

"He has the potential to rival Gojo"

"His completed domain will go crazy"

"He'll hit Black Flash too eventually"

"Can't wait for when he finds out about Toji"

"Just wait until he comes back"

Meet Potential Man!

0 feats

0 relevance

7 kamikaze attempts

Give me liberty
Give me fire
Give me middle schoolers
Or I retire

Use my cursed technique to its fullest? ❌

Summon Mahoraga on anyone and let Sukuna steal my bag ✅

"if" and "when" but never "is"

**Generic Potential Man Jump
v1.0
By Jmcmine
Jump Template by LJGV/Sin-God**

You've got Potential, Man! Now we are all familiar with this story, young Itadori Yuji swallows a finger from a 1000 year old sorcerer which then kicks off the events of Jujutsu Kaisen. But things might end up differently depending on your choices here Jumper! Because you are about to be inserted as Potential Man himself Fushiguro Megumi.

Here take these **1000 Potential Points** to fund your adventures.

Author's Note: *You can freely choose whether you are inserted in Fushiguro Megumi, or you are merely replacing him instead as Fushiguro Jumper with all the memories of growing up in his circumstances, however there will still be some level of resemblance to your parents.*

On a side note: You can use this jump multiple times, not continuing where you left off but starting a new game as it were. However If you used all the points and tokens previously then the only way to get points besides bringing them in from outside this jump is to take drawbacks. Finally, if you have done this jump before you can use it as a way to jump to any jjk fanfiction you want to go to.

Starting Location

You Jumper wake up on the morning of the day that Gojo Satoru would come find a 6 year old fushiguro megumi with your curse technique awakened. Unless you change things he will find you and make the same offer he did in canon.

Age and Gender

Your age is a set thing however if you want to switch things up you can change your gender freely for the purposes of this jump.

Background

These options have no effect on discounts at all, what these do is merely give you an opportunity to alter your start in this jump.

Canon [Free]

This is the canon option, things will go exactly as stated in the starting location section with you being found by Gojo on the evening of the day you start, what happens during and after is up to you.

Zenin [Free]

This option however changes things, now for whatever reason Gojo won't be finding you this evening, who knows maybe he was planning to at a later time or maybe something else came up and distracted him. Who does find you however is Zenin Jinichi, your fathers older brother, and he will be making his own offer to you, having the 10 Shadows technique will be enough to ensure that it will be a generous offer even including tsumiki, what happens during and after is up to you. It's also possible that Gojo may or may not still come to you with his offer.

Other [Free]

Or perhaps you want a different start, maybe Yuki is the one that encounters you by accident, or even Kenjaku decides he can use you, or perhaps no one comes for you at all. Whatever the case this is a different direction than canon leaving multiple possibilities open.

Perks

One perk per tier can be discounted by 50%. With the 100 PP discounted perk becoming free. You also get 4 perk tokens, one per tier that you can use to get one perk of that tier for free.

Mental Protection - Free

By being inserted into this role you will be inheriting the memories of this life which might only be 6 years but these things can still have an impact on your own way of thinking and personality. While it may not be much of an issue here as a 6 year old human, in future jumps with non drop in origins and non human races, the memories of your origin and even the non human races you choose can and will have an effect on you bringing about concern over personality/ego death especially over the course of a chain. It's one thing to change and grow naturally over time with experience behind it, but being unknowingly forced to change is never good.

This perk guarantees that you never have to worry about that, making sure that origin/background memories and the alien instincts and ways of thinking from non human races do not affect you unless you of sound mind allow it. It will even protect you from the various perks in jumps that state it changes your personality, so feel free to take that charisma perk without worrying about it making you an extroverted person when you weren't before.

REDO! - Free

This perk lets you re-jump old jumps you have done previously following the same rule set from the note section above which is reiterated again here.

You can do jump docs multiple times unless it is explicitly disallowed, not continuing where you left off but starting a new game as it were. However If you used all the points, tokens or whatever currency was used previously when you first jumped there then the only way to get points besides bringing them in from outside of the jump is to take drawbacks.

Fight Back! - Free

Ah potential man, you're going to have to face a lot of difficulties in the coming years. A sorcerer's life can be in the words of a certain salary man, SHIT! Whether it be getting pummeled by some curse or curse user, facing down life and death situations and especially jumper, losing the people you care deeply about, sometimes you just feel like giving up. Well not you jumper, You have the willpower to face down all of the above and more and still get up again. No matter how much you are made to suffer you can take it, and when those dark thoughts come up you remember what you are fighting for in the first place. Even if you lose your most important person you

find the power to continue on. As a bonus you will also over time find your mind healing and getting over trauma passively, they may be gone but you are still here.

Ikemen - Free

Wow jumper, aren't you a looker. Whether you chose to be inserted into megumi or replace him, you will still be just as much of a looker as he ended up being. Your no Gojo Satoru but you still have the looks to draw in girls like Mai, Hana and Remi.

Ocular Stealth - Free

Ocular abilities jumper, some of the most powerful characters in fiction possess them you know. Huh? Oh no you don't have one but this here perk would allow you to hide it if you did. At base with no special eye powers you have perfect vision and the ability to change the appearance of your eyes. Make them different colors, make them glow, have multiple pupils, you go wild. But if you did have an ocular ability you weren't supposed to or that you just don't want anyone to know you are using, you can have it active and keep your eyes completely normal. As a side note this also allows you to have multiple eyes active at once so you could use both a sharringan and a byakugan at the same time.

Cursed Energy Reserves - Varies

For free you have the same amount of CE as canon Megumi did. For 100 PP you have as much as Gojo. For 200 PP you have as much as Yuta has. And for 300 PP you have as much as 20 finger Sukuna.

Cursed Energy Output & Control - Varies

For free you have the same CE output and control as canon Megumi did. For 50 PP you have the same output as Gojo. For 100 PP you can match Yuta's output. And for 200 PP you are Ryu's equal in CE output and have CE control on par with Sukuna. Keep in mind that CE output and control can both be trained potential man.

Nah, I'd Win.....Eventually - 100 PP

And people can see that, especially those who are strong and or have enough experience to notice these things. Even if you are not strong right now they can tell instinctively that you can be, even sukuna was wondering why Megumi ran away at the detention center. With this people will be able to recognise you have talent and it will be easier to find and be accepted as a student because of this. You won't get respect immediately but it makes talented teachers unusually willing to invest in you.

Strategic Mind - 100 PP

Megumi's actual biggest strength, his high combat IQ and now you jumper gain the same with this perk. You're exceptionally good at battlefield positioning, reading your opponents, teamwork and creating escape plans and exploiting terrain on the fly.

Soul Protection - 100 PP

You are aware of your soul jumper. At base this perk prevents any unwanted soul alterations, however it's true ability is that now that you are aware of the soul you can reinforce yours to prevent damage, use any healing abilities you have on the soul, both your own and others, and finally you can make your attacks damage the soul as well as the body.

Presence - 100 PP

Toji, Maki, Gojo, Sukuna, Dabura, Mahoraga. All of them possessed a certain presence, a weight that presses down on those who encounter them, from the Zenin getting PTSD when Maki gained her full heavenly restriction and even in the case of Sukuna feeling that sense of danger even without Megumi actually going through with the summoning of Mahoraga. Now Potential Man, so do you have that kind of presence that you can toggle between 0% and 100% and anywhere in between, and also be able to focus it on individuals. At the start of the jump regardless of your cursed energy reserves that presence feels light and with lots of room for growth with most grade 2 sorcerers being able to shrug it off. However, should you achieve your potential and get to the same level as the ones above, then so too will your presence grow.

The Missing Piece - 200 PP

You are innately aware of the areas in which you are weak, and you instinctively know the best and most effective ways of training in order to get better. Regardless of how powerful or skilled you eventually become you will always be able to know what you can become better at and how to go about doing it.

They Call him 007 - 200 PP

Whenever you lose to someone or fail at something you don't just gain experience from it. Now you permanently absorb the lesson and understand why and instinctively incorporate that lesson. Repeated failures against the same or similar opponents become increasingly unlikely because your subconscious builds counters. The more you fail at something the better you get, always able to know what you did wrong and try until you succeed. Do be careful though, you need to be alive to try again.

My anti possession perk - 200 PP

Haven't used it since the Heian era huh jumper? Now possession is not something you have to worry about at all ever again. No matter who or what it is, if it tries to possess you it automatically fails because you are the perfect prison. Even if Sukuna tried he wouldn't be able to manifest a mouth or eyes on your body, and you also control whether or not whatever is possessing you has access to your senses to see the world and also whether they can access your memories. They absolutely cannot harm you and you can at any time expel them from your body as a cursed object or as they are and see if they can survive outside a host.

More importantly however, for 100 PP more for a total of 300 PP you can house an unlimited number of prisoners and if they possess some form of power or skill you are compatible with over time it gets ingrained within you. Though to start that process they need to have been in control and have used their ability or skills at least once, but that will be a bit slow depending on how powerful it is, and the more this happens the faster it becomes ingrained in you before becoming yours.

Black Flash - 200 PP

What this perk does jumper, is incredibly simple but powerful. This perk grants you the ability to hit a black flash at will, something comparable only to end of series Yuji after years of training. Letting you hit strikes to the power of 2.5 and temporarily into a flow state allowing you to operate at 120% of your maximum potential.

Shikigami Creation - 400 PP

This perk jumper has incredible potential.....I'm sensing a theme. What this perk does is allow you to create shikigami. Now unlike the shikigami that comes from techniques like 10 shadows which uses shadows as a medium to summon them or Junpei's technique which uses his hair as medium, most sorcerers that use shikigami create them from cursed energy and store them into paper talismans to summon them.

Now you can also create shikigami from your cursed energy and in the process of creating them you can imbue them with any perks, skills, powers or abilities that you possess granting them the same, however their power level will be half of whatever amount of energy you spent on their creation. So for instance by spending 10 Sukuna fingers worth of energy you get a shikigami worth 5 fingers of power and if you imbue them with any perks or abilities they would possess them innately. Do keep in mind though that the more stuff you want to imbue them with the more cursed energy you would have to spend to do so. Meaning you would have to spend the energy to make them a certain power level so spending 18 fingers worth to get a shikigami equal to jogo who is about 9 fingers strong, but just doing that means they have no other abilities except that power requiring you to spend more energy to give them perks and abilities, techniques etc.

The more powerful the perk or ability the more energy needed. The good news is that this perk allows you to set aside and store energy that you can use to create shikigami, the bad news is it will end up costing you more. Using the previous example, if you had 20 fingers worth of CE and spent 18 fingers worth to get a jogo level shigami you can spend the remaining 2 to imbue it with a perk or ability worth 1 finger of energy and create the shikigami instantly. If you don't have those reserves you could store part of energy over time until you had enough but in return for that option now it will cost you around 25 to 26 fingers worth of energy. So if you don't have a way to grow your reserves it's gonna take a while to make truly powerful shikigami.

Cursed Object Creation - 400 PP

This perk is largely the same as the shikigami creation perk following the same rule set. Whereas other sorcerers require special materials and using a technique through a cursed tool over a long period of time to make a cursed tool with an innate technique, you jumper can make cursed objects and tools with just your cursed energy.

This is not Construction so you can't make the actual material from cursed energy but if you had something you could just imbue it with CE to make it a cursed object. This follows the same rules as stated above so whatever energy is needed to make an effect you need to spend double that so 2 fingers for an ability that would cost 1 fingers worth of CE. Simple abilities like making a sword sharper or more durable or even giving the tool its own CE reserves so it doesn't take CE from the user will be relatively cheap though that would depend on the size of the reserves you are giving the tool in that instance, but imbuing it with an effect like doing fire damage or shooting out wind blades really increase the cost in CE.

However, if you are imbuing the cursed tool with a perk or ability or technique you possess or even just a skill you can do it becomes cheaper. For instance, trying to imbue a sword with positive energy to make a sword of extermination when you don't know how to use RCT is incredibly expensive and not worth it, but if you did know RCT it becomes relatively cheap.

Copy & Paste - 400 PP

Well not necessarily just paste but rather paste in another format without losing the original like having a doc and a pdf with the same contents. This perk jumper allows you to create a copy of any power/ability you have into another power system you have access to. For example, did you buy quicksilvers superspeed? Now you can create a copy as an innate CT with the benefits from this power system like being able to inverse it with RCT and making a domain expansion for it. It even works on perks that function as powers and powers that are due to biological physiology.

Going to MHA and you have a kryptonian alt form, now you can create a copy of the kryptonian physiology or even just a single aspect of it like super strength as a quirk. This perk even works on things like spells and ninjutsu and such. Did you buy the ability to fly in a past jump? Now when you go to Naruto you can use this perk to make a ninjutsu that lets you fly. You have the ability to phase through solid objects, make a copy as a spell. Went to Frieren and learned Reelseiden? Now you can make a copy as an innate technique that's basically shrine except it lets you cut whatever you believe you can cut. To clarify again, you don't lose what you are making a copy of, you just gain a new version that functions as if it belonged to a different setting.

I'm Not Like You - 400 PP

And he really wasn't it turns out, hopefully this will help you avoid that jumper. See the problem with Megumi was never one about power or skill or talent, he had all of that and what he was missing was the motivation. Megumi was a sane man in an insane world and he just didn't have the mindset of other sorcerers to make him strive to be better, stronger, to *win*. At least until the culling games kicked off and that's when he started moving different, because that's when he stopped going through the motions and actually started striving for something.

Well jumper, I don't know what kind of mindset you have, I don't know if you are crazy enough to match the kind people you will be encountering, if you can push yourself beyond what anyone considers normal for that extra bit of power. So have this perk, what this does is give you an empty slot. Whatever you slot in here will be trained passively as if you were actually giving your full focused attention and dedication to training it as long as it is something that is able to be trained.

You could slot in "Body" and have your physical abilities and senses be trained, and if you had an alt form with abilities due to their biology like Viltramites, choosing body also trains those abilities as they are a part of your biology. You also don't need to worry about things like diminishing returns when using this unlike if you were actually training, like needing heavier and heavier weights. While that will remain a real issue if you want to train for real, by using this perk it assumes optimal training is being done at all times meaning you are always assumed training in a way that stains you to get the most benefit.

You can train your skills and powers, and assuming you have a perk that allows it you can even train away weaknesses. When training powers that would create something like the Construction CT you aren't actually creating anything but just gaining the knowledge and experience of doing it and getting better and learning. If you slot in a skill that you are capable of but know nothing about like RCT for example, the training begins with you trying to unlock it from first principles.

This speed of benefits from this perk comes from you as it assumes what you would be capable of when focused and dedicated to the task, as well as what your natural talent is. Training boosters will be taken into account, so if you knew nothing about RCT and slotted that in while having a 10x training booster then over the course of an hour you would have gained the equivalent of 10 hours of knowledge and experience of seriously and actually trying to achieve it.

Heavenly Body - 600 PP

This is Toji and Maki's Heavenly Body jumper. By paying for this you get to keep your cursed energy and still gain this body in its most developed state when the physically gifted harbors absolutely zero cursed energy, attaining a "body of steel" endowed with unrivalled physical capabilities: strength, speed, endurance, etc. far beyond the bounds of normal humans. Notably, this extends to the five basic senses being heightened to the point where the physically gifted can perceive the presence of cursed spirits by picking up on normally imperceptible changes in air density and temperature allowing you to kick off the air. In addition, while keeping your CE you still gain the benefits of the physically gifted's lack of cursed energy. You can toggle it to 0% to 100% or anywhere in between, either completely appearing as if you have 0 CE when set to 0% or only appearing to have 50% when set to that and etc. letting attain exceptional stealth against sorcerers when set to 0%. However, even if not set to 0% you still retain the ability to freely move through barriers, as well as immunity to the sure-hit effects of most Domain Expansions, which cannot recognize their presence.

Six Eyes - 600 PP

Can't be a jjk jump without offering this now can it jumper. You read the tin, it's exactly that, the six eyes. Purchasing this perk gives you the Six Eyes, so rare that you only see one every few centuries and never more than one at a time. So if you take this without taking Ocular Stealth as well this jump is going to get really complicated for you jumper.

The Six Eyes grant perception of cursed energy on a level bordering on omniscience. your eyesight is now comparable to a high-definition infrared camera, allowing you to see even when your eyes are covered. You can easily see things from several kilometers away in 360° and distinctly tell apart different figures within that range. You can effortlessly distinguish the flow, quantity, quality, and composition of cursed energy at the atomic level, allowing you to instantly recognize techniques, identify weaknesses, detect hidden sorcerers or curses, and perceive even the smallest fluctuations in energy that would be invisible to anyone else. Replicating techniques is another matter entirely, but understanding how they function becomes dramatically easier.

More importantly, your control and CE efficiency raises to a whole new level. Waste is reduced to nearly zero, actions that would normally consume tremendous amounts of cursed energy become trivial, and so long as you possess sufficient reserves to begin with like at least the free tier of Reserves, exhaustion from ordinary cursed energy usage becomes almost a nonissue. This efficiency extends to every cursed energy application you possess, from reinforcement and barriers to RCT and Domain Expansion.

Finally, the Six Eyes vastly increase your information processing ability. Your perception is able to stretch a moment to a full minute and instinctively perform

highly complex vector, mass, and speed calculations automatically. Since you're paying PP for this, your mind now effortlessly handles the enormous amount of sensory information provided by the eyes, allowing you to analyze battlefields, opponents, and complex situations at incredible speed without becoming overwhelmed.

In future jumps, these eyes adapt to local supernatural energies. Whether it is mana, chakra, spiritual power, ki, psionic energy, or another mystical force, the Six Eyes will perceive and analyze as normal while granting the same unparalleled efficiency over any energy you personally wield.

Potential Man No More - 600 PP

Your natural talent has reached the level of the greatest prodigies to ever exist jumper. Whether it be the King of Curses himself or monsters like Dabura, your innate aptitude for the supernatural is second to none. Whatever power system you possess whether it be cursed energy, magic, chakra, ki, cultivation, psychic abilities etc. you possess an instinctive talent that borders on the absurd.

Learning, improving, innovating, and adapting are things that come as naturally to you as breathing. You instinctively understand the principles behind your own abilities, rapidly refining your control, discovering new applications, and pushing your powers beyond what those with just potential would consider their limits. Techniques that take ordinary geniuses decades to master may take you only months, while breakthroughs that would require a lifetime of experimentation often come through flashes of insight, intuition and instinct.

When confronted with unfamiliar abilities, concepts and ideas, you are able to quickly grasp the underlying principles of how they might work. While this doesn't grant the ability to copy powers you lack the ability to wield, it allows you to analyze, understand, counter, recreate and exploit them after only brief exposure. Like Dabura you could learn RCT after learning it's possible almost instantly, and then go on to achieve your reversal technique seconds after and then achieve domain expansion after never having heard of it again seconds later from first principles. Honestly, your own abilities constantly evolve as you uncover increasingly creative and efficient ways to employ them. Even Gojo had to be on the brink of death and after trying and failing to learn RCT and he still hadn't achieved domain expansion at that point.

Combat itself is one of your greatest teachers. Your instincts rapidly identify weaknesses, formulate counters, and refine your own techniques in the midst of battle, accelerating your growth, with some of your greatest breakthroughs occurring when the stakes are at their highest.

Most importantly, your growth never truly stagnates. So long as there remains something left to learn, improve, or perfect, you possess both the talent and the insight to continue advancing.

But talent alone is not strength. This perk grants unparalleled aptitude, not experience, knowledge, or power. You must still try, train, fight, and hone your abilities to realize your full potential. The difference is that, once you do, few beings in any world will ever be able to match the speed at which you grow or the heights you are capable of reaching.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, can be placed in an in-world location, or will be attached to your warehouse. After the jump is complete, they can then be imported into future jumps as desired.

Training Journal - Free

Every observation you've ever made automatically records itself in this journal, these include things like techniques, enemy weaknesses, training ideas, CE experiments, and a couple others that you aren't sure are observations you made, they almost seem like extrapolations based on other things in the journal. Comes with a searchable index.

Cape - Free (Mandatory)

Look up in the sky! It's Potential-Man! Here's your cape potential man, this cape is actually a special grade cursed tool. It is self cleaning and repairing and always adjusts perfectly to fit whoever is wearing it, when activated it surrounds you with a protective field that lets you fly at just under mach speed and still breath and see just fine even in the upper atmosphere.

Stash - 200 PP

How the hell did you miss this. If you purchase this you will find a key that you will vaguely remember belonging to that deadbeat dad of yours that opens a safe that is hidden in the house somewhere. Inside of it is around 100,000 yen cash and a few cursed tools, nothing that good, he keeps the best for himself but still enough to make some money if you sell them, or keep them if you need some Grade 2 tools though I think that one might be a Grade 1.

Inverted Spear of heaven - 200 PP

You find a copy of the inverted spear of heaven next to you when you wake up. How did it get there? Who knows. What is known is that having this raises a lot of questions if gojo sees it, but it comes with a lot of utility as well.

Cursed Technique

Well Jumper here we are. Now there are only two techniques offered here but getting them gives you access to the customization section for them with Customization Points (CP). You can convert PP to CP at a rate of 1 PP - 2 CP, so 100 PP = 200 CP. You get 500 CP only usable here and 4 tokens to get any option for free unless otherwise stated.

10 Shadows Technique - Free

Using shadows as an intermediary, this technique allows the user to summon ten different shikigami. Divine Dogs, Nue, Toad, Great Serpent, Max Elephant, Rabbit Escape, Round Deer, Piercing Ox, Tiger Funeral, and the big man Himself, The Eight-Handled Sword Divergent Sila Divine General Mahoraga.

You get the divine dogs for free, 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 shadowgraphic 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, you can repeat the ritual process to exorcise and amass up to ten different shikigami. The summoning ritual for the shikigami can be performed around multiple people. However, exorcising the shikigami with help nullifies the technique's effect once the exorcism is completed. Shikigami of the Ten Shadows Technique cannot be summoned again when they are completely destroyed or killed. However, the power left behind by the shikigami is inherited by others.

In addition to using shadows as an intermediary for shikigami, a Ten Shadows Technique user can manipulate shadows to some degree as well. 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.

Customization

All options cost 50 CP

Annulment

This option affects not just the 10 shadows but any and every power, spell, ability or skill that depends on chants and handsigns, or that gets more powerful when they are used. By taking this you can use all your abilities without the chants and handsigns and they will act as if you did use them. Allowing you to use your abilities silently and without movement or in the case where doing them increases the power, you get the full power without having to use the chants and handsigns. If you ever do choose to use them they become more powerful.

Inventory

Your shadow storage is now infinite allowing you to store any amount of objects you want, even being able to expand the size of your shadow to store bigger objects. Your only limit is how much weight you can bear.

Weightless

Well now, I guess weight isn't a problem anymore huh? You can now toggle on and off the weight of the objects in your inventory.

Rest Stop

Anything stored within your shadows slowly repairs itself. Whether it be broken cursed tools, damaged equipment, and even your injured shikigami recover somewhat faster while resting within your shadow. You can speed this process up even more with cursed energy.

Imprint

Now for any object you choose that is in your shadow, overtime can be infused with your CE potentially gaining shadow aspects and abilities or simply becoming more powerful cursed tools.

Connection

Your connection to your shikigami is deepened, allowing you to share their senses and give them mental commands even from afar.

Sizing

By default the size of your shikigami is determined by your innate reserves, this option allows you to alter their size when summoning them and even on the fly by using your CE. After all, they are made of shadows, if you also have Connection you can do this from afar as well.

Combinations

You can now combine the shikigami you have available to you, fusing them in multiple variations to create new permutations of shikigami with new unique expressions of their skills, abilities and with the power of all shikigami in one.

Overpower

By infusing your shikigami with more CE you can make them even more powerful than their default power.

Together We Rise

Your connection to your shikigami runs deep, as you grow in skill, power and become more experienced in combat and tactics so to do your shikigami mirror your growth, subconsciously learning alongside you.

Objectification

Your shikigami are made of shadows, and shadows are something you can manipulate. Now you can summon your shikigami in the form of tools. Summon max elephant as a gun and shoot out piercing water shots better than Sukuna or as a shield with all its durability to absorb damage. Summon piercing ox as boots and use its abilities, or nue as wearable wings that rain down lightning with each flap etc.

Becoming

Like Yuka you can now take on the powers and abilities of your shikigami when they are not summoned, but you can take it farther, being able to take on their stats as well. For instance gaining increased speed, strength, durability, maneuverability and the sharp CE in your hands to form claws when taking on divine dogs ability. If you take Combinations you can take on the abilities of the combined shikigami as long as they are not summoned. If you also take Connections you can now do it even when they are summoned.

John Rabbit

Rabbit #273, The Honored Bun. If you take this jumper, then that one rabbit gets the Heavenly Body perk and an aptitude for combat. Keep in mind, if you take this when the time comes for you to subjugate rabbit escape you will have to face him. Note, if you don't have the Heavenly Body perk then you can't get it through him by using Becoming.

Reset – 100 CP(Unable to use tokens for this)

This Jumper goes beyond customization and straight into cheat territory. Taking this ensures that if your shikigami gets destroyed, then like normal their power goes to the others. However 24 hours after they were destroyed in the empty slot they occupied in the 10 Shadows you will notice a mental switch at any point in time flipping that brings them back like nothing happened. And to clarify it is still them, this option acts as a resurrection if they die, the flip is just to give you the option on whether you want to bring them back.

Shrine - Free

Shrine is Ryomen Sukuna's innate technique. It allows him to unleash invisible slashes, either at range as the dismantle attack or through physical contact which is the cleave attack that adjusts its power depending on the target's toughness and cursed energy level to cut them down with one attack. The cutting power of both attacks depend on the cursed energy output of the user. There is also the fuga attack which empowers Sukuna to unleash an arrow of hellfire once both cleave and dismantle have been used.

Fuck You From Downtown

Cleave is now able to be used at a distance. The way this works is that if you use cleave at a distance, the instant it is about to make contact you will know how much CE is necessary to cut the target if the attack doesn't have enough power to do so as is and you can choose whether to spend the additional energy to do so or not, if not then it becomes just a dismantle as powerful as the amount of CE it currently has.

Fuck You With Fire

Although extremely powerful, Divine Flame lacks speed and has a narrow effective range. Sukuna dealt with this by using a binding vow and incorporating it in his domain, while nothing is stopping you from doing the same this option can help. You can now compensate for the lack of speed and range with CE, either using more CE for greater AOE or increased speed.

Fuck Everything in That Direction

Using Mahoraga's second adaptation to Limitless as a model, Sukuna learned to enhance Dismantle by broadening its target area to include space, existence, and the world themselves, transforming the regular slashes into "slashes that cut the world". In order to bypass the initial activation condition and unleash the slash that cut Gojo in half, Sukuna imposed a binding vow on himself that would require him to fulfill not one but three conditions for all subsequent world-cutting slashes: (1) to make the necessary hand sign, (2) to recite Dismantle's incantation, and (3) to direct the slash's trajectory with his palm. Now not only do you know how to do that with shrine but also imbue any attack you can do in the same way. Go after gojo with a bat if you want cause now the attack will bypass infinity, any shikigami can also share the same ability if you have Together We Rise.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend PP to import companions into this jump, giving them 600 PP

and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 PP per person you do this for, or you can spend 200 PP and create or import 8 such individuals.

New Friend Free

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. You get a new token for each person you want to give the option to.

Drawbacks

Another Universe [0 PP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Leave When The Plot Ends [0 PP]

This toggle allows a jumper to end their time in a setting when the events of the setting's plot are resolved. This can be via the jumper playing a part and achieving a canon ending, or in some other way, significantly resolving the plot and conflicts of the series.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to seven times for 100 points each time you take it, though if you do take it seven times it's not a full 70 years but 68 instead, just in time for modulo. Unless you want it to be the full 70 years.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four,

you only get 200 points; if you lose access to two out of the four, you get 500 points, if you block access to 3 of the four you get 800 points; and if you lose access to all four options, you get a full 1000 PP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

"With This Treasure I Summon..." [100 PP]

It's become something of a bad habit.

Whenever you find yourself cornered or facing an opponent you believe you cannot defeat, you'll feel an almost irresistible urge to resort to your strongest last-resort ability instead of searching for another solution. Whether it's summoning Mahoraga, using a forbidden spell, activating a suicidal technique, or pressing the world's biggest red button, it will always seem like the correct answer in the moment.

You can resist it—but you'll have to consciously fight the impulse every single time.

Living Up To Expectations [100 PP]

Everyone will know who you are.

Whether because of your bloodline, your technique, or your teacher, people constantly expect greatness from you. Every mistake is magnified, every minor success is dismissed as "what was expected," and every failure becomes another reason for others to question whether you'll ever live up to your supposed potential. You can lose this drawback in jump by attaining special grade.

The Zenin Name [200 PP]

No matter where you go, the Zenin Clan refuses to leave you alone.

If you're with Gojo, they'll try to reclaim you. If you're not with Gojo, they'll try to reclaim you. If you're with the Zenin, you're dragged into succession politics.

The clan will remain a persistent nuisance throughout your stay. The only way to end this ease this is by subjugating Mahoraga, at which point the large majority will want you to be the head of the clan, and only those like Naoya will still be interested in taking a shot against you.

Potential Man [200 PP]

The meme has become reality. No matter how impressive your accomplishments, people continue speaking about your potential instead. Become Grade 1? Imagine what he'll become. Master Domain Expansion? Just wait until his prime. Defeat a Special Grade? He's still got so much potential.

This has no direct mechanical effect, but it becomes increasingly frustrating as even your greatest achievements are overshadowed by speculation about what you might accomplish someday.

The Strongest's Student [400 PP]

Being associated with Gojo paints a massive target on your back. Every ambitious sorcerer. Every curse seeking glory. Every assassin looking for fame. They all think defeating Gojo's prized student is an excellent way to make a name for themselves.

Expect far more fights than canon. If you don't align with Gojo at the beginning then there will still be a reason for these coming fights due to this drawback, though they won't target your loved ones so there is that upside.

The Weight of Potential [400 PP]

Whenever you discover a new technique, breakthrough, or powerful application...you hesitate. Not out of fear, but because you'll always feel there's an even better answer just around the corner. You spend valuable time overthinking instead of acting, often waiting for the "perfect" solution instead of using the excellent one already available.

History Demands Its Due [600 PP]

The world itself wishes to preserve canon. Coincidences begin working against your attempts to drastically alter history. Important meetings still occur. Major villains still escape. Key battles still happen. This doesn't remove your free will or make changing events impossible, but achieving major deviations requires significantly more effort than it otherwise would without this drawback.

[600 PP]The Potential Man Agenda

The universe itself has become a shitposter. No matter how absurdly powerful you become, fate conspires to create situations that make you look like a fraud. You might effortlessly defeat ten enemies only for everyone to focus on the one that escaped. You may devise a brilliant strategy only for someone else to land the finishing blow. You could save the day only for another sorcerer to receive the credit. If jujutsu becomes public you might be recorded beating a curse only for someone to put an ai watermark on it and call you a bum. Even when you're objectively one of the strongest beings in the setting, circumstances seem almost maliciously designed to keep the "Potential Man" allegations alive.

This drawback does not weaken you, alter your abilities, or force you to lose fights nor does it hinder you in getting a high grade. Instead, it manipulates perception, coincidence, and public opinion to ensure your reputation is perpetually one embarrassing incident away from becoming another meme.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Hi there! I use templates quite often when I am making jump documents. Originally I used one I found online by Negative_Tangerine and while that document has been incredibly helpful I quickly found it easier to just use my own. This is my own. This is a remix of my Essence Jumpdoc Template with even simpler text that still leaves up my version of a few things, like generic companion text, rules for items, and my takes on the extended stay and lockout drawbacks as well as the supplement mode toggle. If you want to use this template, feel free to do so. Just click "File", "Make A Copy", and go wild! You don't even have to credit me. I just wanna help people how I can. Enjoy!

-V1.0 Complete 7/4/2026