipulation of cursed energy that Mahoraga uses. You now can see those finite changes and copy them. Using them to instantly kill an impossible opponent in an instant. Even something as insane as "Attacking not the opponent but space the world existence itself" super duper cool right? You now also have the ability to apply this same copy to every attack or ability. Sukuna did this with his own Cleave and Dismantle. You can do this and manipulate it in a way that will let you apply it to something like fire. Burning at existence itself not the opponent. These copied abilities do not disappear after you apply it; it also lets you apply them as you wish to new abilities and such. You only need to see an ability once to copy it and use it for however long you want. You can remove and reapply it as you wish. Here is an elaboration on what you can copy. You can copy kekkei genkai chakra natures because this ability will make up for the abnormality with skill. You cannot copy a x gene mutation because that would have to rewrite your entire dna and if you don't have an ability to do that and can't see dna completely you might turn yourself into a walrus. You can copy the way such an ability is used. For instance you could copy the way a fire force plasma user uses their fire to use plasma or how a black clover fire mage can use their magic to transform into fire. You might be able to copy how to transform into flames by looking at a devil fruit user but that requires flexibility in powers that you might not have.

Cursed Corpse

PANDAAAAA (-100cp): Nobody seems too shocked to find a random panda (or other such things) wandering the streets of japan. People will usually just not go insane and will act like they saw nothing. This only works if you are walking around or sitting. Fighting is gonna be a bit too much for this perk. Maybe you can get a couple tourists asking for pictures.

YEAHHHH (-200cp): You are just the best kind of guy. You easily hold together the group as their bestest pal and are always ready to throw down some hands. You also get a boost when working with those close to you. This boost is small but still a boost.

Everybody Was Kung Fu Fighting (-400cp): You can somehow fight just as good in any form as you can as a human. If you transformed into a half dragon form you could incorporate your wings into any fighting style instantly such as kung-fu or something. You always seem to be able to adapt. Even if you had 18 tentacles and 6 eyes you somehow adapted it to fighting. This lets you throw out some sick moves using your unique body.

CATCH THESE HANDS YOU HACK (-600cp): WE'RE DOING THIS PANDA STYLE!!! You can somehow make people look back on their lives and contemplate. Even if they think you were nothing but a weak doll somehow you can beat them into at least acknowledging you as an existence that lives. You also can beat the evil out of most bad guys. It will take time and it will absolutely hurt them but you can keep fighting them and over the course of a couple of fights you might be able to turn them good.

Corpses Together Strong (-800cp): There is a single cursed corpse in the world with three cores and multiple forms. The info on how to make one would be considered special grade but now you're one of them. You have three siblings. Each is a core within your body that can be moved around at will. You have three modes based on yourself and them. Choose three animals and you can transform into them at will or because you paid for this you could split them off of your body to create two other cursed corpses. For instance if you chose Panda as your base form it would be a balance between strength and speed. But if you had Gorilla as your second form you could gain the ability to create powerful shockwaves with your strikes that can decimate curses and the area around you at the cost of massive cursed energy cost. If you chose Elephant you could blast water out of your trunk at high speeds. You have the potential to reach grade 1 based on this alone. You can even pick dinosaurs. Want a cool bipedal triceratops form? Here you go. Decide a special ability for each form. You also obtain information on how to make more of you.

Half Curse

GOOFY (-100cp): You are the jokester. Always able to joke with your friends and make them laugh but also always able to take things seriously when needed.

SUPA STRONG (-200cp): You are way way stronger than the normal human. Easily breaking records and running a 50 meter dash in 3 seconds and destroying walls. This has its limits and there are those with strength beyond that especially when enhanced with cursed energy but even then. You are beyond normal humans.

MAH BROTHA (-400cp): You have a really really weird ability. If you have one thing in common with an opponent you can create false memories within their mind. It could be having the same father in the sense of a creator or it could be that you have the same taste in women. These memories are false. It will obviously be false to the person affected but they will still start to treat you far better than before. Such as becoming an ally or a big brother.

I WON'T LET THEM DIE! (-600cp): You will never let your loved ones perish. You have a radar and an alarm system that will let you know where they are at all times and if they are in danger. Then if they are in danger you can instantly arrive in the area to protect them. This will activate if they are either in danger of death or being horribly maimed for life. This also lets you find them if they are lost and can be activated by those you allow for when they need assistance. This cannot be blocked save by knocking you unconscious.

POWER OF FRIENDSHIP YOU B^*%\$ (-800cp): YOU ARE FRIENDSHIP ITSELF. WHEN ALL HOPE SEEMS LOST YOU SOMEHOW PULL OUT THE MOVES TO ABSOLUTELY BEAT DOWN YOUR ENEMIES. YOUR BONDS FROM THE FRIENDS YOU MADE HAVE SUDDENLY BECOME YOUR PWOER INCREASING IT EXPONENTIALLY. LET THE POWER OF FRIENDSHIP BLOOM. LET FAMILIAL LOVE SHOOT LIKE A CANNON UPON YOUR FOES. LET THE LOVE OF YOUR PARTNER SLICE APART THE BEASTS THAT DARE TO HARM YYYYYYYYYOUUUUUUUUUUUUUUU...Now let's actually describe the perk. If you are about to lose a battle you can pull upon the bonds you have made from your past in every jump.

Pulling together the true might of the power of friendship that you have had for so long. This manifests as a giant boost in energy healing you of your wounds and also somehow having you evolve yourself into becoming stronger. Maybe your friends use techniques that you replicate to beat the breaks off your opponent. Maybe you launch all that energy at them in a final bid to defeat them. This power would effectively boost you with a 10x multiplier. You also do not run out of this power until you have somehow died even with this incredible boost or your opponent decides this isn't worth the hassle and runs away.

Items

Jujutsu Kaisen (-50cp): You get every form of media about Jujutsu Kaisen. Manga, Anime, Movies. Everything. You can also gain a set of Jujutsu Kaisen Anime/Manga with you in it. Featured as the main character.

YOU GOT STYLE (-100cp): This is a closet with three outfits of your choice. Each one is hand tailored to fit you perfectly. This includes shoes, hats, glasses, some accessories, and the actual clothes. This can be anything from a kimono to a stylish suit.

Cursed Tool (Varies): You have a cursed tool. For 100cp you have something equal to Slaughter Demon. It can hurt curses and cut their flesh with ease. For 200cp something like Dragon Bone with its ability to build up cursed energy and kinetic force. For 300cp you have a weapon like the Sword of Extermination which is one of the most powerful weapons against curses. Or the Inverted Spear of Heaven that causes the forced stoppage of all cursed techniques. Maybe it's the Split Soul Katana that cuts anything so long as its user can see souls. For 600cp it's a weapon like Ultimate Mechamaru Mode: Absolute that is a weapon that could fight against special grades with the chance of winning. A game changer if you will. Equal to an entire extremely powerful Innate Technique itself.

Dragon Bone (-200cp): This cursed tool has the ability to build up kinetic force as well as cursed energy. Dragon-Bone can eject both forces back out of the three engines to propel the blade at the user's will, granting it far greater cutting power than normal.

Chain of a Thousand Miles (-200cp): This mysterious chain can be extended forever so long as the end is never shown. The tip can be manipulated to attach a weapon to it to extend its range.

Black Rope (-200cp): The Black Rope is a mysterious cursed tool imbued with a curse with the ability to disrupt and cancel out the effects of other cursed techniques. It was apparently woven by Miguel's clan of sorcerers in Africa over the course of several decades. As a cursed tool infused with a cursed technique, the Black Rope's strength is comparable to special grade cursed tools. But unlike the normal rope this one will not burn out. It is not as strong as the Inverted Spear of Heaven but is still incredibly powerful.

Sword of Extermination (-300cp): You hold in your hand the greatest weapon against cursed spirits and those beings of darkness and negativity in the world. This weapon is enveloped in a thick aura of positive energy making it the weakness to any curse. Even Sukuna himself would be wary to face a competent wielder of this blade so long as he was in his original cursed spirit form. This weapon boosts all powers of light that are nice. Yes. Any power that would be "Nice" Like light or healing powers will be doubled. Can import the effects into any weapon you own already.

Split Soul Katana (-300cp): The Split Soul Katana ignores all physical toughness to cut through the hardest substances and strike directly at the soul of its target. Its full power can only be unleashed by those with eyes that can see the souls of inorganic objects. It is a highly valuable cursed tool worth five hundred million yen.

Inverted Spear of Heaven (-300cp): It has been imbued with a cursed technique powered by a special foreign type of cursed energy that allows it to force the stoppage of any other technique it comes into contact with. If a user's target or their jujutsu is hit by the Inverted Spear of Heaven, it will be immediately nullified. Even powerful cursed techniques like the Limitless can be completely stopped by this weapon. This will of course work on all other types of energy like Ki and Mana.

Festering Life Sword (-300cp): The Festering Life sword is said to be an enchanted blade that mixes life and death. It is a short, thick, cleaver-like sword with a unique shape and a grotesque design appropriate for an insect to wield. Its most prominent features are six distinct firing barrels on the front of the blade that can launch close-range projectiles at its target. Even if the sword is blocked by an opponent's weapon, it's capable of shooting small eggs into the enemy's flesh to infect them. Shortly after being embedded into the target's skin, the eggs hatch, and small insect-like curses spawn from the wound. The same effect occurs if the blade slashes the target directly as well.

Playful Cloud (-300cp): It is the only special grade cursed tool that is not imbued with a cursed technique. Instead, Playful Cloud's strength relies on the raw power of its user. Playful Cloud has been best utilized by those with incredible physical abilities rather than those with high levels of cursed energy. Playful Cloud amplifies the user's strength with its cursed energy, allowing even those with little to no cursed energy to overpower special grade cursed spirits.

Prison Realm (-400cp): Prison Realm is the final remains of the Buddhist Monk Genshin. Referred to as a "taboo object", it is a living barrier so powerful that there is nothing it cannot

seal. In its unused form, the cursed object appears as a cube small enough to fit in a person's hand and is wrapped in talisman constraints. The curse is activated with the incantation "gate open". On command, the cube opens into a mass of flesh stretched out by four corners with the remains of the cube at the edges. It has a giant bleeding eye in the middle with stitches keeping it open to stare at its target. Conditions must be met for Prison Realm to activate. In order for the target to be sealed, they must be kept within a four-meter radius for long enough for the cursed object to take hold. In Satoru Gojo's specific case, he had the potential to escape Prison Realm's range in time, so he had to be kept within the required radius for a minute's worth of time within his brain. The next stage of sealing involves the mass of flesh transferring to the target's body in a flash, ensnaring them. This renders them immobile and unable to access any of their cursed energy. The sealing process can be completed with the command "gate close", reverting Prison Realm into its small form, trapping the target inside indefinitely. Only one occupant can be contained at a time. Unless the person inside takes their own life, Prison Realm cannot be used again. While "processing" a strong sorcerer such as Satoru Gojo, Prison Realm becomes extremely heavy and cannot be moved. Several eyes open around the surface of the cube as well. Inside the pocket dimension of the Prison Realm, time doesn't pass and the sealed person is surrounded by dark skeletons and an ominous atmosphere.

ULTIMATE MECHAJUMPER MODE: ABSOLUTE (-600cp): WHO THE HELL EXPECTED GIANT ROBOTS TO SOMEHOW COME INTO PLAY?????? Because damn is it awesome. You have a giant robot that can drain a full day's worth of your energy all at once. This can work three times a day if you somehow regenerate enough of it to work again. This lets you do some cool things like shoot giant laser beams and utilize simple domains within the cockpit. You can also modify this thing with other technology so that it can get even stronger. Depending on the energy you use it might even be able to use magic.

BEING A CORPORATE SLAVE SUCKS (-600cp): You are now the proud owner of an incredibly large business. It is a corporation that works in both the Jujutsu world and the Normal world. Meaning that if you worked in the arms industry you would have a nice amount of Cursed Tool creators working for you. If you worked in technology maybe you are trying to create power using Cursed Energy. This business is valued at about 500 million dollars.

Fourth Great Family (-600cp): You are now the head of a family equal to one of the three great families. They own a variety of businesses in the real world that would let you live off of them without having to lift a finger. They also own an extensive library of various fighting styles, cursed techniques, and cursed tools including some special grade ones. The family itself is extensive with a large number of family members just like the Zenin. They all have an innate technique and some are born with inherited ones. You can pick or create one 600cp technique that once every ten years a person with it will be born. Of the grades within the family there are at least three special grades and ten grade ones. If you wish you can switch out the special grade for someone with a heavenly restriction that nullifies their cursed energy. The family is extremely accepting of their members and will act like an actual family even if someone is born a normal person.

JUMPER TECH (-600cp): You are now the proud head of a Jujutsu School. This school is gonna teach a whole bunch of kids how to fight cursed spirits. It will always be able to churn out a bunch of grade ones and every once in a while about 5 years it will raise a special grade. In other worlds it will churn out the equivalent of a grade one and special grade.

Tomb of the Star (-600cp): This is really cool. It's a tomb. The tomb Master Tengen resides in.

There is only one door leading to the corridor but there are over a thousand doors that continuously shuffle. The correct door opens to a massive drop with tall old trees with no foliage below. This leads to the space between the entrance and the actual tomb. It is an indoor forest area with trees, grass, and dirt. Jujutsu High's cursed warehouse where they store cursed objects is located in this area. Deeper inside is an elevator that descends underground to the main corridor. The main hall consists of a compound of old buildings that circle around a gigantic tree. There is a path that leads directly to the base of the tree where Master Tengen resides. There is also another barrier at the entrance to Master Tengen's shrine that prevents anyone from intruding other than those directly invited. If one were to enter and be rejected, they would walk into an empty white space void of Master Tengen's presence. You are now the master of this place giving you full control and rights over all the objects and things inside. You can change up the area as you like but it has to keep some resemblance.

Jujutsu

This is the section we've all been waiting for. The good stuff. Cursed techniques. First you get a 500cp stipend to spend on a custom cursed technique or you can use it to buy one of the canon techniques. Use it how you see fit.

Cursed Energy

This is the most important part of this section. Because this part will never change without outside interference* save for your output. This section can be applied to all energies you have.

Quantity (+200cp/0cp/-200cp/-400cp/-600cp): For how much you have in cursed energy. Without outside assistance or a perk this will never change. This is how much you were born with. And for +200cp you have so little cursed energy that you cannot even see curses without a special set of glasses. For 0cp you have the normal amount for a normal human. For 200cp you have above average cursed energy on the level of a special grade cursed spirit or Gojo Satoru himself. For 300 you have as much as Yuta Okkotsu who can perform multiple high level techniques without feeling exhaustion. For 400cp you have as much as Sukuna who has double the amount or more of Yuta Okkotsu who has so much cursed energy that it seems as if it is infinite enough he can use multiple high level techniques. But for 600cp you have actually infinite cursed energy. Utilize domain expansion multiple times a day and use high level techniques over and over.

Output (+200cp/-0cp/-200cp/-400cp): For how much cursed energy you can output at once. For +200cp you cannot release your cursed energy outside of your body. For 0cp you have an average output of cursed energy. Like Itadori. But for 200cp you can release literal blasts of cursed energy that can do loads of damage like an actual cannon. Only Ryu Ishigori is capable of this amount of output. But for 400cp you can release blasts that dwarf Ryu's strongest. Launch enough cursed energy to destroy twenty houses in a single blast. Shoot Kamehameha's worth of cursed energy and you can increase your output by using it.

Control (0cp/-200cp/-300cp): This is as important as Output and Quantity. How much control you have of your cursed energy. At the base level of this you aren't anything special. Average at best. But for 200cp you can now shoot out blasts and manipulate your cursed energy for homing shots and stuff like slashes from your sword. For 300cp you can create swords of cursed energy or shurikens and can create walls of it like a barrier. You can also create thin strings as sharp as blades to cut your opponent with. Stuff that should be impossible without a specific cursed technique.

Texture/Shape (-100cp/-300cp): Your cursed energy has a texture or specific shape. For instance it could be sharp or heavy. It could be electrified or hot. Pick any number of textures/shapes. But keep in mind that the texture or shape have an effect on how you can use it. If it's electrified it will release all at once if you fall into water. You can also choose a specific emotion that your cursed energy can give off like Yutas and his pink cursed energy that induces fear. But for an extra 200 cp you can switch between textures and shapes at will such as changing your flaming hot energy into a freezing cold aura no longer having to buy multiple elements and textures.

Reversed Curse Technique potential (-200cp): Cursed energy stems from negative emotions and human bodies can't be regenerated by it. In order to generate positive energy, negative energy must be multiplied together. This can be achieved through a reverse cursed technique.

Doing so is simple enough in theory but it requires extremely sophisticated cursed energy manipulation that most sorcerers can't pull off. But now you can. With a simple purchase of this you can now easily pull off Reverse Cursed Techniques with little to no effort. You could make Gojo who uses reverse cursed technique every second look like a noob just starting out as you can also heal other people.

Custom Cursed Technique

To have a cursed technique is to give one a major card to play in a battle. Jujutsu Sorcerers without cursed techniques are far weaker than those with them. For a price you can make your own technique. Use the premade techniques as a guide. For instance a god level technique like Limitless would cost you 800 cp. A disaster series technique would cost you about 500 cp. Weaker techniques would cost 200cp. A technique with only one use and no possible variety is gonna be 100cp.

Cursed Techniques

Claws (-100cp): You can turn your fingertips into claws. That's it. Nothing insane but useful for someone who goes for close quarters combat.

Cybele (-200cp): Not the actual name but way cooler. This allows you to paralyze someone so long as you focus hard and look at them. Incredibly difficult to use in an actual fight. But this is risky as if the opponent is stronger you may start to bleed from your eyes.

Blazing Courage (-200cp): This technique allows the user to ignite flames and channel them through their weapon to create a flaming sword. Blazing Courage can be used to replace a broken blade and can even emulate the sword's cutting ability. It can also be used to a much greater degree and generate scorching flames that encircle the user while also fiercely coating their blade.

Miracles (-200cp): Small miracles the user experiences throughout everyday life are erased from their memory and stored. Something as simple as seeing all the same digits on a clock would count as one of these little miracles. The markings under their eyes show how many miracles the user has. When a miracle has been released, the markings lose their color. These miracles are released when the user's life is in danger, altering their luck to allow them to survive what would otherwise be a fatal injury.

Ratio Technique (-200cp): The user of this technique can mark their target's body with lines divided into tenths. If the user is able to strike one of these lines on exactly the seven-to-three ratio point, they deliver a critical hit to the subject. This allows them to deal significant damage on tougher adversaries and cleave weak opponent's in two in a single hit. The lines don't have to measure up to the target's full length or wingspan. Their head, torso, biceps, and forearms are all among applicable limbs for division. This technique can be used on inanimate objects in addition to living beings.

Boogie Woogie (-200cp): Boogie Woogie activates when the user claps their hands together. The technique switches the positions of the user and anything they desire that has above a certain amount of cursed energy. The user can also switch things or people not including themselves (i.e. The user can swap their partner with their adversary's position).

Black Bird Manipulation (-200cp): As the name suggests, Black Bird Manipulation allows the user to imbue crows with cursed energy and control them at will. The user can manipulate multiple crows at the same time from an extended range away from themselves. Additionally, the user can also share vision with the birds, making the technique perfect for surveillance. The crows are absolutely obedient, so they can also be used offensively, even at the cost of the bird's own life.

Solo Forbidden Area (-200cp): Activating Solo Forbidden Area creates a zone around the user that enhances their cursed energy capacity and outputs well as any other sorcerer within range.

The technique can be elevated into a ritual using incantations, hand signs, dance, and music.

By including all of these steps, the technique's effectiveness can be raised to 120 percent.

Auspicious Beast Summon (-300cp): Auspicious Beasts Summon is a type of séance technique that transforms the user into a spiritual medium as long as their face is hidden from view. As a medium for spirits, the user can bring forth the power of auspicious beasts numbers one to four.

The auspicious beasts' abilities are manifested by the user's cursed energy, and can be summoned by calling out the desired beast's name and number. Unlike shikigami or curse manipulation spirits, Auspicious Beast Summon does not create spirits to fight alongside their master. Instead, the abilities of the Auspicious Beasts are manifested for the user to utilize themselves.

Ice Formation (-300cp): This cursed technique allows the user to lower the temperature to extreme levels of cold. These freezing temperatures allow the user to produce ice and frost at will. The user can generate multiple sheets of solid ice by simply touching a surface. They can also manifest other forms of ice such as a cloud of frozen mist. Ice can also be cryokinetically controlled by the user, allowing them to levitate it through the air using only their mind.

Anti-Gravity System (-300cp): This allows the user to nullify their own gravity around them.

Quite simple and useful. But it is far more powerful with reversed cursed technique.

Puppet Manipulation (-300cp): As the name implies, Puppet Manipulation allows the user to remotely control cursed corpse puppets. The puppets are capable of receiving and discharging their master's cursed energy, as well as using different cursed techniques through a variety of methods. The puppet manipulator shares vision with the cursed corpses while controlling them remotely. They are also capable of using their technique to pilot a manned puppet such as a giant robot puppet.

Missile Fists (-300cp): A simple yet effective technique. A highly destructive technique that could conjure giant fists propelled by cursed energy like a missile. These massive fists accompany your own physical punches. You are capable of forming at least two of these to start the size of about a minivan. But soon you could manifest well over ten at once each large enough to damage a large building.

Love Rendezvous (-300cp): Love Rendezvous assigns five "stars★" with a Southern Cross motif in order to target cursed energy. The five stars are ★Imai, ★Acrux, ★Mimosa, ★Ginan, and ★Gacrux. In order to mark something with a star, the user must make physical contact with someone's cursed energy. Anyone that has been marked will experience a sparking light above their head when the technique is activated. They can also find the name of the star they've been marked with written somewhere on their body. Only one star can be placed on one person's cursed energy at a time but the same star can be applied to multiple different people's cursed

energy. This includes the user, so if they've marked themselves with a star, they must remove it before using their cursed energy to mark another object. If the user needs to mark multiple different objects with stars, the objects need to be charged by someone else's cursed energy beforehand. Cursed energy shared between a sorcerer and their shikigami is considered the same by Love Rendezvous. The user can mark both the shikigami user and their familiar with a star at the same time. They can even place a star on the sorcerer without touching them directly, simply by making contact with the shikigami. The one with the higher cursed energy output will pull the other when attracted. Anyone appointed with a star must follow a sequential order if they want to attempt approaching another star. Otherwise, they will be unable to close the distance between them and a target with the same star will be attracted to them and unable to separate. The determined route is organized based on stars in the constellation from nearest to the furthest distance from the earth. The order is as follows: ★Imai → ★Acrux → ★Mimosa → ★Ginan → ★Gacrux. (i.e. Someone marked with ★Acrux must go through ★Mimosa and ★Ginan before reaching ★Gacrux.)

Projection Sorcery (-400cp): This technique divides one second into twenty-four frames of animation using the user's field of view as the projection angle of view. The user can trace a predetermined set of movements into those twenty-four frames and execute them in that single second. Moving using this technique makes the user appear to move unnaturally fast, too quick for even special grade cursed spirits to follow. While Projection Sorcery is active, anything touched by the user's palm must also abide by the "24 FPS" rule while moving. Failure to do so results in the subject getting immobilized and frozen in an animation frame for one second. Although it's just a second, anything caught in that frame is completely vulnerable to attack. Hitting the frame will break the target out of it, usually heavily injuring them. In addition to its strengths, are several risks to using Projection Sorcery for the user. The predetermined course cannot be adjusted once started. Furthermore, if the trajectory of movement or the laws of physics excessively ignored, the user will be frozen as well. There is also an upper limit to the user's body acceleration when activating this technique. However, maintaining constant activation of Projection Sorcery allows speed to continually build.

Straw Doll Technique (-400cp): This technique incorporates a toolset that features a hammer, nails, and straw doll capable of being improved by the user's cursed energy. Straw Doll Manipulation allows the user to imbue nails with cursed energy and levitate them in the air at all. These nails are sent into the user's target using a hammer to hit them and propel them forward as projectiles. The cursed energy allows the nails to be suspended in mid-air, allowing the user to easily hit them at their intended target. If the target is hit by the nails, the cursed energy flowing through them can be used to deal further damage. The Hairpin ability can generate explosive cursed energy from the nails once they've pierced the user's opponent as well. The straw doll acts as a proxy for the user's intended target once they've established a connection with them. Using Resonance, the user can pierce the straw doll with nails and effectively do the same to their target at the same time. This gives the Straw Doll Technique limitless range as long as the user has a piece of their target to establish a connection.

Star Rage (-400cp): This technique allows the user to give themselves virtual mass. You don't grow or change in any way but your mass is still increased. A simple yet monstrously effective technique when combined with martial arts.

G Warstaff (-400cp): G Warstaff is a long spear with a feather guard and a pen-shaped blade that can be conjured at will. By drawing blood from their opponent into the tip of the spear, the user fulfills G Warstaff's condition for ink and attaches a manga panel to the target. This allows the user to see their opponents very near future, starting with a panel about one second in advance. As more blood is drawn into G Warstaff, the user can see further into their target's future.

Sky Manipulation (-400cp): This technique grants her the ability to "control the sky". They can turn the sky into a tangible surface and use it to manipulate space, similar to how a lens creates distortion. You can casually use it to levitate and as an alternative to clothing. In battle, you can defend by distorting the shape of your opponent's attacks. While the surfaces you control can't crush her opponents directly, You can break the surface of the sky like a thin layer of ice and hit your target with the impact. This allows your attacks to slip past your opponent's guard and generate massive destruction.

Cursed Speech (-400cp): Cursed speech is activated when the user utters words or commands aloud that are reinforced with cursed energy. This action compels the listener to act or be acted upon as a command. For example, a cursed speech user can command his opponent to stop moving or for them to be crushed. The strength of the compulsion depends on the skill level of the user. Like most cursed techniques, overusing cursed speech takes a physical toll on the user's body. The stronger the words used, the worse the side effects are. In the worst case scenario, cursed speech could backfire on the user and result in sore throats, coughing up blood, and/or losing the ability to speak. You can speak normally without having to use sushi ingredients since you paid so much.

Blood Manipulation (-400cp/-500cp): As the name implies, Blood Manipulation is a cursed technique that allows the user to control and shape their blood beyond its natural form or motion for a variety of effects. It can be used to manipulate every aspect of the user's blood, including blood composition, plasma, and red blood cells. Internal and external blood can be utilized as long as it belongs to the user. Blood can be manipulated in a variety of ways utilizing this technique. External blood can be hardened or shaped to create mid-range projectiles. Internal blood can be used to control one's own pulse rate and body temperature, effectively giving themselves more energy to increase their physical capabilities. As with any cursed technique, Blood Manipulation's efficiency and strength depend on the user. Noritoshi's Piercing Blood was unable to harm Hanami while Choso's was able to severely injure Yuji. External blood can also be nullified under specific circumstances where the amount of water in the area renders blood unable to hold any shape. Once advanced enough you will be able to convert cursed energy into blood effectively making you unkillable by blood loss so long as you have cursed energy. For 100cp more you also gain the rot technique which will literally rot and decompose the opponent once struck with your blood.

Inverse (-500cp): While activated Inverse makes it so all attacks against the user are reversed in terms of damage. Strong blows become weak and weak ones become strong while the technique is activated. If Inverse's effect were literal, something as weak as air resistance could kill the user while the technique was active. As such, there is a maximum and minimum limit to its conditions. There are several weaknesses that users may not be able to compensate for. They're at a disadvantage against complicated techniques such as the Limitless. Additionally, the technique can be countered if the user's enemies hit them with a strong attack and a weak one at the same time.

Clones (-500cp): This technique allows the user to clone themselves using some kind of mud-like liquid material manipulated with their cursed energy. The user can produce up to four clones and change out their real body with a clone at any time. Every clone can be considered exactly identical to the original caster.

Construction (-500cp): Construction allows the user to conjure an object from nothing. Unlike creating objects within a Domain, things constructed by this technique will not disappear once the spell has finished. However, creating something from nothing uses an immense amount of cursed energy, which results in harsh backlash on the user's body.

Disaster Plants (-500cp): This technique allows the user to form and control a variety of cursed flora. Its capabilities are normally initiated telepathically, activating the technique next to the user or near a target, but can also be deployed from the user's body. The plants created by this technique can vary in size, shape and physiology. Anything from simple flowers to giant wooden roots is possible to be formed. The flora of the technique is however still made from cursed energy, meaning that curse-like plants can be created quickly and deactivated instantly. The technique also grants the ability to absorb the life energy of real plants into a flower offering and convert it into cursed energy for the user. This ability can give a giant boost of cursed energy. And at your will you can cause a rose to bloom on your body and release all that cursed energy in one blast. Also you can create flowers that are cursed to take away an opponent's will to fight giving the opportunity to attack or escape.

Disaster Tides (-500cp): This technique allows the user to manifest high volumes of water and control it using their cursed energy. It is incredibly versatile, allowing for use in all ranges. It can be used as a water shield for close and mid-range, and as a large, sweeping wave for long-range. Its efficiency is dependent upon the cursed energy of the user and as such, can only be utilized to its full potential by someone skilled in the use of cursed energy. If used to its full potential, this cursed technique can produce water that far outclasses that of Max Elephant. The waves can be used as concussive force or just simply overwhelm opponents by mass and speed. You can also summon various sea creature shikigami like fish and whales.

Disaster Flames (-500cp): This technique allows the user to form and control both flames and lava. Its capabilities are not limited to just close range, but can also be used telepathically, activating the technique directly on or near a target. The flames are immensely powerful,

capable of instantly killing non-sorcerers and critically injuring sorcerers. These flames are also visible to non-sorcerers and possess properties similar to real flames. A person with superhuman physical toughness is able to survive these attacks entirely thanks to their body, while a sorcerer's curse tolerance might not be enough to save their life. The technique also grants the ability to telepathically create volcanoes on surfaces. These volcanoes are capable of firing powerful lava towards the user's target. You can also create insect shikigami to fight and use techniques through.

Jacob's Ladder (-600cp): You have cute angel wings and a cute halo. You can also use a technique whereby you conjure an enormous circle of light in the sky above you, resembling a magic array that features a large heptagram in its middle and crosses along its periphery. You then form a trumpet (also made of light) in your hand and sound it, making a shaft of light shoot down from the middle of the circle to engulf whatever is below, seemingly "extinguishing" any curse in the process even if that curse happens to be a sorcerer incarnated in a human body.

This nullifies any technique or curse or spirit no matter how strong.

Evolution (-600cp): As implied by its name, Immortality grants the user the ability to prolong their life, effectively granting them the potential for an infinite lifespan. However, this technique is not "de-aging", meaning that the user cannot escape the physical changes brought upon by the process of aging. Once a user of immortality reaches a certain age, the technique attempts to change bodies by undergoing an "evolution". Unlike normal you won't lose your self awareness.

Instead you will just grow stronger.

Deadly Sentencing (-600): This domain reflects a small courtroom where the user and their target stand across from one another playing the roles of prosecutor and defendant. There are numerous guillotines in the background with chopped-up debris beneath them. Deadly Sentencing is the type of domain that doesn't contain a can't-miss attack, instead, it forces those inside to follow the rules of the user's cursed technique. The domain isn't constructed to be lethal and implements a binding vow requiring the user to explain the aforementioned rules. The trial-based cursed technique imbued into the domain allows the user to prosecute their target with the shikigami called Judgeman serving as its namesake. There is no violence allowed inside the domain for either side and proceedings begin immediately after activation. First Judgeman will announce the charges against the defendant, which are actual crimes they may or may not have committed. Judgeman automatically knows everything about everyone inside the domain but this information isn't shared with the caster. The verdict of the trial depends only on the arguments presented by both sides. After the accusation is reviewed, the defendant is given one chance to defend their case. They have three options: silence, confession, or denial. If the defendant chooses to deny the charges, they can lie in their statements. The defendant's goal is to dispel all doubt and win a pronouncement of innocence from Judgeman. The prosecutor also only has one chance to make a statement, but theirs is a rebuttal based on evidence submitted by Judgeman for deliberation. The evidence submitted appears as a sealed envelope in the prosecutor's hand. The evidence submitted is not necessarily conclusive and it will not be opened and shared with the defendant until after their statement, but the prosecutor will be informed of the contained information by Judgeman upon receiving the envelope. Once

the prosecution and defense have both made their statements, Judgeman will deliver a lawful verdict. If the defendant is found guilty, they are punished with one of what is implied to be several different sentences. Not even the user can be sure of which sentence their opponent will receive. In some situations, depending on the severity of the crime, harsher punishments can be handed out. One sentence the Judgeman will commonly give is "Confiscation", which prevents them from being able to use cursed techniques. After the verdict, the domain dispels and the punishment immediately affects the guilty party. However, if the defendant is found guilty without an open confession, they can request a retrial that Judgeman cannot deny.

Idle Death Gamble: CR Private Pure Love Train Version 1/239 (-600cp): Why do I hear boss music? Anyway this is a pachinko-themed technique that is primarily applied through domain expansion. The cursed technique imbued into the domain manifests Private Pure Love Train, a pachinko game inspired by the eponymously named romance manga series. However, you can

summon the visual effect indicators of the game such as the shutter doors outside of your domain which you gain for free. It creates an environment resembling a train station that hosts a game of chance. Your primary goal is to line up three of the same numbers to hit a jackpot with only a 1/239 chance of doing so. Hitting the jackpot of Idle Death Gamble grants you a bonus of unlimited cursed energy for four minutes and eleven seconds, the exact duration of the Private

Pure Love Train theme song "Admiring You", which plays throughout the round. The limitless cursed energy causes your body to reflexively use reverse curse technique to automatically heal any injury, making you temporarily unkillable after hitting a jackpot. The game begins in normal mode, where those inside appear on a neutral stage. As the battle begins, the user can manifest

three different types of visual effect indicators in battle: shutter doors, reserve balls, and consecutive effects. Conjuring doors and balls are offensive attacks, but consecutive effects are defensive indicators that redo a sequence to revert damage. Doors and reserve balls come in a green, red, or gold rarity to symbolize a higher chance at a jackpot. Rainbow-colored indicators

or four re-doing four consecutive effects guarantees a jackpot. The user can choose which visual indicator to manifest, but their success is up to luck. Generating one or more visual indicators progresses the stage to a riichi scenario and reveals two of three of the numbers needed for a jackpot. There are four riichi scenarios with different chances of hitting a jackpot, with the final train riichi having over an eighty percent chance. Each of the scenarios changes the stage and uses the characters of Private Pure Love Train in a different way. For example, the transit card riichi scenario takes the user and their opponent to a different part of the train station where Yuki must pass through the gate and get to work on time to hit the jackpot. This is a low-chance scenario and is likely to fail without rare visual indicators. The user's opponent cannot obstruct the visualization of the riichi scenarios and must watch it unfold or defeat the caster before it ends. Failure to hit a jackpot within a scenario will revert the stage back to the start. This will repeat until the user wins or runs out of chances to do so, with the number of possible spins decreasing with every missed jackpot. On the first activation of consecutive expansions, the probability of hitting the jackpot is over twenty percent. If a jackpot is hit, the domain disappears, and Admiring You plays out loud around the user, who receives a bonus of unlimited cursed energy for the duration of the song. The user has no restrictions on cursed energy and can receive bonus amounts randomly throughout the round. The unlimited cursed energy causes the body to reflexively heal itself even if the user never learned to perform

reverse cursed technique. This prevents the user's body from retaining damage and makes them effectively unkillable for four minutes and eleven seconds. By the end of the song, the user's cursed energy recedes back to normal and their cursed technique has already been replenished. This allows them to open their domain repeatedly as long as a jackpot is achieved. The conditions of the game carry over from consecutive uses as well. If the user lined up three odd numbers, the stage will open in advanced probability rather than the neutral state. If the user lined up even numbers, they will start on a stage with faster spins. There is also a chance for the stage to begin in hidden probability, a pachinko mode similar to faster spins but actually carries an increased probability to hit the jackpot.

Ten Shadows Technique (-600cp): When someone inherits the Ten Shadows Technique, they receive two Divine Dogs. Other shikigami can be summoned with an exorcism ritual where the user must defeat the shikigami in order to make them submit. Once dominated, the shikigami are under full control of their master and can be summoned using hand signs that create a shadow puppet of the respective familiar. The shadows act as the intermediary for the shikigami conjuration, reflecting the shape of the user's hand-weaved shadow puppet and manifesting the shikigami from tangible liquid shadows using cursed energy. After gaining more familiars, the user can repeat the ritual process to exorcize and amass up to ten different shikigami. The summoning ritual for the shikigami can be performed around multiple people. However, exorcizing the shikigami with help nullifies the technique once the exorcism is completed. The Ten Shadows Technique can be activated and deactivated at any time to manifest and dispel shikigami as long as the user has enough cursed energy. As with any shikigami, the more powerful it is, the more cursed energy required to summon it. Shikigami of the ten shadows cannot be summoned again when completely destroyed or killed. However, the power left behind by the shikigami is inherited by others. In the case of the Divine Dog shikigami, if white or black dog dies, its black or white twin will inherit its power and can be summoned in a far more ferocious form. The exception to this rule applies to any shikigami that are summoned by combining two different shadows. In addition to using shadows as an intermediary for shikigami, a Ten Shadows Technique user can manipulate shadows to some degree as well like keeping their shikigami in a semi fluid state at the cost of weakening them. They are able to move physical mass in and out of shadows at will. This allows them to hide their body inside shadows whether it be their own or someone else's. They can eject themselves from shadows at will as an effective means of surprise attacking their target. This same function can be used to store items within the user's shadow, but they must bear the weight of anything kept in there. You start with the same ten Megumi has with Mahoraga (Unexorcised).

Idle Transfiguration (-600cp): Idle Transfiguration allows the user to reshape the soul of themselves or anyone they physically touch. The shape of the body is dependent on the shape of the soul, so if the soul is distorted, so too is the body. Therefore, someone using Idle Transfiguration can disfigure their target's body into something grotesque by warping their soul's shape with just a touch. This process creates what are known as "Transfigured Humans". This cursed technique attacks the soul directly. Only under certain circumstances can someone protect their own soul and anyone who cannot is instantly killed or deformed by Idle Transfiguration. All ordinary people eventually die after having their soul transfigured. The user

can also reform the shape of their own soul and heal any injuries their body sustained in battle. This renders traditional means of injuring the user useless, as their soul must be attacked to do any significant damage. The user can even transform their body to give them an advantage, such as giving themselves wings for flight or shrinking their body to avoid an attack.

Cursed Spirit Manipulation (-800cp): As the name suggests, Cursed Spirit Manipulation is a technique where one can completely control cursed spirits they were able to conquer in battle. Rather than exorcize a cursed spirit, the user can absorb them into a small black sphere. A cursed manipulator can also absorb curses from anyone also capable of controlling them by killing the master. Exorcize and consume the cycle of exorcism and consumption. Orally consuming this orb of the curses remains gives the user complete dominance over the vagabond curse, allowing them to summon them at any time in the future. If the difference in grade is two levels or more, the curse manipulator can absorb a cursed spirit with practically no conditions attached. The user can extract the curse technique of semi-grade 1 and above cursed spirits they absorb, providing them with an immense arsenal of potential different moves.

However, the quality of the cursed spirit's technique ceases to grow the moment they are absorbed. Cursed Spirit Manipulation operates functionally the same as shikigami conjuration.

However, no intermediary is required and the quality of vagabond cursed spirits tends to be greater than simple shikigami. When summoned, the user's curses appear from the same portals they would use to manifest naturally. The curse manipulator can create portals of various sizes from their body and summon any number of curses from them at the same time. Due to the nature of consuming curses, a curse manipulator's cursed energy also feels different than that of a normal sorcerer. After this jump you will be able to devour monsters, demons, spirits, angels, dragons and the like. This will work if you defeat them or are stronger than them. The difference in grades will evolve to the power of the word your in. Also the orbs don't taste like garbage since you are paying for this. Instead they taste like different foods depending on the type of thing you devour. Like a fire cursed spirit tasting like a spicy pepper. It will never taste like trash.

Rika (-800cp): This here is a cursed spirit. Not just any cursed spirit but arguably the second strongest cursed spirit in existence. You see this here used to be a person. But when they died you cursed them intentionally or otherwise. In doing so you created an incredibly powerful spirit. They have a multitude of abilities from creating items that can be used for cursed techniques to copying those techniques without items by devouring a piece of the user. Throwing around blasts of cursed energy. Instantly refilling your cursed energy reserves. Fighting with strength enough to destroy buildings. And also able to store various weapons and items in sacks like a storage unit. They also have the ability to when you truly accept them and become one gain a burst of strength able to overcome even an extremely powerful technique like a Maximum technique. They can be considered equal to 15 fingers of Sukuna. Design a cursed spirit and decide your relationship and stuff.

Limitless (-800cp): The divine technique of the Limitless is the ability to manipulate space itself. Although the cost is great, you are going to be able to manipulate not just space but also the divergence and convergence of such things. Convergence in the way of Cursed Technique

Lapse: Blue. Where one brings negative distance into existence and space itself is forced to try to fill in the space. But where this converges Cursed Technique Reversal: Red is the divergence of such a thing. It brings in the divergence of infinity into reality causing a powerful repelling force to come into existence. But the greatest technique known only by a few in the Gojo family is Hollow Technique: Purple. Combining both red and blue It represents motion and reversal, a fusion of convergence and divergence that collides both infinites to generate an imaginary mass. The effect takes the target out of reality, instantly erasing everything the technique hits without exception. For it makes a series that both converges and diverges. This is a contradiction that allows him to do the impossible in the case, deleting matter altogether. Only problem is it is nigh impossible to use as the technique would put far too much strain on a normal human to even attempt. You would need a brain capable of processing such a thing. But where could you ever find such a thing?

Adaptability (-1000cp): Yeah this isn't the technique of a human or a cursed spirit but a shikigami. But it's cool so I'm putting it here. This is the ability to adapt to all phenomena such as attacks and how you fight. Each time the eight handled wheel behind you turns you become more and more resistant to a type of attack. Not just the specific one but in general. This adaptation works after a single attack but will speed up after each strike of the same technique. Such as if you were hit by a flame attack repeatedly you would become immune to it and flames in general. You also adapt as you fight. Your blows become able to injure your opponent even if they were previously invincible. Such as an opponent being weak to fire your blows will become wreathed in flames. This does take time though as the wheel must finish spinning four times. Also it can only adapt to one thing at a time. So if you are being hit with both ice and fire you can choose which to adapt to at the time. This effect is nullified when you remove the wheel and stop using the technique.

Comedian (-1000cp): You are the greatest of Comedians. You have the ability to do basically anything you want so long as you genuinely think that it is funny. Wanna be able to summon a giant fish and slap a man in the face with it? You can and it will absolutely hurt even someone like Gojo Satoru who should be invincible to such attacks. Basically Funny Force. The younger cousin to Toon Force.

Cleave and Dismantle (-500cp/-1000cp): Cleave and dismantle are the personal techniques of Sukuna himself. It has two parts. Dismantle which is used for inanimate objects but can be used for sorcerers and cursed spirits. But Cleave is where it gets good. A slashing attack that adjusts itself depending on the target's toughness and cursed energy level to cut them down in one fell swoop. Truly something that someone like Sukuna would use. Simple yet powerful. But for another 500cp you get Cleave and Dismantle EX. Which cuts everything not just someone or something. Space, The World, Existence Itself. This could cut right through the Limitless technique even at full power.

Heavenly Restriction

These are for those who want a boost at the cost of something. It could be very little cursed energy for increased physical strength or it could be very little physical ability to the point of being crippled for a massive boost of cursed energy.

The Monster (-300cp): You have no cursed energy. None. Nadda. Null. Not little, not a small amount. None. But this comes with the advantage of a body of steel and senses that have reached the level of perceiving the soul of inanimate objects and imperceivable changes in the air. You are a monster now for all intents and purposes. Such that when properly trained you could end up killing special grades like they were nothing. Because you have no Cursed Energy you also are treated like a rock or a building when inside a domain. Barriers also have no way to register you. You also have 600cp to spend on the items section and you also have a GARUDA Companion for free.

One Armed Willy (+200cp): You have lost one limb. It will never ever grow back no matter what you do. Ever. But in return for this restriction you have gained 300cp for Cursed energy and 200cp extra for cursed techniques.

Life is pain (+400cp): Why would you want this? Well whatever. You are left without a right arm and both of your legs are useless. You have no feeling below your waist, your skin is so sensitive it can't be touched by natural light and the pores on your body always feel like they are being stabbed with needles. But in return you gain such an increase in cursed energy that it can spread over the entirety of Japan. You also gain 400cp to spend on anything you want.

Companions

Insert (-200cp): Insert as many companions as you want and all of them get 800cp and one origin.

Export (-200cp): Export as many as you want.

GARUDA (-200cp): You have a Shikigami that is innately connected to your cursed technique. It is so closely connected to you it is more a close pet than anything. Quite a useful thing to have. If you have Ten Shadows then design a shikigami to take the place of one of your ten. Those with The Monster heavenly restriction get this for free.

I have crippling depression (-200cp): You have here a teenager that is as angsty as they come. He has black hair black eyes and likes to wear dark clothing. He speaks in a monotone voice but in the end he is as caring as they come. He has a cursed technique equal to a 500cp technique and has the Black Flash, LET'S A BOOGIE, Jennifer Lawrence, and Comedy comes in Threes perks. He is also quite strong, ranking at grade 1 sorcerer.

The Healer (-200cp): The support. This young woman has a really high level technique for support Solo Forbidden Area and is good with reversed curse energy enough to heal just about anything. She has reserves as big as Gojo as well. She is quite the nice girl to those who are nice to her but may or may not plot the deaths of those she despises. Hands down the best support. She likes to smoke and drink wine. She also likes to read manga and is extremely extroverted about it. She has the I WON'T LET THEM DIE!, and Right Place Right Time perks.

The Cook (-300cp): You have here a woman with white hair with a streak of red. She likes to cook and is incredibly skilled at doing so. She has the Cleave and Dismantle technique and also has as much cursed energy as Yuta Okkotsu. She also has Blood Gulch Crew and The Demon perks as well as FOOOOODDDDD. She is the head of a small yet well renowned jujutsu family.

Not close to the big three but a well enough family that she is known.

What's your Type? (-300cp): You have a really strong woman here. She has a lot of cursed energy, enough that she rivals Yuta Okkotsu and she has the Star Rage technique. She also has a lot of fighting experience and is considered a special grade 1 sorcerer. She has the Black Flash, Submachine gun go brrrrrr, and SUPA STRONG. She is also incredibly lazy but also an incredible spendthrift.

Control (-300cp): You have a red headed sorceress who has a thing for control. She has Cursed Spirit Manipulation. She has only grade 1's and below without any special grades but she is still incredibly strong. She is also skilled with Reverse Cursed Energy to heal herself. She has a huge amount of cursed energy equal to Yuta Okkotsu and is incredibly skilled at using it. She likes dogs and has five. She also has a large amount of respect for you bordering on fanaticism. She also likes ice cream. A lot. She has the The Demon and My War Crimes Are Bigger Than Yours perks. She also has a Garuda companion.

Shinobi (-400cp): This is a young man who is incredibly strong. He is a Special Grade 1 sorcerer who is both incredibly skilled at reverse cursed energy to the point he can regenerate anything save being stabbed in the head with a cursed tool or having his head destroyed or cut off. He has a high level technique that allows him to manipulate incredibly hot flames so strong that they rival Jogo. He is also skilled at espionage and assassination. He has Heavenly Blessing and Black Flash. He has as much cursed energy as Yuta Okkotsu himself. He has a domain expansion that causes his opponent to burst into flames when inside.

A Monster (-400cp): You have here a young woman of the Gojo clan. She has white hair and blue eyes. But she also has something that makes her an incredibly terrifying opponent. She has The Monster, Six Eyes, A SMOOOOOOOTH CRIMINAL (Swordsman), and two cursed tools, the Split Soul Katana and Inverted Spear of Heaven. Her brother loves her very much and takes good care of her. She is a special grade sorcerer thanks to him.

Onii-chan (-400cp): You now have a really nice Onii-chan/Onee-chan. They are incredibly strong and considered a heavy hitter equal to the likes of Yuta Okkotsu. They have a single cursed technique that makes them incredibly strong and they have the Enlightened One, MAH

BROTHA, I WON'T LET THEM DIE!, and SUPA STRONG perks as well as a cursed technique up to a 800cp technique. They also have a domain expansion and if you have Fourth Great Family they can be the head or the second in command. They love you a lot and would willingly die for you.

Berzerker (-600cp): You have probably the buffest person in existence. About 8 feet tall with skin the color of black granite. But when he gets mad it turns red like a bloody monster. He has the adaptability cursed technique along with a cursed tool the Split Soul Katana but just way way larger about as big as a person. He also has the Heavenly Blessing, Submachine gun go brrrrrr, Black Flash, SUPA STRONG, and A SMOOOOOOOOTH CRIMINAL (Martial Arts). He also has a reserve as big as Sukuna and incredible skill at reversed cursed technique potential.

He has enough output to rival Ryu. He is a Special Grade Sorcerer.

Fuck Mothering Vampire (-600cp): You have here a half curse. One of the cursed wombs that Kenjaku made. He is one of the first and Kenjaku deemed seeing if they were successful by capturing a man and trying one of them out. This is him. He's been alive for a long long time and so he eventually died but became an imaginary vengeful spirit and is extremely strong as well as insane. He views you as a really cool person and decides to follow you. He has large reserves like Sukuna and output like Ryu as well as extreme skill with reverse cursed technique. Enough that nothing short of beheading will kill him. He has Cursed Spirit Manipulation but also Blood Manipulation. He has the perks Blood Gulch Crew, My War Crimes Are Bigger Than Yours, DEVOUR, Ryumen Sukuna and Submachine gun go brrrrrr and has two weapons. A pair of handgun cursed tools (300cp) and the Festering Life Sword. He is a Special Grade.

My Best Friend, My One and Only (-600cp): Your best friend. They are completely compatible with you and will always stand besides you. They also have a really great personality that compliments yours and they always think of you like you're their brother or something. They have a cursed technique up to 800cp and have a reserve as large as Sukuna output as great as Ryu's and a cursed energy that is hot like fire. They have the perks Enlightened One, Heavenly Blessing, Six Eyes, Skill Issue Idiot, HE'S A HACK!!!!, Black Flash, Comedy comes in Threes, and a cursed tool up to 300cp. They will always seem to be close to you in strength and he is also really fun to be around. He has tastes that sometimes reflect yours but will always keep you in mind. He is a Special Grade Sorcerer.

Drawbacks

Link Up (+0): You can link this with any Jujutsu Kaisen Jumps made by other people. That way you can keep your history in the same world without having to go to two of the same jumps. Makes it easier.

Crossover (+0): You can cross this jump over with a couple of other jumps if you want up to a maximum of three different jumps.

Golden Age (+0): You are not in the modern age anymore. You are now in the Golden Age of Jujutsu sorcery or the Heian era. Where Sukuna reigns supreme in his prime and many a great sorcerer exists. The quality of these sorcerers is exponentially greater than the quality of the sorcerers in the present era. A dangerous but very rewarding place for those who seek strength. If combined with Balance then the sorcerers and cursed spirits will grow even stronger. If you take Extension then you can stay up until the modern era if you can survive that long.

Blue Summer (+0cp): You start at any point that can be generally given a time. Such as around the time of Gojo's birth or the Blue Summer where Gojo and Geto will be tasked with protecting the Star Plasma Vessel.

Extension (+100cp): You can stay for an extra 10 years every time you take this up to 10x.

Poor Man's Life (+100cp): You are dirt poor perpetually. You will never have more than 100 dollars in extra money and you always seem to lose money. All money related items are nullified for this jump.

Ugly as Sin (+200cp): Man you are ugly as hell. Incredibly so. You look as if a rotten avocado fucked another rotten avocado and the baby was dropped on the floor at birth. You are...EEEEEEEEEWWWWWWWWWW. You will probably end up being a hermit at this point.

YOU MONKEY (+200cp): You are looked down upon by Jujutsu Society. Not by anyone important like the new generation or Gojo but by most higher ups. They won't be obvious about it but they will let you die and send you on incredibly difficult missions. If you are a bad guy then you will be actively hunted.

YOINK (+300cp): All your stuff is gone now. No powers or perks from other jumps and no items either. You are doing this with only what you bought here. No more cheating your filthy hack.

Vomit and Shit (+300cp): You cannot eat food anymore now. Because everything you eat tastes like a rag used to wipe up vomit and shit and it will torture you. You will not be able to nullify this by turning off your taste buds or something. You will suffer from this incredibly so.

I DON'T KNOW SHIT ABOUT FUCK (+300cp): My life's motto. Anyway you have forgotten everything about the plot of JJK and all of its mechanics.

The Dark Trio (+400cp): This world is now combined with Chainsaw Man and Hell's Paradise. This means that there are a couple of more things you have to watch out for. Not to mention that some of these guys are just plain hacks.

BRAIN SWITCHING SHITHEAD (+400cp): You have that annoying bastard Kenjaku coming after your head now. He is incredibly smart and is just as good with barriers as Tengen not to mention he has hundreds of years of experience. He wants your body because he thinks this will further his goals.

Life is Suffering (+400cp): Everything sucks jumper. Everything. You seem to have the worst luck in the world because everything seems to go wrong. Super strong curses are killing people in front of you. Your best friend gets taken over by one. You die for a little bit and come back and get the crap knocked out of you. If life starts going up it immediately hits the dirt again.

The Betrayal Hurts (+400cp/+600cp): This is a two fold drawback. First you will forget that you took this. Secondly is that you will be betrayed in the same way Geto betrayed Gojo. Something that still affects Gojo to this day. It will be incredibly painful and it will most definitely hurt you.

For an extra 200cp this will move to them somehow coming back as an evil sorcerer who will team up with Kenjaku and it will be even more horrific than it normally would be. This will torture you and scar you for a very long time.

Heavenly Torture (+600cp): You have a horrifically painful heavenly restriction. You are left without a right arm and both of your legs are useless. You have no feeling below your waist, your skin is so sensitive it can't be touched by natural light and the pores on your body always feel like they are being stabbed with needles. There is no way for you to lift this restriction from your body, meaning that you will be in perpetual pain for the rest of your time here. This gives no increase to your cursed energy.

Great. (+600): You've been declared a national threat by every country in the world. They now know about cursed energy and are looking at you to be their new battery. Great job jumper.

The Demon King (+600cp): You have Sukuna himself after you now. He really wants you dead for one reason or another. No matter the reason he is going to be at the peak of his strength so you had better start praying.

Bring it on (+600cp): Dammit jumper. Now you have Satoru Gojo on your tail. For whatever reason he wants you dead. And because you took this he isn't going to be sealed until you have had at least 3 bouts with him. Whether you survive these is up to you.

Balance (+1000cp): Because of your arrival into this world something happened. The balance shifted and so to keep that balance the world increased the strength of your opponents. If you hate jujutsu sorcerers then the quality of them increases and many start to become special grades. If you fight cursed spirits then they become special grade cursed spirits and many of the previous grade ones start to grow in strength comparable to 5 finger bearer cursed spirits. Meaning that either way your side is gonna start losing. Even with you on their side there is gonna be someone capable of matching you blow for blow and even killing you.

This is suicidal (+1500cp): Your power is meaningless now jumper. Because I know that even if you took a bunch of drawbacks you would probably come out on top. Because jumpers are freaking HACKS. So now that isn't gonna happen anymore. Because your power level is what a grade 4 sorcerer would be at. If you destroy mountains, so do they. And that's the bare minimum. A special grade would absolutely slaughter a hundred versions of you. Because you

are no longer a big fish in a small pond. You are a small fish in a big pond. Hope you can grow fast jumper because you will be facing a large amount of threats because you are also a protagonist. No matter what you do to escape the plot it comes a knockin at your door.

Notes

Your cursed energy modifiers will affect other energies like Ki and Mana so you can change the textures of your mana and stuff. You will also be able to affect different energies with your items like the Inverted Spear of Heaven being capable of nullifying Mana fueled techniques and the Black Rope being capable of interfering with Ki and Mana.

For the Limitless Perk you cannot use the limitless with this alone. If you tried you would end up draining yourself immediately and then it would take ten minutes just to use one technique that's being generous. The Limitless requires a fine application of cursed energy as well as a brain capable of processing the information.