

FOREWORD

PRIMARY & SECONDARY TRAITS

1. Vigor (20 points)
 - 1.1. Body (15: +7)
 - 1.2. Soul (5: +4)
2. Physical Strength (40 points)
 - 2.1. Blow (10: +5)
 - 2.2. Strike (2: +0)
 - 2.3. Slash (26: +13)
 - 2.4. Puncture (2: +0)
3. Endurance (30 points, 12 point fall)
 - 3.1. Stamina (6: +3)
 - 3.2. Recovery (6: +3)
 - 3.3. Resilience (6: +3)
4. Agility (50 points)
 - 4.1. Evasion (14: +7)
 - 4.2. Reflexes (24: +12)
 - 4.3. Speed (8: +4)
 - 4.4. Finesse (14: +7)
 - 4.5. Acrobatics (2: +0)
5. Focus (30 points)
 - 5.1. Resolve (14: +7)
 - 5.2. Emotion (12: +6)
 - 5.3. Intuition (4: +2)
6. Charisma (50 points, 4 point fall)
 - 6.1. Persuasion (20: +10)
 - 6.2. Truth (2: +0)
 - 6.3. Deception (2: +0)
 - 6.4. Mislead (4: +2)
 - 6.5. Insight (18: +9)

CURSED ENERGY (84)

1. Traits
2. Manipulation
3. Detection
4. Output
5. Enhancement/Imbue
6. Efficiency
7. Barrier
8. Technique

ACQUIRABLE SKILLS

1. Divergent Fist (Cursed Energy Manipulation + Physical Strength)
2. Maximum Technique (Cursed Energy Output + Cursed Technique)
3. Domain Expansion (Cursed Technique + Barrier)
4. Reverse Curse Technique (Cursed Energy Output + Manipulation + Endurance)
5. Simple Domain (Cursed Energy Enhancement + Barrier)
6. Cursed Technique Reversal (Cursed Energy Output + Cursed Energy Manipulation + Cursed Technique)
7. Black Flash (Physical Strength + Cursed Energy Manipulation)
8. Shikigami (Cursed Energy Enhancement + Focus)
9. Subtraction (Cursed Energy Efficiency + Agility + Endurance)
10. Hand Signs (Cursed Energy Output + Cursed Energy Enhancement + Agility + Endurance)
11. Empowered Words (Charisma + Focus + Cursed Energy Output + Cursed Energy Enhancement)
12. Cursed Energy Discharge (Cursed Energy Manipulation + Cursed Energy Output + Focus + Endurance)
13. Soul Understanding (Focus + Cursed Energy Detection + Cursed Energy Manipulation + Endurance)

^ The above is brainstorming and an example of how the traits are displayed ^

VIGOR

Calculating Constitution: Multiply your Stamina total by your Body modifier. Then subtract your Recovery and Resilience totals, and finally, add your Body total.

Example: $(7 \times 6) \Rightarrow (42 - 6 - 6) \Rightarrow (30 + 15) \Rightarrow 45$

Constitution Buffer: An amount of Physical Damage you can ignore and don't have to subtract from your Constitution. Your Constitution Buffer is determined by your Body total + Body modifier.

Soul: This divides damage that would kill you or reduce you to 0 Constitution by the Subtrait's modifier. Black Flash damage is divided by the total.

Death: A sorcerer dies when their character's Resilience becomes a negative number that is as far from 0 as their Recovery Maximum is.

OR

When the sorcerer has 0 Stamina and 0 Recovery.



SUBTRAITS

Blow: Powerful blows such as kicks, hooks, stray hits, and blunt weapons. Such attacks are generally aimed for center mass, used to gain another kind of advantage, and deal heavy damage, but are typically slower in return.

Strike: Jabs, straights, bursts of speed and power, reliable and simple slams of force that can be swift killing attacks when specialized in. Attacks that are more likely to hit to provide chip damage while being cost effective options. The catch all attack for melee attacks outside of weapons and heavy attacks.

Slash: A trait utilized most effectively when wielding a slashing weapon. The more points allocated into Slash, the more trained the Sorcerer or Curse is in the art of the blade. Cleaving enemies hinders their ability to ignore their wounds so much so that it may force an enemy to flee if the fight is prolonged. There are many uses for Cursed Energy imbued slashes too.

Puncture: Armour piercing or sharp gouging attacks that deal tons of damage with lots of drawbacks. Ranged attacks using a weapon is an ideal strategy. Great opening attacks that sunder enemies fast in combos and jumpings. The kinds of attacks that are scary because of speed, dealing lots of damage and snowballing quickly when allies are present.



- ★ Endurance Subtraits deplete and recharge as they're used in combat.



Stamina: How much you can exert yourself in a single round or turn. Stamina determines what actions and how many actions you can take during a round of combat or on your turn. It's spent to perform a number of different actions listed on the next page. Combatants must manage their Stamina and Cursed Energy to survive. Stamina regenerates back to full at the beginning and end of your turn if your Stamina hasn't reached 0 by that time. When your Stamina reaches 0, a point of Recovery is automatically spent and you regain Stamina equal to your Recovery modifier at the beginning of your turn. This is assuming some conditions are met ([see Recovering Stamina](#)).

Your Stamina Maximum is determined by the amount of points you put into it and an additional function of your Stamina is gained depending on what Primary Trait you have your highest Subtrait in out of Physical Strength, Agility, or Focus. The comparison for the sake of this additional function is only between these three Primary Traits. It doesn't matter if your highest Subtrait is under Vigor or Charisma, it only matters what is your highest from the three listed. If there is a tie, you decide between the tying options and it remains that way until there is no longer a tie.

If your highest Subtrait is under Physical Strength, you can use Stamina to upgrade an action. The maximum you can spend on such an upgrade is determined by your Stamina modifier. For every additional point spent on a Physical Strength attack roll, the Speed of the attack increases by 2. The Stamina used to upgrade actions also goes toward actions performed inside other actions like Finesse rolls.

If your highest Subtrait is under Agility, you can decrease the Stamina Cost of actions by your Stamina modifier during your turn. You can decrease the cost to a minimum of 1 and you can only decrease the cost of an action that costs equal to or less than your modifier. You cannot reduce Stamina when performing actions inside of other actions. After the reduction, you subtract the amount you reduced and the remainder can be used again to reduce the Stamina cost of other actions.

If your highest Subtrait is under Focus, you have additional Stamina outside your turn equal to your Stamina modifier.

Stamina Costs

Attack = 6 Stamina, Finesse Roll = 3 Stamina

Evade = 3 Stamina

Block = 1 Stamina to attempt, 4 additional Stamina on a failure to block.

Parry = 4 Stamina

Recovering Constitution = 6 Stamina or more ([see Recovering Constitution](#))

Feint = 3 Stamina

Run = 2–4 Stamina

Jump = 0–5 Stamina

Advantageous Maneuver = 9 Stamina, Finesse Roll = 5 Stamina

Eluding Maneuver = 4 Stamina, Finesse Roll = 2 Stamina for every 5 on the total

Action-Oriented Maneuver = (Stamina Cost of held Action + 1 for every round it's held),

Finesse Roll = (Stamina Cost for the Finesse Roll of the held Action)

Precise Maneuver = 12 Stamina, Finesse Roll = **UNDECIDED**

Prepare = The Stamina Cost of a Block or Parry + 5 Stamina

Weave = 10 Stamina

Bait = 5 Stamina, Finesse Roll = **UNDECIDED**

Reaction = **UNDECIDED**

Grapple = The remainder of your Stamina, leaving at least 1 Stamina if you have greater than 1 Stamina upon using it.

Recovery: A sorcerer's ability to recover from fatal attacks. Their back up when they're Resilience fails them, making for possible comebacks from the brink of death. If a sorcerer is to spend all their Recovery points, it's practically certain death. This Subtrait is a big player in mastery of Reversed Curse Technique. Using Recovery points temporarily hinders a sorcerer's offensive abilities.

Recovering Constitution: In response to taking damage, you can spend 6 Stamina to regain Constitution equal to their Recovery modifier. If you want to recover your Constitution at another time, you can do so on your turn by not making attacks for the duration of that turn and spending 6 Stamina to regain Constitution equal to your Recovery modifier. For every 2 additional points of Stamina spent to a maximum of your Stamina total, you can regain more points of Constitution equal to your Recovery modifier. If you so choose, by spending 8 Stamina spent regaining Constitution, you can regain Resilience points equal to your current Resilience modifier. You must spend a Recovery point in addition to do this.

Recovering Stamina: When your Stamina reaches 0 or less, a Recovery point is automatically spent and you regain Stamina equal to your Recovery modifier at the beginning of your next turn. If you have greater than 0 Resilience, you're able to keep regaining Stamina as normal at the end of your turn. If you have 0 or less Resilience, you won't be able to regain Stamina until you do. In this case, you must spend a point of Recovery at the beginning and end of your turns to regain Stamina equal to your Recovery modifier.

Recovering Resilience: On your turn, you can regain Resilience points equal to your current Resilience modifier (minimum of 1). This spends a point of Recovery and for every additional Recovery point spent, you regain Resilience points equal to your current Resilience modifier. "Current Resilience modifier" refers to the Resilience modifier you had before taking this action. When taking this action, you can forgo making any attacks on your turn to spend 8 Stamina in addition to regain Constitution



equal to your Recovery modifier.

A Recovery point is spent for every turn you begin at 0 or less Resilience.

The turn you have after employing a use of your Recovery means that creating or adding any Cursed Energy to your Enhancement or Input requires you to make a successful Reinforcement check of **20**. This is affected by Levels in ([Cursed Energy Enhancement](#)).

You must make a Reinforcement check every time you use Cursed Energy to trigger or fuel your Cursed Technique on the following turn after you have spent Recovery points. The check's value is equal to the amount of Cursed Energy spent and the Cursed Energy will otherwise be wasted if you fail the Reinforcement Check.

Your Recovery drops to 0 if your Constitution reaches 0.

Recovery Costs

Recover Stamina = 1 Recovery automatically if Stamina is equal to or less than 0.
([see Recovering Stamina](#))

Recover Resilience = 1 or more Recovery on your turn.

Attempting a Fortitude Check after a failed Fortitude Check or eclipsed Confirmation of your Fortitude Check = 4 Recovery ([see Fortitude checks made at 0 Resilience](#))

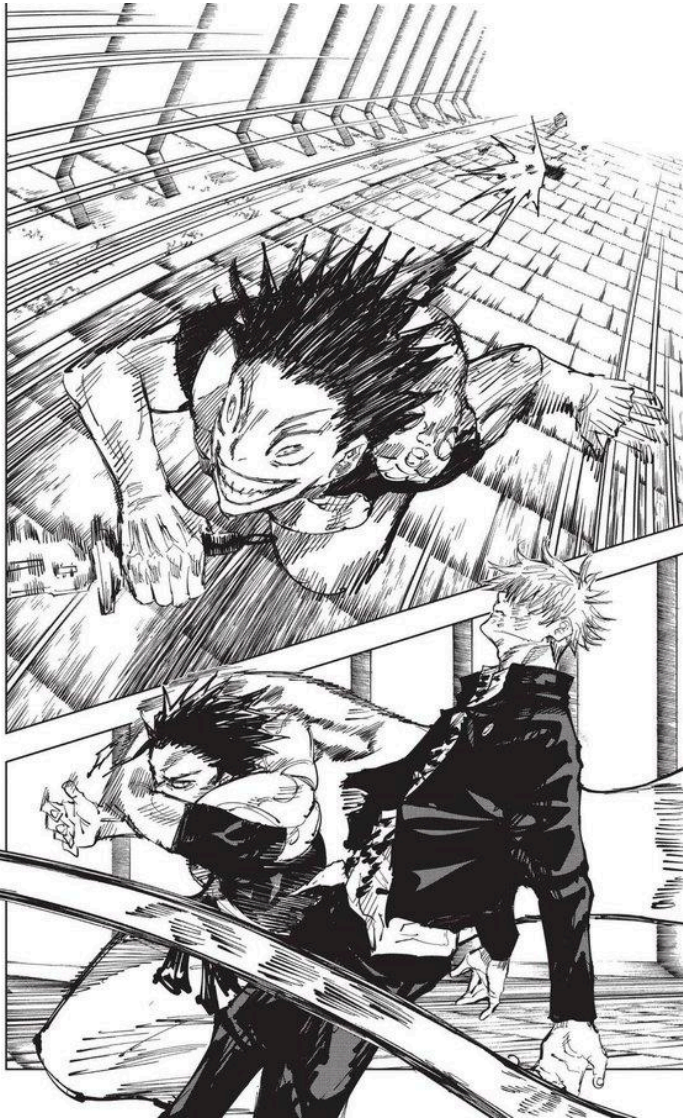
Resilience: The capability to withstand damage, remain in fighting condition, and resist hindering effects. High resilience fighters will be almost untouchable if fought with only Physical Damage dealing effects and low Cursed Energy. Resilience will need to be chipped away at and reduced to deal significant Physical Damage.

Upon receiving incoming damage, Physical Damage is reduced by your current Resilience total. For every instance that you take damage, your Resilience is reduced by 1. You can regain Resilience at the beginning of your turn ([see Regaining Resilience](#)). You don't benefit from this damage reduction if your Resilience is 0 or less. While your Resilience is below 0, you subtract your current Resilience from your Constitution as Bleed Damage every time you take Physical Damage.



Evasion: **NOT CURRENTLY DETAILED.**

Reflexes: **NOT CURRENTLY DETAILED.**



Speed: How fast do you move and attack?

Speed determines if you can make

Counterattacks. A Counterattack is an attack

you can make in response to successfully

defending. Additionally, you can benefit from

up to Advantage 2 for both attacking and

defending ([see Conditions](#)). Perception blitzing

is accounted for in if your Speed is 15 or

greater than your opponents'. Your normal

Hits turn into Direct Hits. This proves very

deadly. Increasing the speed of a singular

attack also acquires these bonuses, but only

for the attack in question. The Speed modifier

is also added to various rolls if you succeed on

acrobatics rolls using maneuvers on your turn.

Initiative: The entity that commenced combat

takes their turn first. Following their turn, the

entity with the highest speed takes their turn,

and initiative continues in descending order of

the highest to lowest Speed total. Following the first sorcerer's turn, their next turn falls

into the appropriate initiative order. A new combatant entering the fight will fit into

initiative at the beginning of the next round of combat. If an entity's Speed increases,

their turn in Initiative only changes after the current turn taking place.

If there's a tie in Speed, the sorcerers in the tie, trade going before the other every round. The sorcerer that goes first in this trade is determined by coin flip.

The faster you are than your opponent, the more advantages you accrue on attacks against them and to avoid or negate their attacks. They're listed below.

Speed Bonuses

5 or Greater = Advantage 1 when attacking and defending, the ability to Counterattack.

10 or Greater = Advantage 2 when attacking and defending.

15 or Greater = Every Hit you land becomes a Direct Hit.

Categories of Speed: A sorcerer's Speed total corresponds to the die used when making Acrobatics rolls. The traversable distance displayed means that you can travel to that zone from the spot you began at the beginning of your turn. While running at Top Speed, you can travel to that distance and back in a single turn.

Speed Total	Traversable Distance	Die
2–11	Short Distance	1d6
12–23	$\frac{1}{3}$ Center Range	1d8
24–39	$\frac{3}{3}$ Center Range	1d10
40–59	Long Range	1d12
60+	Far	1d20

([see Ranges](#))

Finesse: **NOT CURRENTLY DETAILED.**

Acrobatics: **NOT CURRENTLY DETAILED.**

Resolve: Sorcerer's must be careful to keep their Resolve up. Not only in battle, but also against their enemy's philosophies in roleplaying scenarios, clashing with words and banter. Resolve is an important Subtrait that allows you to keep your cool, remain firmly determined, and focus your powers and abilities with intent. Your enemies will target your psychological and physical state with insults and moves designed to provoke you. Taking physical or psychological damage can break your Focus. With a broken Focus, a sorcerer is unable to use their Focus Dice and has Disadvantage 1 on checks.

You can use any as many Focus Dice would fit into your Resolve Subtrait total to roll for your Composure Points. You may roll any number of dice out of your Focus Dice pool. Your Composure Points are a result of the combined total of the dice rolled. You lose 1 Composure Point for every instance of damage you receive that is greater than your (Resolve total + Resolve modifier). You can represent this by moving the die standing in for your Composure Points to the appropriate face. If you have rolled more than one die for this, the die with the highest result is the first used. The next highest is used after that one would reach 0.



When your total Composure Points would be 0, your Focus breaks and you are unable to use your Focus Dice for a time.

If damage is dealt directly to your Composure Points, the attacker will roll a number of Focus Dice of their choosing. When defending, you add your Resolve modifier to every result on your Composure Dice at that time. The attacker will add their modifier to every roll of their Focus Dice. The results of the Focus Dice are not added together, only boosted by Resolve modifiers. If the highest total belongs to the attacker, you lose Composure points equal to the attacker's modifier.

Before making an attack roll, you may choose up to 3 Focus Dice to roll alongside those rolls. You assign each Focus Die to one attack roll total after making the attack rolls. The result of the Focus Die is added to the total of the die it's assigned to. If the attack rolled for would still deal damage, your Resolve modifier is added to the Physical Damage for the attack roll that has the result of a Focus Die added to it, up to 3 times. You may choose to replace your attack rolls with any Focus Die you rolled as part of the attack roll. You discard a d12 or d6 attack roll to replace it with the respective Focus Die. Attack roll totals replaced by Focus Die do not count toward the Resolve modifier damage.

Before making a defending roll, you may choose up to 3 Focus Dice to roll alongside those rolls. You assign each Focus Die to one defense roll total after making the defending rolls. When a Focus Die is assigned to a defense roll, the result is added to the defense roll and you reduce the Physical Damage by your Resolve modifier. You may choose to replace your defense rolls with the rolls of your Focus Dice. If so, you totally ignore the dice originally used and the Focus Dice rolled are used instead. Your Composure is reduced by a number equal to the amount of Focus Dice you spent on your defending roll. When an attacker uses Focus Dice as part of their attack and the defender uses Focus Dice in response to that attack, each die cancels another out. Focus Dice that cancel each other out don't count toward the Composure Points spend to replace your defending rolls.

If an incoming instance of damage is ultimately reduced to 0 while you have an Enhancement active, your Composure increases by 1. This is affected by Levels in ([Cursed Energy Enhancement](#)).

In conclusion, your Composure can be influenced by the following triggers:

- -1 Composure point for every instance of damage greater than your (Resolve Subtrait total + Resolve Modifier) that you receive.
- Failing to defend against direct Composure damage, resulting in a loss of Composure points equal to the attacker's appropriate Subtrait modifier.
- You subtract 1 to 3 points of Composure to replace your defending rolls with the Focus Dice you rolled alongside the defense roll.
- Composure is increased by 1 if you reduce an incoming instance of damage to 0.

If your Composure Points would be increased, but you lack an intact Focus, your Composure can be rerolled with an unspent Focus die of your choosing.

During character creation, the amount of points you have in the Focus Trait can also be used to select your pool of Focus Dice. You must have at least 3 Focus Dice to start with. You must have the points required in a Subtrait to be able to roll that die for that Subtrait, such as being able to roll a d12 or lower if you have at least 12 points in the Subtrait you're using.

Focus Dice

4 points = 1d4

6 points = 1d6

8 points = 1d8

10 points = 1d10

12 points = 1d12

20 points = 1d20

Emotion: **NOT CURRENTLY DETAILED.**

Intuition: **NOT CURRENTLY DETAILED.**

Persuasion: **NOT CURRENTLY DETAILED.**

Truth: **NOT CURRENTLY DETAILED.**

Deception: **NOT CURRENTLY DETAILED.**

Mislead: **NOT CURRENTLY DETAILED.**

Insight: **NOT CURRENTLY DETAILED.**

ORIGINS

THE FOLLOWING ARE THE ORIGINS PLANNED FOR EFFIGY. **MODERN SORCERER** AND **CLAN MEMBER** WITH A FEW CLAN OPTIONS WILL BE THE TWO AVAILABLE ORIGINS WITH THE FIRST PLAYABLE VERSION OF EFFIGY.

- Modern Sorcerer
- Clan Member
 - Clans
- Reincarnated Sorcerer
- Vessel
- Heavenly Restricted
- Death Painting
- Curse
- Cursed Corpse

ROLLS, CHECKS, CONFIRMATIONS, AND TESTS

Rolls: You roll a die associated with the Trait you're making a roll for and add the trait's modifier to the total.

Checks: Checks use two Subtraits. You roll 2d8. Before rolling, designate one die to each Subtrait used. You add the modifier from one of the Subtraits part of the check to the total. Unless specified, you choose which modifier to use. Unless stated otherwise, you succeed by having a total of 15 or higher, but another condition based on the higher roll of the two Traits can alter the total. Whenever you fail a check, you must reroll it the next time you need to make that check.

Confirmations: When you succeed on a check, the total is recorded. You may use the successful check anytime you may be required to make it again. You can opt to reroll a Confirmation anytime you are about to perform a check with a Confirmation.

Types of Checks

Reposition Checks: You make a check with Acrobatics and Body.

Exert Checks: You make a check with Acrobatics and Stamina.

Fortitude Checks: You make a check with Resilience and Resolve. Both modifiers can be added if you roll doubles. When your Fortitude checks are met or eclipsed by an attacker's Finesse roll, your Confirmation is discarded and you must reroll your Fortitude check the next time you need to make it.

Reinforcement Checks: You make a check with Body and Resilience. Your Resilience modifier can be doubled if the matching die's result meets or eclipses the other.

Slam Checks: You make a check with Speed and Blow.

Tests: These are made with the roll of a d20.

Types of Tests

Mindset Tests: You make a test with Resolve. A success allows you to maintain your Composure or reroll it. A failure breaks your Focus.

Difficulty Level	Trivial	Easy	Expected	Moderate Difficulty	High Difficulty	Extreme Difficulty
Expected Range	11	14	18	20	34	50
70% Success Rate	+5	+8	+12	+14	+28	+44

CURSED ENERGY

GRADES

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukuna, Gojo)

Minimum # of Points per Grade	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Vigor	18	20	23	26	30	34	42	54	81	90
Physical Strength	26	40	55	64	88	96	128	140	192	390
Endurance	18	30	42	54	74	86	118	118	177	350
Agility	40	50	60	70	90	110	150	150	210	400
Focus	28	30	36	48	72	88	128	140	192	350
Charisma	45	50	55	60	67	72	75	85	127	388
Max Cursed Energy	30	80	120	140	175	210	255	315	787	2754

CURSES

Vigor	12	14	18	20	32	38	44	72	81	108
Physical Strength	20	26	34	50	60	80	90	120	180	368
Endurance	10	14	26	30	62	78	94	120	192	358
Agility	30	34	44	56	62	84	104	114	171	388
Focus	0	24	26	34	42	50	66	88	132	338
Charisma	0	0	0	16	40	64	80	96	144	388
Max Cursed Energy	20	40	80	160	320	640	960	1440	3600	12600

CURSED ENERGY OUTPUT DICE

Cursed Energy Damage Dice	2d4	2d6	1d6 1d8	2d8	1d8 1d10	2d10	1d10 1d12	2d12	2d20	3d20
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PROGRESSION

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

Goals

palmtree-

Provide a in game explanation to flashbacks

Allow players to have small roleplay/slice of life moments as a tactical option

Give a large amount of risk with selecting what can be recovered and gained

Arcs

Overall game sessions are grouped into arcs which includes several game sessions and gameTime is split into several sections

1. Mission-the party going around a set area or arena where fights take place in
2. Set up- the planning stage that declares large strategies and starting positions of the party and allies (certain abilities will allow players to make flashback scenes to this to get them out of a situation this was partly inspired by honey heist)
3. Rest a major time off that includes training and school work forming bonds with allies and shopping all of which have a impact in the mission portion (also includes flashbacks abilities

After every arc XP will be added to player characters and then the cycle of rest time after a mission starts

Missions

Most arcs are taking place in a single arena or general area players are tasked with a objective stated during the planning/set-up phase the area of game time is mostly fights and real time roleplaying basically a standard rpg like DND

Set up/planning

Starting before a mission this phase is used to set up objectives and have players strategize about how to handle a situation players have access to a resource called Recall points depending on how what they do during rest time and how much intuition mislead or persuasion you have (recall points are just calculated during this stage and can be used during missions)

ARCS/PLAY STRUCTURE

gameplay is mostly centered around the party trying to achieve a certain goal or complete a mission called a arc which involves the following stages

1. briefing/mission overview
2. preparation
3. Exploration (in mission time)
4. Combat
5. downtime

Overview

this is just giving the players a look at the place the mission is being held in what objectives need to be completed

depending on who the players align themselves with they will have limited access to hindrances and roadblocks to there objectives but a vague explanation of enemy grades and what there current actions is important to give the players more to plan ahead

preparation

more so of a last minute check to see if any players need to grab any supplies or use any resources they might have for the mission

Mission time/ on the scene

this is when the character's arrive on scene to start there plan to complete the objective

for the most part this section is meant for narrative play as you walk around the area so there's no turn Order and time spent doing activities is up to Higher up/GM

during mission time it could be strategically advantageous to hunker down or make a retreat

Retreating

when a player decides to leave the combat area (ether by leaving the area or getting picked up from a ally) usually this is hard to do without attracting attention from any scouting enemy forces or opponents whose goals are to eliminate the players team

retreating with a objective complete will give extra downtime slots because it will take the enemy longer to recover from your victory this increases with every objective completed and every hard failure (attempted or if things ended up horribly wrong) gives a -1 to downtime slots

RESTING

resting is a risky but advantageous maneuver to make sure your at top shape after a brutal fight unless a character has a skill that says otherwise you need at least 2 hours without any assistance but with other aids it can be done in 1 hour

basic rest - spending 2 hours to patch wounds and keep your self stable with CE you heal for up to half your CON and roll a d4 plus your modifier for one of your endurance traits to heal to its original maximum

Enhanced rest- spending at least 3 hrs. to rest sorcerers can refuel there cursed energy totals

whenever you take a enhanced rest roll your OD and multiply by total hours you are resting for minimum 3

resting with aid

if you are playing as agents of a faction they should have some type of base in the mission area that can be used to patch up quicker and safer

using RCT the hours needed is cut in half and if you were taking a 1hr rest happens in minutes

DOWNTIME:

downtime usually starts after a session where the players have a large amount of free or unexciting time

downtime uses a clock system where each amount of actions add a certain amount of spaces onto the clock when its full the player cant do anymore downtime

its up to the higher up to decide when how long a downtime period is but a standard period we recommend is 12

downtime is a space for players to make long term strategies investigate enemy's or train there skills however this is mostly freeform and players can do any sort of action they would like to

we recommend playing downtime asynchronously ether over text or call to keep things happening in the game even during large breaks in-between sessions

we also recommend to do sessions of just a couple players or even one player if someone in your group decides to do some more boots on the ground action

downtime actions will vary too much on your players situation but there are some common ones that will have guidelines as a higher up feel free to modify these depending on what the setting is in your world or what your players have access to

Training-

4 DT slots for a standard training period over a month long period

you focus a specific subtrait or CT skill and hone your skill with it

you gain +1 if you picked a CT skill or you can add a d4 to the chosen subtrait

for every additional DT slot you can add a subtrait or CT skill to the training

CURSED ENERGY GENERATION

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukana, Gojo)

Curse Energy Production Per Experience Level	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level 0	1d4	1d6	1d8	1d8	1d10	1d10	1d12	1d12	1d20	1d20
Level 1	1d4 +1	1d6 +1	1d8 +1	1d8 +1	1d10 +1	1d10 +1	1d12 +1	1d12 +1	1d20 +1	1d20 +1
Level 2	1d4 +2	1d6 +2	1d8 +2	1d8 +2	1d10 +2	1d10 +2	1d12 +2	1d12 +2	1d20 +2	1d20 +2
Level 3	1d4 +3	1d6 +3	1d8 +3	1d8 +3	1d10 +3	1d10 +3	1d12 +3	1d12 +3	1d20 +3	1d20 +3
Level 4	1d4 +4	1d6 +4	1d8 +4	1d8 +4	1d10 +4	1d10 +4	1d12 +4	1d12 +4	1d20 +4	1d20 +4
Level 5	1d4 +5	1d6 +5	1d8 +5	1d8 +5	1d10 +5	1d10 +5	1d12 +5	1d12 +5	1d20 +5	1d20 +5
Level 6	1d4 +6	1d6 +6	1d8 +6	1d8 +6	1d10 +6	1d10 +6	1d12 +6	1d12 +6	1d20 +6	1d20 +6
Level 7	1d4 +7	1d6 +7	1d8 +7	1d8 +7	1d10 +7	1d10 +7	1d12 +7	1d12 +7	1d20 +7	1d20 +7
Level 8	1d4 +8	1d6 +8	1d8 +8	1d8 +8	1d10 +8	1d10 +8	1d12 +8	1d12 +8	1d20 +8	1d20 +8
Level 9	1d4 +9	1d6 +9	1d8 +9	1d8 +9	1d10 +9	1d10 +9	1d12 +9	1d12 +9	1d20 +9	1d20 +9

It takes a total of 87 Experience Points to reach level 9.

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

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LEVEL 6



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LEVEL 7



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LEVEL 8



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LEVEL 9



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CURSED ENERGY ENHANCEMENT

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukana, Gojo)

Curse Energy Maximum Per Experience Level	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level 0	10	14	16	18	20	22	24	26	40	60
Level 1	12	16	18	20	22	24	26	28	42	62
Level 2	14	18	20	22	24	26	28	30	44	64
Level 3	16	20	22	24	26	28	30	32	46	66
Level 4	18	22	24	26	28	30	32	34	48	68
Level 5	20	24	26	28	30	32	34	36	50	70
Level 6	22	26	28	30	32	34	36	38	52	72
Level 7	24	28	30	32	34	36	38	40	54	74
Level 8	26	30	32	34	36	38	40	42	56	76
Level 9	28	32	34	36	38	40	42	44	58	78

By using Cursed Energy you can reinforce your body with Cursed Energy, serving two functions; reinforcing your defense and offense. Defensively, you can apply a coat of Cursed Energy to harden and strengthen your body. This coat of Cursed Energy is an enhancement of your body, causing physical attacks to be naturally powered with Cursed Energy.

You can Enhance yourself or add Cursed Energy to your Enhancement when an attack is made against you, you're making an attack, or any other time during your turn. It costs 0 Stamina to do so, you are simply controlling your Cursed Energy. When Enhanced, you add your Enhancement Value onto the maximum and current value of your Cursed Energy Input on physical attacks. An Enhancement breaks when you fail a

Fortitude Check or your Fortitude Check Confirmation is met or eclipsed. It takes a total of 98 Experience Points to reach Level 9.

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

LEVEL 0

The base power level of your Grade's standard sorcerer.

- Incoming Kinetic Cursed Energy Damage is divided by 2.
- Other types of incoming Cursed Energy Damage are not divided.
- 3/3 Uses of Enhancement per day.
- An Enhancement decays by 4 every hour outside of a fight.

LEVEL 1

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You are an initiate with the use of Cursed Energy. Training goes a long way.

- While you have an Enhancement active, the generating of Cursed Energy causes your current Enhancement Value to be raised by the result on the die.



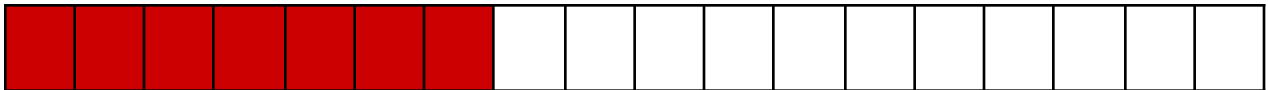
LEVEL 2



Your Enhancement has strengthened to require more force be put into breaking it.

- An adversary must spend +1 Stamina to attempt making a Finesse Roll to break your Enhancement.

LEVEL 3



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LEVEL 4



- When making a Reinforcement Check to create or add to an Enhancement, the difficulty is lowered to **15**.
- You gain an additional use of Enhancement per day.

LEVEL 5



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LEVEL 6



- You gain an additional use of Enhancement per day.

LEVEL 7



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LEVEL 8



- You gain an additional use of Enhancement per day.

LEVEL 9



- You gain an additional use of Enhancement per day.

CURSED ENERGY OUTPUT

[-] = Semi [+] = Disaster Curse

[++] = Peak of the verse (Sukana, Gojo)

Maximum Cursed Energy Input Per Experience Level	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level 0	8	12	14	16	18	20	22	24	40	60
Level 1	10	14	16	18	20	22	24	26	42	62
Level 2	12	16	18	20	22	24	26	28	44	64
Level 3	14	18	20	22	24	26	28	30	46	66
Level 4	16	20	22	24	26	28	30	32	48	68
Level 5	18	22	24	26	28	30	32	34	50	70
Level 6	20	24	26	28	30	32	34	36	52	72
Level 7	22	26	28	30	32	34	36	38	54	74
Level 8	24	28	30	32	34	36	38	40	56	76
Level 9	26	30	32	34	36	38	40	42	58	78

The chart above displays the maximum amount of Cursed Energy that can be used as Input on physical attacks. The Output result is determined by the Input. By Inputting just 1 point of Cursed Energy, a sorcerer rolls their Output Dice for the Cursed Energy Damage of that attack. Beyond that, your Input is divided by 2 to determine the additional Cursed Energy Damage added to your Input. It takes a total of 73 Experience Points to reach Level 9.

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

LEVEL 0

The base power level of your Grade's standard sorcerer.

- When you Input Cursed Energy into a physical attack, you roll the Output Dice assigned to your Grade for Cursed Energy Damage.
- Your Input is divided by 2 to determine the Cursed Energy Damage added to your Output.
- Using an Enhancement, the Cursed Energy Damage can exceed your Maximum Cursed Energy Damage Input.

LEVEL 1



Your Cursed Energy Output is on-par with Curses of Grades lower than Grade 1.

- When an opponent takes Bleed Damage from a physical attack you've infused with Cursed Energy, they take additional Cursed Energy Damage equal to half of that Bleed Damage.

LEVEL 2



Cursed Energy is your weapon. You're not proficient with its use yet, but it will become a deadly weapon if you continue on this path.

- Your Cursed Energy Damage does additional stat damage of your choosing (Stamina, Recovery, Resilience) equal to (2 x your level in [Cursed Energy Output](#)). If you have a Cursed Energy Trait, your Cursed Energy does additional stat damage matching that of your Cursed Energy Trait.

LEVEL 3



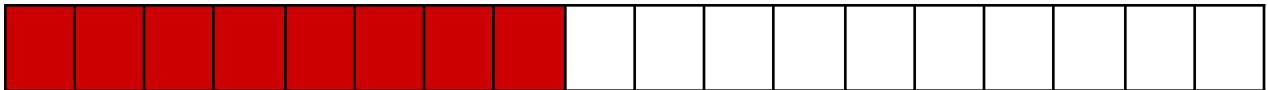
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LEVEL 4



- Your Input is not divided to determine the Cursed Energy Damage added to your Output.

LEVEL 5



- When making a Reinforcement Check to add Input to a physical attack, the difficulty is lowered to **15**.

LEVEL 6



- Your Input is multiplied by 3 to determine the Cursed Energy Damage added to your Output.

LEVEL 7



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LEVEL 8



Your Output efficiency has increased tremendously.

- Your Input is multiplied by 3 to determine the Cursed Energy Damage added to your Output.

LEVEL 9



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CURSED ENERGY IMBUEMENT

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukana, Gojo)

Maximum Cursed Energy Per Experience Level	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level 0	4	6	8	8	10	10	12	12	20	30
Level 1	6	8	9	10	11	12	13	14	23	33
Level 2	8	10	11	12	13	14	15	16	26	36
Level 3	10	12	13	14	15	16	17	18	29	39
Level 4	12	14	15	16	17	18	19	20	32	42
Level 5	14	16	17	18	19	20	21	22	35	45
Level 6	16	18	19	20	21	22	23	24	38	48
Level 7	18	20	21	22	23	24	25	26	41	51
Level 8	20	22	23	24	25	26	27	28	44	54
Level 9	22	24	25	26	27	28	29	30	47	57

It takes a total of 96 Experience Points to reach level 9.

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

The base power level of your Grade's standard sorcerer.

- ## LEVEL 1

[illegible]

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- ## LEVEL 5

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LEVEL 6



- You gain an additional use of Imbuement per day.

LEVEL 7



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LEVEL 8



- You gain an additional use of Imbuement per day.

LEVEL 9



- You gain two additional uses of Imbuement per day.

CURSED ENERGY MANIPULATION

It takes a total of 90 Experience Points to reach Level 9.

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

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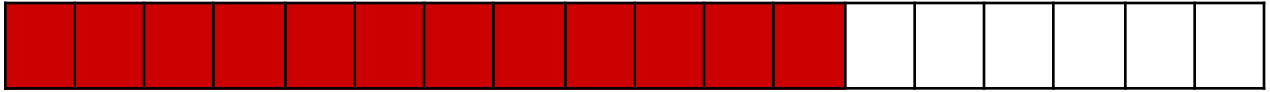


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LEVEL 6



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LEVEL 7



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LEVEL 8



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LEVEL 9



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CURSED ENERGY DETECTION

It takes a total of 105 Experience Points to reach Level 9.

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

LEVEL 0

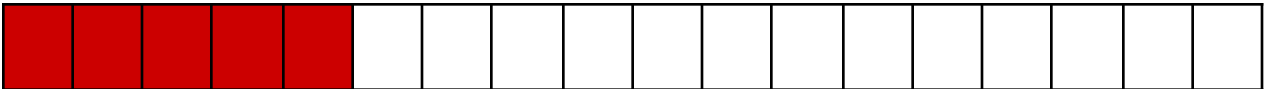
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LEVEL 1



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LEVEL 2



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LEVEL 3



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LEVEL 4



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LEVEL 5



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LEVEL 6



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LEVEL 7



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LEVEL 8



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LEVEL 9



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CURSED TECHNIQUES

A Cursed Technique is a supernatural ability fueled by the usage of Cursed Energy. Cursed Techniques are an application of Curse Energy, a function that Curse Energy is processed through to produce a result that is the Technique's power. The more Cursed Energy spent to power the Technique, the stronger its result.

Lapse: The basic activation of a Cursed Technique. Cursed Energy that has a kind of polarity similar to negative energy flows into the Technique for it to work.

Reversal: "Produces positive energy by multiplying negative energy with negative energy. Negative energy isn't suitable for recovering but positive energy can heal physical injuries. However, it requires highly sophisticated manipulation of cursed energy to achieve, so the ability to do so is rare."

Source – (Wiki, C. to J. K. (n.d.). Cursed technique. Jujutsu Kaisen Wiki.

https://jujutsu-kaisen.fandom.com/wiki/Cursed_Technique)

INNATE TECHNIQUE

An ability unique to the user. The user's body, specifically the prefrontal cortex, has the user's Innate Technique "carved" into it. Curse Techniques can vary in power greatly and are the main contributing factor to a Jujutsu Sorcerer's Grade classification. They're born with their Innate Technique, but in special cases such as a Vessel's existence can cause the soul within the Vessel to stain its Cursed Technique onto the user over an extended period of time after repeated usage of the ability. There are other instances of sorcerers possessing multiple Curse Techniques. A rare, but not impossible occurrence such as Kenjaku's Original Innate Technique is to body hop, by taking the place of the brain in the target's body. Because of this, he gains access to the target's Cursed Energy, he is gradually soaked in their Cursed Energy and the target's Innate Technique will eventually make an imprint on his brain as well.

Yuta Okkotsu's Technique copies the Innate Techniques of others he is in proximity of while he is channeling Rika. In Effigy, a Technique such as Yuta's or Kenjaku's that allows you to possess multiple Innate Techniques is a ([Vigor Based Technique](#)) and has heavy restrictions as these abilities border on being too broken even for Jujutsu Kaisen.

INHERITED TECHNIQUE

Inherited Techniques are Innate Techniques only accessible by being born into a significant Clan. They are passed down to sorcerers in the same bloodline. A Hereditarily Technique from one of the Big Three Families like the the **Limitless** is well known and infamous, meaning that it's weaknesses may also be available information depending on how well known the family is and how long it's been around. The Big Three Families have maintained authority and prestige due to the circulation of powerful techniques in the families. A sorcerer with an Inherited Technique is guaranteed an important position in the Clan.

Granted, Innate Techniques can still be inherited by members outside of a big clan. These sorcerers have the advantage of being equipped with a manual or available teacher on how to use them.

A player that has chosen to be part of one of the Big Three Families can select a Technique that belongs to the Clan. ([Extension Techniques](#)) and ([Maximum Cursed Energy Output](#)) comes easily to these sorcerers. They also have access to ([Secret Arts](#)) that no other sorcerers have. You can work with your GM to develop a Clan and Inherited Technique of your own. To assign a Cursed Energy Cost to one of the Inherited Techniques below, ([see Cursed Technique Creation](#)).

Curse Technique Name:	Sorcerer Family:	Primary Trait:	Levels:	Classifications:	Ability Description:
Blood Manipulation	Kamo	Endurance	20	<i>Self-Targeting, Manipulation</i>	Allows the user to completely manipulate their blood.
Cursed Speech	Inumaki	Charisma	10	<i>AOE</i>	Uses Cursed Energy to forcibly compel anyone who hears to follow the spoken commands. The bigger the command, the larger the backlash on the user's vocal chords.
Limitless	Gojo	Focus	20	<i>AOE, Defensive, Manipulation, Reality Manipulation</i>	Brings the convergence and divergence of infinity into reality. The user can freely alter distances in space.

Projection Sorcery	Zenin	Agility	12	<i>Condition, Single Target, Speed, Touch</i>	1 Second is divided into 24 frames and allows the user to trace a predetermined line of movements. Anything touched by the user's palm must also abide by this rule or the target is frozen for 1 second.
Ten Shadows Technique	Zenin	Focus	20	<i>Storage, Summoning</i>	Up to 10 Shikigami can be summoned from shadows.

CURSED TECHNIQUE CREATION

When creating a Cursed Technique, you may have a lot of ideas for its more complicated attacks or functions, but you need to suppress that urge for now to develop its creation. To assign a Cursed Energy Cost to the Technique, you must think only of its base function for now. For example, the base function of Yuki's **Star Rage** is to assign virtual mass to herself. **Star Rage** bolsters Yuki's physical attacks with a force equal to the real mass assigned to them. Clearly, as this would increase the damage of Yuki's physical attacks, the Technique will be a Physical Strength based one.

Your Cursed Technique must fall into the category of a Vigor, Strength, Endurance, Agility, Focus, or Charisma based Technique. You will use the number of points you have in your Primary and Secondary Traits to calculate the Cursed Energy Cost of your Technique. A list of Cursed Techniques from Jujutsu Kaisen has been included to help you sort your potential Cursed Technique into the categories ([see Cursed Techniques Of Jujutsu Kaisen](#)). Essentially, this is how the powers would be categorized if they were translated into Effigy.

A Vigor based Cursed Technique is a Cursed Technique that affects the soul, can allow the user to use multiple Curse Techniques, or may transform or shape you or another target's body in a drastic way. **Idle Transfiguration** is one such power for example. These are exceptionally powerful Cursed Techniques, but have a high Curse Energy Cost to compensate.

A Strength based Cursed Technique is a Technique that's main function augments the Strength of the user, is primarily a damage dealing power, is dependent

on the Strength of the user, is a suppressing or negating power, creates some kind of weak spot on a target, or needs a great deal of Strength to trigger its activation. When Nobara's **Straw Doll Technique** is reduced to its most basic use case, she must infuse nails with Cursed Energy and use her Physical Strength to launch them, and the Technique is exclusively a damage dealing power.

An Endurance based Cursed Technique is usually a defensive power, but isn't necessarily not offensive or lacking other functions. It may also provide a buff to you or allies, bolster you physically such as providing you with more energy, heals injuries, increases your Cursed Energy, alters or augments a bodily function such as turning it into a weapon, or allows for a physical transformation. Kashimo's **Mythical Beast Amber** is an Endurance based Curse Technique instead of a Vigor based Technique because of two factors, it has nothing to do with the soul and he can only transform his body using it. When creating your Technique, you must think in-depth about how it works and what limitations it has to effectively sort it. With this criteria, you may think that the **Limitless** would be an Endurance based Technique. The Infinity is a defensive application of the **Limitless**, but is not its base function. That would be Blue, the lapse of the **Limitless**, meaning that the Technique is not an Endurance based one.



An Agility based Technique can include; teleportation, restricting movement, increasing speed, manipulating or changing the environment, alternative ways of movement, increases reaction time, or allows you to move in impossible, intangible, or reality altering ways.

A Cursed Technique with the primary function of summoning Shikigami is a Focus based Technique. Controlling or manipulating other creatures or objects also falls into this category. Cursed Techniques that create objects, energy, obstacles, increase intelligence, adapt quickly, alter or affect minds, supernatural senses, precognition, and crowd control powers are Focus based. A general rule of thumb is that which enhances the mind or an object, creates a tool or weapon out of thin air, and requires a constant flow of Cursed Energy to maintain is a Focus based Cursed Technique.

There aren't many examples of Charisma based Cursed Techniques in Jujutsu Kaisen. The only real example I could assign is Higuruma's **Deadly Sentencing** because it requires him to convince Judgeman with evidence and good arguments to truly activate his Technique. I'd also consider **Cursed Speech** a Charisma based Technique because its power is based on the power of a word, its associations and the significance of a word or phrase. A Charisma based Cursed Technique may also be a deceptive power such as creating illusions or be primarily based around (Binding Vows).

Your Cursed Technique can have multiple base functions such as **Cleave & Dismantle** and be immeasurably complex, but they have separate Cursed Energy Costs and possibly Stamina Costs if movement or exerting yourself is required as part of the Technique.



Now that you have sorted your Cursed Technique, you will now follow a formula based on how strong you want your Cursed Technique to possibly become, what it does, and what Primary Trait it is based in, allowing you to determine its Cursed Energy Cost. Classifications are additional tags that will indicate some limitations, specifics, and will help you further calculate the Cursed Energy Cost of your Cursed Technique. A list of the classifications and their descriptions is provided below. For creating just the base functions of your Technique, Chanting, Hand Signs, and any external power-ups akin to these are excluded from this critical thought process. The total levels of a Cursed Technique match a die that will be important for the Technique's casting later (d4, d6, d8, d10, or d20). If the Technique's power is entirely dependent on its target, your surroundings, or it cannot improve, it has a level of one. The higher the level, the stronger the Technique can become, but a Technique with less levels has a higher base power. If the Cursed Energy Cost of your Technique is a decimal, it will be rounded up if it's .5 or greater and rounded down otherwise.

CLASSIFICATIONS

Your Cursed Technique will no doubt be more broad in scope than the pigeon holes of the Six Primary Traits. Technique Classifications will allow you to categorize the deeper specifics and limitations of your Technique. Your Technique might be a Physical Strength or Focus based one, but still have an AOE, condition to activate, and provide a buff. See the table below to learn how the Classifications interact with each other. For instructions on how to read the Classifications Tables that affect your Cursed Energy Cost, ([see Classification Table Reading Instructions](#)).

★ It's assumed that a Cursed Technique is offensive and deals damage.

Classifications	Primary Trait	Description
AOE	All	The Technique creates an area of effect where all entities in the area or the area itself can be affected by the Technique. This classification assumes that multiple targets are possible.
Additional Senses	Vigor, Strength, Endurance, Focus, Charisma	Your Technique allows you to use one of your five senses through it or grants an additional sense. Could be a supernatural sense or allows you to use one of your five senses from a vast distance.

Associated Weapon	All	If your Cursed Technique involves a Domain Expansion, this classification will automatically be added to your Technique, but doesn't affect your Cursed Energy Cost. Otherwise, your Technique may create a weapon for you to activate or use other aspects of the Technique.
Beam	All	A beam is created by your Technique, but you can only control where it is aimed before firing the beam. Multiple targets are assumed for this classification.
Blast	All	Your Technique unleashes a blast in a cone shape, or wider horizontal cone. Could also just unleash an explosion of some kind or radial expelling of energy.
Buff	All	Your Technique provides a buff to you, others, or both. The buff's strength will depend on how many entities it can affect.
Condition	All	Your Technique requires a condition to activate. The more conditions must be met or the harder they are to meet, the stronger the Technique. Your Technique could also punish targets for not meeting the condition.
Conjuration	All	Your Technique conjures something tangible such as elements or objects.
Control	Vigor, Focus, Charisma	Your Technique allows you to control existing entities.
Controlled Beam	All	A beam is created by your Technique, but you can control the direction of the beam as it travels. This classification encompasses the beam classification, but the sustained beam is considered separate and additive if your Technique also includes it.
Crowd Control	Agility, Focus	The primary function or focus of your Technique is crowd control.
Defensive	All	The primary function or focus of your Technique is defensive.
Domain Expansion	All	Your Technique is a Domain Expansion.
Duration	All	Your Technique has a set duration, meaning it ends after a set time and you don't have to use Cursed Energy to keep it active.

Elemental	All	Your Technique creates or manipulates an element such as earth, fire, water, or air.
Invisibility	All	Your Technique makes something, others, or yourself invisible. A part of your Technique could be invisible like in the same way that Sukuna's Slashes are invisible.
Long Range	All	Your Technique can span up to Long Range or can hit a target reliably from a Long Range.
Luck	All	An aspect of your Technique is dependent on chance or unlikely circumstances.
Marking	All	Your Technique marks a target. The mark could allow you to see a target's location or deal additional damage to the target. The mark is a kind of condition for the Technique to work on a target.
Manipulation	All	You can manipulate one type of entity or object. You may be able to change the shape, strength, and speed of the target. Your Technique typically allows you to telekinetically move that thing. You have greater control over a particular person or thing.
Multiple Targets	All	Your Technique can have multiple targets at a time. Your Technique can still have one target, but you have the option of potentially having multiple targets. Your Technique may also require you to affect targets one at a time, but you can still apply the Technique to multiple targets. Additionally, if your Technique targets multiple specific parts of an entity or thing at the same time, it is considered multi-target.
Nullification	All	Your Technique lessens the effect of something else such as someone else's Cursed Energy or Cursed Techniques. This classification also encompasses full negation. Nullification in Jujutsu Kaisen is dependent on how much Cursed Energy is used. The Nullification will depend on the difference between the user and the target.
Passive	All	Your Technique is always on and can trigger subconsciously, but may still have aspects that you need to consciously turn on.

Poison	All	Your Technique is like a poison, applies a poison, or if your Cursed Energy Trait is poisonous, the Technique will also be considered poisonous. If your Technique is corrosive or a type of biohazard such as a kind of disease, it is also considered poison for the sake of this classification.
Projectile	All	Your Technique creates or involves a projectile.
Reality Manipulation	All	Your Technique manipulates a fundamental of reality such as space & time or allows you to ignore or amplify laws of physics that allow you to maneuver with extreme ease such as ignoring or amplifying the laws of friction. If the reality manipulation is on a minor scale such as Yuki's Star Rage before she assigns too much mass to herself, it is NOT considered reality manipulation because it only affects her and doesn't enhance her movement. Seeing into or altering the future in any sense is considered reality manipulation.
Redirection	All	Your Technique redirects attacks or is built to use another's Technique against them.
Restricting Movement	All	One of your Technique's primary functions or main use is restricting movement.
Self-Targeting	All	Your Technique is exclusively self-targeting.
Single Target	All	Your Technique can only affect one target at a time.
Speed	Agility	Your Technique's primary function is enhancing your own speed.
Storage	All	Your Technique contains an extra-dimensional storage space of some kind that allows you to store items or energy from the outside world.
Summoning	Focus	Your Technique summons Cursed Spirits or Shikigami, usually through a medium.
Sustained Beam	All	A beam or beams that your Technique creates can be sustained for a time or move over an environment if you aim it. The beam continues or lasts until you stop it. This encompasses the beam classification, but can be in addition to the Controlled Beam classification.
Teleportation	Agility	Your Technique allows for teleportation.

Touch	All	Your Technique requires you to touch a target for it to be affected. This classification assumes that you can target yourself with your Technique without the act of touching yourself.
Transformation	All	You transform yourself or another entity using your Technique. A transformation might be a drawback or long term effect of your Technique. In that case, this classification isn't applied.
Weapon	All	Your Technique can create weapons or is a traditional weapon. Traditional doesn't mean not modern. This also includes unconventional weapons if your intent will be to use them that way most of the time.

Cursed Techniques Of Jujutsu Kaisen: The majority of Cursed Techniques from Jujutsu Kaisen are represented in this table, sorted with Classifications, Levels, and into a Primary Trait as if they were a Cursed Technique in Effigy. ([See Inherited Technique](#)) to find a similar table only for the Inherited Techniques from Jujutsu Kaisen. Cursed Energy Costs are not listed here because that is determined by the individual sorcerer's Traits. To assign Cursed Energy Costs, continue to ([Vigor](#), [Physical Strength](#), [Endurance](#), [Agility](#), [Focus](#), or [Charisma Based Technique](#)) depending on what Primary Trait your Cursed Technique is based in.

Curse Technique Name:	Primary Trait:	Levels:	Classifications:	Ability Description:
Auspicious Beast Summon	Focus	8	<i>Buff, Condition, Summoning</i>	The user becomes a spiritual medium for 4 beasts. While the user wears a mask, they're able to summon and use the abilities of the auspicious beasts.
Black Bird Manipulation	Focus	4	<i>Additional Senses, Control, Manipulation</i>	Control and see through the eyes of crows and presumably other corvids.

Body Hopping	Vigor	6	<i>Control</i>	The user's brain can crawl into a deceased person's body and take control of them and access their memories, Cursed Energy, and Cursed Technique.
Boogie Woogie	Agility	4	<i>Condition, Multiple Targets, Teleportation</i>	By clapping one's hands, the user can swap positions of themselves and anything they desire that has above a fixed amount of Cursed Energy. Can also switch things or people not including themselves.
Cloning Technique	Vigor	6	<i>Additional Senses, Conjuraton, Self-Targeting</i>	The user can produce up to 4 clones, for a total of 5 bodies, and change out their real one with a clone at any time. Every clone can be considered exactly identical to the original caster.
Comedian	Vigor	20	<i>Condition, Multiple Targets, Passive, Reality Manipulation</i>	Its effects vary wildly, but the technique is triggered by what the user finds funny and that is manifested into reality. The Technique can also resonate with the soul of those around the user, incorporating their sense of humor into the conjured scenarios.

Contract Recreation	Focus	12	<i>Condition, Conjuration, Manipulation, Weapon</i>	Contracts such as receipts can be used to reproduce their contents. This manifests the main subject of the respective receipts, which are generally specific items or services. When recreated objects, can be given a single psychic command that is enacted before the object becomes mundane.
Copy	Vigor	20	<i>Condition, Redirection</i>	While a Cursed Spirit is manifested (Rika in Yuta's case) allows the user to seemingly copy Cursed Techniques of nearby sorcerers without conditions.
Cursed Construction	Focus	20	<i>Conjuration, Weapon</i>	Allows the user to conjure an object from nothing. Objects created are mundane and will remain after the technique is completed.
Cursed Energy Amperage (Gakuganji's technique)	Strength	6	<i>AOE, Blast</i>	The user's body amplifies sound, launching waves of Cursed Energy as a result.

Cursed Energy Discharge	Strength	20	<i>Controlled Beam, Blast, Long Range</i>	Can discharge directed beams of compressed Cursed Energy like a cannon. The blasts must be charged in order to concentrate the Cursed Energy into a single point before firing. The strength of the output blast depends on how much has been built up and the beams can take several forms depending on the user's desires.
Cursed Spirit Manipulation	Focus	20	<i>Control, Summoning</i>	The user can completely control Cursed Spirits they're able to conquer in battle. Rather than exorcize a Cursed Spirit, the user can absorb them into a glowing sphere. A Cursed Manipulator can also collect and absorb curses from anyone also capable of controlling them by killing the master.

Deadly Sentencing	Charisma	8	<i>Associated Weapon, Condition, Domain Expansion, Nullification</i>	The user must bring a target into a Domain Expansion. The Technique is only applied inside of their domain. The user is provided with evidence of crime against the snared target and the target and the user must stake their argument to the Judgeman Shikigami. The target receives a debuff or the user is given an item to carry out justice if the target is found guilty. Additionally, the user can use a gavel weapon from the domain that can extend, grow & shrink, and move in unusual ways if the user wishes.
Disaster Flames	Strength	20	<i>AOE, Conjuration, Elemental, Manipulation</i>	Manipulate lava and have other pyrokinetic abilities.
Disaster Oceans	Strength	20	<i>AOE, Conjuration, Elemental, Manipulation</i>	Conjure and manipulate bodies of water.
Disaster Plants	Strength	20	<i>AOE, Conjuration, Elemental, Manipulation</i>	Conjures and manipulates various cursed plants and manifests roots from Cursed Energy. The user can absorb the life force of plants and converts it into Cursed Energy

Dismantle & Cleave	Strength	10	<i>Invisibility, Projectile, Weapon</i>	Use two different types of slashing attacks. Dismantle is an invisible slash projectile that has a set strength. Cleave are slashes that adjust to the opponent's Cursed Energy Enhancement and requires touch to trigger
G. Warstaff	Focus	6	<i>Additional Senses, Associated Weapon, Condition, Duration, Reality Manipulation, Single Target</i>	A spear sized fine-tip pen is created by the Technique that allows the user to see into the future of whomever he cuts with its edge. The more the target is cut, the further the user can see into the cut target's future.
Ice Formation	Focus	12	<i>AOE, Conjunction, Crowd Control, Elemental, Manipulation, Restricting Movement</i>	The user produces extreme levels of cold and forms ice out of their Cursed Energy. The ice can be formed in a number of ways and manipulated with cytokinesis.

Idle Death Gamble	Endurance	20	<i>Associated Weapon, Condition, Buff, Domain Expansion, Duration, Luck</i>	A pachinko-themed domain is created. If the user gets a jackpot on any of pachinko games within the domain, the user can enter a “Jackpot” state in which they have infinite Cursed Energy and perform Reversed Cursed Technique automatically for the duration of a song. Once complete, they can repeat the process.
Idle Transfiguration	Vigor	20	<i>Touch, Transformation, Manipulation</i>	The user can shape a soul by touching a target, including their own soul. By manipulating souls, the shape of the body is changed.
Immortality	Vigor	1	<i>Passive</i>	Unable to die.
Inverse	Endurance	6	<i>Defensive, Nullification, Passive, Redirection, Self-Targeting</i>	While the Technique is activated, powerful attacks become weak ones and vice versa. There is an upper and lower limit to the maximum and minimum amount of damage the technique can swap.

Love Rendezvous	Agility	4	<i>Crowd Control, Marking, Restricting Movement</i>	Allows the user to mark objects or entities with their Cursed Energy. It appears as a star somewhere on the entity or object. These stars are representations of stars from the Southern Cross constellation. In order for something marked with one star to approach another, it must follow a determined route or else objects or entities with the same star will attract it. Targets with more Cursed Energy are attracted to those with less like how magnets of opposite poles attract.
Miracles	Endurance	4	<i>Condition, Luck, Passive, Self-Targeting</i>	Stores everyday “miracles” / chance encounters. These miracles are erased from the user’s memory. Stored miracles are represented by the lines underneath the user’s eyes in Haruta’s case. Miracles are released when the user’s life is in danger, altering their luck and allowing the user to survive fatal occurrences.

Mythical Beast Amber	Endurance	20	<i>Buff, Conjuraton, Transformation</i>	<p>The body is transformed in order to manifest any phenomena that can be created by electricity. The Technique causes the user's body to surpass the limits of a human, killing them when it's deactivated, the user expends all their Cursed Energy, they fall unconscious, or the Technique is forcibly ended. This Technique must be an Inherited Technique if Kashimo knows that it will kill him after its use.</p>
Puppet Manipulation	Focus	20	<i>Additional Senses, Control, Long Range, Manipulation, Multiple Targets, Passive</i>	<p>The user can 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.</p> <p>The puppet manipulator shares vision and hearing with the Cursed Corpses while controlling them remotely. They are also capable of using their technique to pilot a manned puppet.</p>

Ratio Technique	Strength	8	<i>Marking, Multiple Targets</i>	Divides a designated target with ten lines and creates a weak spot at the ratio point of seven to three. The user can freely choose which part to divide, including the subjects, head, torso, arms, and legs.
Rot Technique	Endurance	6	<i>Manipulation, Poison</i>	Allows the user to manipulate their own blood, which has highly corrosive properties. The user can trigger additional corrosive effects if the blood enters another entity.
Séance Technique	Vigor	4	<i>Duration, Single Target, Summoning</i>	<p>The user has the ability to contact the dead and summon their body or soul's information. One use is shape-shifting a target into the body of a deceased person.</p> <p>The summoning requires the corpse of the soul being channeled.</p> <p>Transforming into someone using their body's information allows the shape-shifter to utilize their physical abilities.</p> <p>The technique is supposed to signal its own end when the shape-shifter's cursed energy runs out even if the original caster dies.</p>

Self Detonation	Endurance	8	<i>AOE, Blast, Self-Targeting</i>	The user can detonate self-detached body parts and use them as bombs.
Sky Manipulation	Agility	12	<i>AOE, Manipulation, Touch*</i>	Allows the user to manipulate the sky like crumpling paper. Anything caught within the surface is distorted without being physically harmed.
Solo Forbidden Area	Endurance	10	<i>AOE, Buff, Duration</i>	Creates a zone around the user that enhances the user or one willing sorcerer's Cursed Energy Capacity and Output. The technique's potency can be increased to 120% if elevated into a ritual using incantations, hand signs, dance, and music.
Star Rage	Strength	20	<i>Buff, Manipulation, Self-Targeting</i>	Adds virtual mass to themselves, drastically increasing their destructive power. The mass doesn't affect the user's weight if under a certain threshold. If too much mass is assigned, it will start to have a real effect on the user.

Strall Doll Technique	Strength	10	<i>Long Range, Marking, Projectile, Multiple Targets</i>	<p>The user has the ability to manipulate a hammer, nails, and straw doll with Cursed Energy. By flowing Cursed Energy through the equipment, the user can launch nails from long range and detonate them, or use a straw doll as an effigy to deal damage to an opponent's body. Granted, the user must have a part of the target's body to use the straw doll with.</p>
Technique Extinguishment	Strength	20	<i>AOE, Blast, Nullification</i>	<p>This Technique extinguishes all other Techniques, as in nullifies or negates, all Jujutsu. Barriers, including seals, are no exception. The user can move through barriers at will and destroy them completely if they can target the foundation.</p> <p>Activating this Technique produces blinding arrays of light that extinguish any curse they come into contact with. Cursed Spirits, and cursed objects take immense damage.</p>

Tool Manipulation	Focus	6	<i>Buff, Manipulation, Touch</i>	The user can empower a tool with their Cursed Energy. They can do things like telepathically manipulate it and empower attacks made with the tool.
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VIGOR BASED TECHNIQUE CREATION

A Vigor based Technique must use the following formula;

You will take the total points you have invested in Vigor and add the highest total from your Vigor based Secondary Traits to it. Multiply this result by 2. You will proceed to divide (minimum of 4) the result of the multiplication by the total levels you want your Cursed Technique to have.

For example: $(54 + 36) \times 2 \Rightarrow 180 / 12 \Rightarrow 15$.

To calculate the amount of Cursed Energy added per level increased for a Vigor based Technique, the highest total from your Vigor based Secondary Traits is added to the total you have invested in Vigor. Then divide by the total levels of your Technique. This result will give you the amount of Cursed Energy you will use to increase the level of your Cursed Technique. If this result would be more than the initial cost of your Technique, it is reduced to the initial Cursed Energy Cost of your Cursed Technique. For example: $(54 + 36) \Rightarrow 18 / 12 \Rightarrow 1.5 \Rightarrow$ Rounded to 2.

Classification Table Reading Instructions: Abide by the following rules when editing the Cursed Energy Cost of your Cursed Technique.

CE Requirement: If a classification you've tagged your Cursed Technique with doesn't meet this requirement, you increase the initial cost of your Cursed Technique until it meets this requirement.

CE Added: You add this amount of Cursed Energy to the initial cost of your Technique if your Cursed Technique has this Classification. If a Classification lacks a Cursed Energy Requirement, but adds Cursed Energy to the Cost, it is always added and only once.

CE Subtracted: You subtract this amount of Cursed Energy from the initial Cursed Energy Cost of your Technique if your Cursed Technique has this Classification. If the Classification has a Cursed Energy Requirement, this cannot decrease the initial Cursed Energy Cost below that requirement.

Quantity: Some classifications add or subtract from the Cursed Energy Cost for every number of that power that the Technique contains. Your Cursed Technique may allow you to manipulate multiple elements or create multiple marks just to give you an idea.

CE Added Per Quantity: For every added type of power after the first (an amount specified by the quantity), you would add to your initial Cursed Energy Cost only if the Cursed Energy Requirement + the added Cursed Energy would be greater than that total.

CE Subtracted Per Quantity: You subtract an amount from your initial Cursed Energy Cost for every added type of power after the first (an amount specified by the quantity). The initial Cursed Energy Cost cannot drop below the Cursed Energy Requirement.

A forward slash in the quantity row means that quantity doesn't really apply to this classification. You can have as many or as few types of beams, weapons, defensive aspects, etc within your Technique as you want. They may also be the same type of beam, just multiple at the same time. Other classifications may not make much sense to have more of such as Single Target and Self-Targeting. Additionally, the addition and subtraction of Cursed Energy Cost only applies once for Classifications that have a slash in the quantity row.

If a maximum is listed for quantity, your Technique can only utilize one variation of that power. For example, your Technique can only control one type of thing under the umbrella of a category like just corvids, puppets, or people. Try to keep the category of thing pretty focused, else the Technique might not be limiting enough.

The amount of Cursed Energy Cost added, subtracted, or required might be flexible depending on its severity or strength. Talk to your GM for balancing. Generally, the more powerful the effect, the higher the Cursed Energy Cost or the more restricting, the more the Cursed Energy Cost is reduced. You must also take into account if a

failure to meet the condition can affect opponents. Generally those kinds of conditions will be closer to the median of the range shown.

The Cursed Energy that must be added to increase the level of your Technique is directly affected by the Cursed Energy Added and Subtracted rows. Each is only applied once. If the Classification would add Cursed Energy to the initial Cursed Energy Cost, it is also added to the Cursed Energy Cost of increasing the Technique's level.

There are also separate tables for entire Classifications. These will provide their own guides because of their special cases. See the tables below to augment your Technique's Cursed Energy Cost.

Cursed Energy Cost Table	Additional Senses	Associated Weapon	Beam	Blast	Buff	Condition	Control	Controlled Beam
CE Requirement	6	8	0	4	4	10	0	2
CE Added	0	0	+2	0	+1	0	0	+2
CE Subtracted	0	0	0	0	0	- (1-4)	0	0
Quantity	1	1	/	/	1	1	MAX 1	/
CE Added Per Quantity	+3	+1	/	/	+2	0	/	/
CE Subtracted Per Quantity	0	0	/	/	0	- (1-2)	/	/

Cursed Energy Cost Table	Defensive	Elemental	Marking	Manipulation	Poison	Projectile	Restricting Movement
CE Requirement	7	0	(2-8)	(3-9)	0	0	4
CE Added	0	0	0	+1	+3	+1	0
CE Subtracted	0	0	0	0	0	0	0

Quantity	/	1	1	1	1	/	/
CE Added Per Quantity	/	+ (2-4)	+ (1-2)	+ (1-3)	+6	/	/
CE Subtracted Per Quantity	/	0	0	0	0	/	/

Cursed Energy Cost Table	Self-Targeting	Single Target	Sustained Beam	Touch	Transformation	Weapon
CE Requirement	1	1	4	0	6	0
CE Added	0	0	+4	0	+5	0
CE Subtracted	-4	-1	0	0	0	0
Quantity	/	/	/	/	/	/
CE Added Per Quantity	/	/	/	/	/	/
CE Subtracted Per Quantity	/	/	/	/	/	/

The following tables cover the Cursed Energy Cost of how far away you can create an AOE with your Cursed Technique and how large the AOE can be. It is assumed that you must see the location too, but that doesn't need to be true. The AOE could be the result of a projectile that explodes. If you select a range greater than Long Range on any of the tables, the Long Range classification is attached to your Cursed Technique. The AOE's radius is radial. The AOE range displayed in the second table is the distance from the middle of the circle to its edge. You can imagine the radius is a different shape, but mechanically, it will remain as a sphere.

AOE Creation Range CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	5	6	7	(10–12)	(10–12)	(10–12)
CE Added	0	0	0	0	0	0	0	+ (1–5)	+ (6–9)

AOE Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	(3–4)	(3–4)	4	9	16	21	28	34
CE Added	0	0	+ (0–1)	+1	0	0	0	0	0
CE Subtracted	0	0	0	0	- (0–3)	-4	- (4–7)	- (4–14)	- (4–24)

AOE Out-From-Self Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	(3–4)	(3–4)	4	9	16	21	28	34
CE Added	0	0	0	0	+2	+2	+1	0	0
CE Subtracted	- (0–3)	- (1–3)	- (2–3)	-3	0	0	0	0	0

The table below is in reference to Cursed Techniques that have a targeting range such as the range of a projectile created by a Technique or how far away your Cursed Technique can affect someone. If your Cursed Technique must first target something to manipulate it or something of the like, your maximum range for targeting the thing and manipulating the thing is all still contained within the ranges selected. You only pick one range that accounts for both.

For a Vigor Based Technique, If the range selected is Long Range or greater, your Cursed Technique has the Long Range classification attached to it. With this classification, you calculate the damage of your Technique as if there is 4 less Cursed Energy to use it for every range after 3/3 Center Range.

Cursed Technique Range	Short Range	Short Distance	1/3 Center Range	2/3 Center Range	3/3 Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	6	7	9	12	19
CE Added	0	0	0	0	0	+2	+2	+2

PHYSICAL STRENGTH BASED TECHNIQUE CREATION

A Physical Strength based Technique must use the following formula;
 You will take the total points you have invested in Physical Strength and add the lowest total from your Physical Strength based Secondary Traits to it. Divide the result (minimum of 2) by the total levels you want your Technique to have.
 For example: $(98 + 4) \Rightarrow 102 / 6 \Rightarrow 17$.

To calculate the amount of Cursed Energy added per level increased for a Physical Strength based Technique, the lowest total from your Physical Strength based Secondary Traits is subtracted from the total you have invested in Physical Strength. Then divide by the total levels of your Technique. This result will give you the amount of Cursed Energy you will use to increase the level of your Cursed Technique. If this result would be more than the initial cost of your Technique, it is reduced to the initial Cursed Energy Cost of your Cursed Technique.
 For example: $(98 - 4) / 6 \Rightarrow 16$.

Cursed Energy Cost Table	Additional Senses	Associated Weapon	Beam	Blast	Buff	Condition	Controlled Beam	Defensive
CE Requirement	6	8	0	3	(3-4)	6	2	8

CE Added	0	0	+2	0	+2	0	+2	0
CE Subtracted	0	0	0	0	0	-1	0	-1
Quantity	1	1	/	/	1	1	/	/
CE Added Per Quantity	+3	+1	/	/	+1	0	/	/
CE Subtracted Per Quantity	0	0	/	/	0	-(1-2)	/	/

Cursed Energy Cost Table	Elemental	Marking	Manipulation	Poison	Projectile	Restricting Movement	Self-Targeting
CE Requirement	0	(2-8)	(3-9)	0	0	4	1
CE Added	0	+(0-2)	+1	+3	+1	0	0
CE Subtracted	0	0	0	0	0	0	-(0-4)
Quantity	1	1	1	1	/	/	/
CE Added Per Quantity	+(1-4)	+(1-3)	+(1-3)	+6	/	/	/
CE Subtracted Per Quantity	0	0	0	0	/	/	/

Cursed Energy Cost Table	Single Target	Sustained Beam	Touch	Transformation	Weapon
CE Requirement	1	4	0	8	0
CE Added	0	+4	0	+4	0

CE Subtracted	-1	0	0	0	0
Quantity	/	/	/	/	/
CE Added Per Quantity	/	/	/	/	/
CE Subtracted Per Quantity	/	/	/	/	/

The following tables cover the Cursed Energy Cost of how far away you can create an AOE with your Cursed Technique and how large the AOE can be. It is assumed that you must see the location too, but that doesn't need to be true. The AOE could be the result of a projectile that explodes. If you select a range greater than Long Range on any of the tables, the Long Range classification is attached to your Cursed Technique. The AOE's radius is radial. The AOE range displayed in the second table is the distance from the middle of the circle to its edge. You can imagine the radius is a different shape, but mechanically, it will remain as a sphere.

AOE Creation Range CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	5	6	7	(9–11)	(9–11)	(9–11)
CE Added	0	0	0	0	0	0	0	+ (1–5)	+ (6–9)

AOE Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	(3–4)	(3–5)	5	10	14	18	22	30
CE Added	0	0	0	+1	+2	0	0	0	0

CE Subtracted	0	0	0	0	0	- (0-1)	- (2-6)	- (6-8)	- (8-12)
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AOE Out-From-Self Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	(3-4)	(3-5)	5	10	16	21	28	34
CE Added	0	0	0	0	+1	+ (0-1)	+ (0-3)	0	0
CE Subtracted	- (0-2)	- (1-3)	- (2-4)	-4	0	0	0	0	0

The table below is in reference to Cursed Techniques that have a targeting range such as the range of a projectile created by a Technique or how far away your Cursed Technique can affect someone. If your Cursed Technique must first target something to manipulate it or something of the like, your maximum range for targeting the thing and manipulating the thing is all still contained within the ranges selected. You only pick one range that accounts for both.

For a Physical Strength Based Technique, If the range selected is Long Range or greater, your Cursed Technique has the Long Range classification attached to it. With this classification, you calculate the damage of your Technique as if there is 3 less Cursed Energy to use it for every range after 3/3 Center Range.

Cursed Technique Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	8	10	10	14	18
CE Added	0	0	0	0	0	+2	+2	+2

ENDURANCE BASED TECHNIQUE CREATION

An Endurance based Technique must use the following formula;

You will take the total points you have invested in Endurance and add the highest total

from your Endurance based Secondary Traits to it. Divide the result (minimum of 4) by the total levels you want your Technique to have. Then divide it again by half of the total levels. The minimum Cursed Energy Cost is 5 for Endurance Based Techniques. This can still be affected by levels in ([Cursed Energy Manipulation](#)).

For example: $(54 + 26) \Rightarrow 80 / 8 \Rightarrow 10 / 4 \Rightarrow 2.5 \Rightarrow$ Minimum of 5 $\Rightarrow 5$.

To calculate the amount of Cursed Energy added per level increased for an Endurance based Technique, the highest total from your Endurance based Secondary Traits is subtracted from the total you have invested in Endurance. Then divide by the total levels of your Technique. This result will give you the amount of Cursed Energy you will use to increase the level of your Cursed Technique.

For example: $(54 - 26) \Rightarrow 28 / 8 \Rightarrow 3.5 \Rightarrow$ Rounded to 4.

Cursed Energy Cost Table	Additional Senses	Associated Weapon	Beam	Blast	Buff	Condition	Controlled Beam	Defensive
CE Requirement	6	8	0	3	2	5	2	6
CE Added	0	0	+2	0	+4	0	+2	0
CE Subtracted	0	0	0	0	0	- (1-3)	0	0
Quantity	1	1	/	/	2	1	/	/
CE Added Per Quantity	+3	+1	/	/	+2	0	/	/
CE Subtracted Per Quantity	0	0	/	/	0	- (1-3)	/	/

Cursed Energy Cost Table	Elemental	Marking	Manipulation	Poison	Projectile	Restricting Movement	Self-Targeting

CE Requirement	0	(4–8)	(5–7)	0	0	7	0
CE Added	+ (0–1)	+1	+1	+3	+2	0	0
CE Subtracted	0	0	0	0	0	0	-2
Quantity	1	1	1	1	/	/	/
CE Added Per Quantity	+ (1–2)	+ (0–2)	+5	+6	/	/	/
CE Subtracted Per Quantity	0	0	0	0	/	/	/

Cursed Energy Cost Table	Single Target	Sustained Beam	Touch	Transformation	Weapon
CE Requirement	2	4	0	4	0
CE Added	0	+4	0	+3	0
CE Subtracted	-2	0	-1	0	0
Quantity	/	/	/	/	/
CE Added Per Quantity	/	/	/	/	/
CE Subtracted Per Quantity	/	/	/	/	/

The following tables cover the Cursed Energy Cost of how far away you can create an AOE with your Cursed Technique and how large the AOE can be. It is assumed that you must see the location too, but that doesn't need to be true. The AOE could be the result of a projectile that explodes. If you select a range greater than Long Range on any of the tables, the Long Range classification is attached to your Cursed

Technique. The AOE's radius is radial. The AOE range displayed in the second table is the distance from the middle of the circle to its edge. You can imagine the radius is a different shape, but mechanically, it will remain as a sphere.

AOE Creation Range CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	5	7	9	(9–11)	(9–11)	(9–11)
CE Added	+1	+1	+1	0	0	0	+2	+ (2–4)	+ (4–6)

AOE Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	(3–4)	(3–4)	6	12	14	18	22	28
CE Added	0	0	0	0	0	0	0	0	0
CE Subtracted	0	0	- (0–1)	- (0–3)	- (2–6)	- (2–6)	- (2–6)	- (6–8)	- (8–12)

AOE Out-From-Self Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	2	2	4	6	11	14	19	24	30
CE Added	0	0	0	0	0	0	+1	0	0
CE Subtracted	0	0	-1	- (1–2)	- (2–3)	- (3–6)	0	0	0

The table below is in reference to Cursed Techniques that have a targeting range such as the range of a projectile created by a Technique or how far away your Cursed Technique can affect someone. If your Cursed Technique must first target something to

manipulate it or something of the like, your maximum range for targeting the thing and manipulating the thing is all still contained within the ranges selected. You only pick one range that accounts for both.

For an Endurance Based Technique, If the range selected is Long Range or greater, your Cursed Technique has the Long Range classification attached to it. With this classification, you calculate the damage of your Technique as if there is 4 less Cursed Energy to use it for every range after 3/3 Center Range.

Cursed Technique Range	Short Range	Short Distance	1/3 Center Range	2/3 Center Range	3/3 Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	4	6	7	8	10	14
CE Added	0	0	0	0	0	+4	+4	+4

AGILITY BASED TECHNIQUE CREATION

An Agility based Technique must use the following formula;

You will take the total points you have invested in Agility and add the highest total from your Agility based Secondary Traits to it. Divide the result (minimum of 4) by the total levels you want your Technique to have.

Example: $(90 + 20) \Rightarrow 110 / 20 \Rightarrow 5.5 \Rightarrow$ Rounded to 6.

To calculate the amount of Cursed Energy added per level increased for an Agility based Technique, the second highest total from your Agility based Secondary Traits is added from the total you have invested in Agility. If two or more of your highest Secondary Traits are equal, that total is used. Then divide by the total levels of your Technique. This result will give you the amount of Cursed Energy you will use to increase the level of your Cursed Technique. If this result would be more than the initial cost of your Technique, it is reduced to the initial Cursed Energy Cost of your Cursed Technique.

For example: $(90 + 18) \Rightarrow 108 / 20 \Rightarrow 5.4 \Rightarrow$ Rounded to 5.

Cursed Energy Cost Table	Associated Weapon	Beam	Blast	Buff	Condition	Controlled Beam	Crowd Control	Defensive
CE Requirement	8	0	4	5	(6–8)	2	4	5
CE Added	0	+2	0	+2	0	+2	0	+3
CE Subtracted	0	0	0	0	- (0–5)	0	0	0
Quantity	1	/	/	1	1	/	/	/
CE Added Per Quantity	+1	/	/	+2	0	/	/	/
CE Subtracted Per Quantity	0	/	/	0	- (0–3)	/	/	/

Cursed Energy Cost Table	Elemental	Marking	Manipulation	Poison	Projectile	Restricting Movement	Self-Targeting
CE Requirement	2	(2–8)	9	0	0	3	3
CE Added	0	0	0	+3	+1	+1	0
CE Subtracted	0	0	0	0	0	0	-3
Quantity	1	1	1	1	/	/	/
CE Added Per Quantity	+ (0–6)	+1	+ (3–4)	+6	/	/	/
CE Subtracted Per Quantity	0	0	0	0	/	/	/

Cursed Energy Cost Table	Single Target	Speed	Sustained Beam	Teleportation	Touch	Transformation	Weapon
CE Requirement	1	1	4	(6–12)	0	(4–6)	0
CE Added	0	+4	+4	+2	0	+ (2–6)	0
CE Subtracted	0	0	0	0	0	0	0
Quantity	/	/	/	/	/	/	/
CE Added Per Quantity	/	/	/	/	/	/	/
CE Subtracted Per Quantity	/	/	/	/	/	/	/

The following tables cover the Cursed Energy Cost of how far away you can create an AOE with your Cursed Technique and how large the AOE can be. It is assumed that you must see the location too, but that doesn't need to be true. The AOE could be the result of a projectile that explodes. If you select a range greater than Long Range on any of the tables, the Long Range classification is attached to your Cursed Technique. The AOE's radius is radial. The AOE range displayed in the second table is the distance from the middle of the circle to its edge. You can imagine the radius is a different shape, but mechanically, it will remain as a sphere.

AOE Creation Range CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	2	2	2	3	5	5	9	10	11
CE Added	+ (1–2)	+ (1–2)	+ (1–2)	+2	+1	+1	+2	+ (2–4)	+ (4–8)

AOE Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	4	5	(8–9)	(11–13)	(15–17)	(19–22)	(24–28)
CE Added	0	0	0	0	0	0	0	0	0
CE Subtracted	0	0	0	0	- (1–2)	- (2–4)	- (2–4)	- (6–7)	-8

AOE Out-From-Self Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	4	4	5	7	9	(13–14)	(15–17)	(20–22)	(26–28)
CE Added	0	0	0	0	0	0	0	0	0
CE Subtracted	0	0	-1	-1	-3	- (1–3)	-4	-5	-8

The table below is in reference to Cursed Techniques that have a targeting range such as the range of a projectile created by a Technique or how far away your Cursed Technique can affect someone. If your Cursed Technique must first target something to manipulate it or something of the like, your maximum range for targeting the thing and manipulating the thing is all still contained within the ranges selected. You only pick one range that accounts for both.

For an Agility Based Technique, If the range selected is Long Range or greater, your Cursed Technique has the Long Range classification attached to it. With this classification, you calculate the damage of your Technique as if there is 3 less Cursed Energy to use it for every range after 3/3 Center Range.

Cursed Technique Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
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CE Requirement	2	2	3	4	10	12	16	20
CE Added	0	0	0	0	0	+3	+3	+3

FOCUS BASED TECHNIQUE CREATION

A Focus based Technique must use the following formula;

You will take the total points you have invested in Focus and subtract the highest total from your Focus based Secondary Traits to it. Divide the result (minimum of 4) by the total levels you want your Technique to have.

Example: $(64 - 30) \Rightarrow 34 / 10 \Rightarrow 2.8 \Rightarrow$ Rounded to 3.

To calculate the amount of Cursed Energy added per level increased for a Focus based Technique, one needs only to divide the initial Cursed Energy Cost of the Technique by 1.7. That will be the amount of Cursed Energy added per level.

For example: $3 / 1.7 \Rightarrow 1.7 \Rightarrow 2$.

Cursed Energy Cost Table	Additional Senses	Associated Weapon	Beam	Blast	Buff	Condition	Control	Controlled Beam
CE Requirement	6	8	1	6	(2–7)	(9–14)	8	2
CE Added	0	0	+2	0	0	0	+1	+2
CE Subtracted	0	0	0	0	0	- (1–2)	0	0
Quantity	1	1	/	/	1	1	MAX 1	/
CE Added Per Quantity	+3	+1	/	/	+ (3–6)	0	/	/
CE Subtracted Per Quantity	0	0	/	/	0	- (0–2)	/	/

Cursed Energy Cost Table	Crowd Control	Defensive	Elemental	Marking	Manipulation	Poison	Projectile
CE Requirement	3	8	2	5	3	3	0
CE Added	+1	0	0	+ (3–4)	+ (3–6)	+4	+1
CE Subtracted	0	0	0	0	0	0	0
Quantity	/	/	1	/	1	1	/
CE Added Per Quantity	/	/	+ (2–6)	/	+3	+7	/
CE Subtracted Per Quantity	/	/	0	/	0	0	/

Cursed Energy Cost Table	Restricting Movement	Self-Targeting	Single Target	Sustained Beam	Summoning	Touch
CE Requirement	3	0	0	4	10	0
CE Added	+1	0	0	+4	+ (4–10)	0
CE Subtracted	0	0	0	0	0	0
Quantity	/	/	/	/	/	/
CE Added Per Quantity	/	/	/	/	/	/
CE Subtracted Per Quantity	/	/	/	/	/	/

Cursed Energy Cost Table	Transformation	Weapon
CE Requirement	10	0
CE Added	0	0
CE Subtracted	0	0
Quantity	/	/
CE Added Per Quantity	/	/
CE Subtracted Per Quantity	/	/

The following tables cover the Cursed Energy Cost of how far away you can create an AOE with your Cursed Technique and how large the AOE can be. It is assumed that you must see the location too, but that doesn't need to be true. The AOE could be the result of a projectile that explodes. If you select a range greater than Long Range on any of the tables, the Long Range classification is attached to your Cursed Technique. The AOE's radius is radial. The AOE range displayed in the second table is the distance from the middle of the circle to its edge. You can imagine the radius is a different shape, but mechanically, it will remain as a sphere.

AOE Creation Range CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	(1–4)	(1–4)	(1–4)	5	7	9	(10–14)	(12–16)	(14–18)
CE Added	0	0	0	0	0	0	+1	+ (2–3)	+ (4–6)
CE Subtracted	-1	-1	-1	- (0–1)	0	0	0	0	0

AOE Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	5	5	5	6	9	(11–14)	17	20	(25–26)
CE Added	0	0	0	0	0	0	0	0	0
CE Subtracted	0	0	0	0	0	-4	- (4–7)	- (4–14)	- (4–24)

AOE Out-From-Self Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	5	5	5	6	+	(11–14)	17	20	(25–26)
CE Added	+1	+1	+1	0	0	0	0	0	0
CE Subtracted	0	0	0	0	0	-5	-6	-10	-15

The table below is in reference to Cursed Techniques that have a targeting range such as the range of a projectile created by a Technique or how far away your Cursed Technique can affect someone. If your Cursed Technique must first target something to manipulate it or something of the like, your maximum range for targeting the thing and manipulating the thing is all still contained within the ranges selected. You only pick one range that accounts for both.

For a Focus Based Technique, If the range selected is Long Range or greater, your Cursed Technique has the Long Range classification attached to it. With this classification, you calculate the damage of your Technique as if there is 4 less Cursed Energy to use it for every range after $\frac{3}{3}$ Center Range.

Cursed Technique Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
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CE Requirement	1	1	1	3	6	9	12	15
CE Added	0	0	0	0	0	+1	+1	+1

CHARISMA BASED TECHNIQUE CREATION

A Charisma based Technique must use the following formula;

You will take the total points you have invested in Charisma and add the highest total from your Charisma based Secondary Traits to it. Divide the result (minimum of 4) by the total levels you want your Technique to have.

Example: $(390 - 140) \Rightarrow 250 / 10 \Rightarrow 25$.

To calculate the amount of Cursed Energy added per level increased for a Charisma based Technique, one needs only to times the initial Cursed Energy Cost of the Technique by 1.1. That will be the amount of Cursed Energy added per level.

For example: $25 \times 1.1 = 27.5 \Rightarrow$ Rounded up 28.

Cursed Energy Cost Table	Additional Senses	Associated Weapon	Beam	Blast	Buff	Condition	Control	Controlled Beam
CE Requirement	6	8	0	2	2	(5–10)	2	2
CE Added	0	0	+2	+ (0–2)	+2	0	+4	+2
CE Subtracted	0	0	0	0	0	- (2–5)	0	0
Quantity	1	1	/	/	1	1	MAX 1	/
CE Added Per Quantity	+ (3–4)	+1	/	/	+ (0–1)	+1	/	/
CE Subtracted Per Quantity	0	0	/	/	0	0	/	/

Cursed Energy Cost Table	Defensive	Elemental	Marking	Manipulation	Poison	Projectile	Restricting Movement
CE Requirement	5	4	5	8	0	0	6
CE Added	0	0	0	0	+5	+2	+ (0–2)
CE Subtracted	0	0	0	0	0	0	0
Quantity	/	1	1	1	1	/	/
CE Added Per Quantity	/	+5	+ (0–3)	+ (2–8)	+8	/	/
CE Subtracted Per Quantity	/	0	0	0	0	/	/

Cursed Energy Cost Table	Self-Targeting	Single Target	Sustained Beam	Touch	Transformation	Weapon
CE Requirement	0	0	4	0	8	0
CE Added	0	0	+4	0	+4	0
CE Subtracted	0	0	0	0	0	0
Quantity	/	/	/	/	/	/
CE Added Per Quantity	/	/	/	/	/	/
CE Subtracted Per Quantity	/	/	/	/	/	/

The following tables cover the Cursed Energy Cost of how far away you can create an AOE with your Cursed Technique and how large the AOE can be. It is assumed that you must see the location too, but that doesn't need to be true. The AOE

could be the result of a projectile that explodes. If you select a range greater than Long Range on any of the tables, the Long Range classification is attached to your Cursed Technique. The AOE's radius is radial. The AOE range displayed in the second table is the distance from the middle of the circle to its edge. You can imagine the radius is a different shape, but mechanically, it will remain as a sphere.

AOE Creation Range CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	(1–4)	(1–4)	(1–4)	6	9	10	(12–15)	(13–17)	(16–19)
CE Added	0	0	0	0	0	0	0	0	0
CE Subtracted	-1	-1	-1	-2	-2	-2	0	0	0

AOE Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	5	5	5	8	10	(12–13)	16	(19–20)	(22–24)
CE Added	0	0	0	0	0	+1	+ (1–3)	+4	+10

AOE Out-From-Self Radius CE Cost Table	Swing Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	5	(7–8)	(9–10)	(13–16)	(19–22)	(23–26)
CE Added	+ (0–2)	+ (0–1)	+ (0–1)	+ (0–1)	+ (0–1)	+2	+ (2–3)	+ (2–3)	+ (4–8)

The table below is in reference to Cursed Techniques that have a targeting range such as the range of a projectile created by a Technique or how far away your Cursed

Technique can affect someone. If your Cursed Technique must first target something to manipulate it or something of the like, your maximum range for targeting the thing and manipulating the thing is all still contained within the ranges selected. You only pick one range that accounts for both.

For a Charisma Based Technique, If the range selected is Long Range or greater, your Cursed Technique has the Long Range classification attached to it. With this classification, you calculate the damage of your Technique as if there is 2 less Cursed Energy to use it for every range after 3/3 Center Range.

Cursed Technique Range	Short Range	Short Distance	$\frac{1}{3}$ Center Range	$\frac{2}{3}$ Center Range	$\frac{3}{3}$ Center Range	Long Range	Far	Great Distance
CE Requirement	3	3	3	6	8	10	14	20
CE Added	0	0	0	0	0	+1	+1	+1

Continue to the next page to view tables that are applicable and identical for all Cursed Techniques.

Does your Cursed Technique increase the damage of your attacks? The table shown below is for that of Cursed Techniques that provide a damage buff to all physical attacks. A physical attack is anything that deals Physical Damage, i.e. projectiles, manipulated stone, claws, etc. It should be something that you can turn on and off. This table only details the buff that increases the damage of attacks and how much extra damage is added depending on the Cursed Energy spent to activate it or increase its level. The flavor of what the buff is and how it works are up to you.

The damage dice added is dependent on the Cursed Energy used to activate the Technique. The damage dice added with an increase in level is added based on the Cursed Energy needed to increase the Technique's level. In this stage of creating the Technique, you must choose for the buff to be a bump to Physical Damage OR Cursed Energy Damage. The damage buff can be both, but that is determined later in the process.

OD means Output Dice. The +1 in the Output Dice column means that you add one of your Output Die. If your Output Dice are two different tiered dice, you choose what one to add. If you choose the lower tiered die, you add an additional point of damage on top of the dice rolled. For the Physical Damage buff, you must be adding a minimum of 10 Cursed Energy each time you increase your Technique's level. You treat the Cursed Energy Cost of increasing your Technique's level as if it was the Cursed Energy Requirement. If the initial Cursed Energy Cost would be less than 10, it would be increased to 10 in this case because the amount of Cursed Energy used to increase your Technique's level cannot exceed the initial cost of the Technique.

If this buff affects multiple targets, the damage dice is divided equally among them with any remainder being added onto your buff if you are affected by the Technique. If the buff can apply to an entity you control or created, they aren't considered an additional target of the Technique for the sake of dividing the damage dice among targets and instead has a buff identical to the one that affects you. If the damage dice buff affects only targets other than yourself, then one more die of damage is added for every level that the Technique is increased by. This die is additive on top of what is represented on the table. When it comes to multiple targets excluding yourself, the damage dice are still divided equally among targets and the remainder is discarded.

Cursed Energy Cost	Physical Damage per (d12) Attack Die	Physical Damage added with Cursed Energy spent per (d12) Attack Die	Output Dice	Output Dice added with Cursed Energy spent
1	1d6	0	1	+1
2	2d6	0	OD	+1
3	3d6	0	OD +1	+1
4	4d6	0	2x OD	+OD
5	5d6	0	(2x OD) +1	+OD
6	5d6	0	3x OD	+2x OD
7	5d6	0	(3x OD) +1	+2x OD
8	5d6	0	4x OD	+3x OD
9	5d6	0	(4x OD) +1	+3x OD
10	5d6	+1d6	5x OD	+4x OD
15	5d6	+2d6	5x OD	+4x OD
25	5d6	+3d6	5x OD	+4x OD
35	5d6	+4d6	5x OD	+4x OD

The following table is for the Marking Classification. If you want the mark to grant you the ability to deal more damage to a target, reference the following table.

A mark that increases the Physical Damage dealt must be applied by hitting the target with an attack. The Physical Damage mark creates a physical weak point that anyone can hit. If a marked target is hit with a non-physical attack, the additional Physical Damage is only applied once.

A mark that increases Cursed Energy Damage dealt only triggers when the caster hits the target. The amount of damage dice for the additional Cursed Energy Damage is multiplied by 2 for non-physical hits such as Cursed Energy Damage dealt by a Beam or Blast. Conditions may be imposed that affect the extra damage added.

Cursed Energy Cost	Physical Damage per Attack Die	Physical Damage added with Cursed Energy spent per Attack Die	Output Dice	Output Dice added with Cursed Energy spent
1	0	0	OD	+1
2	0	0	OD +1	+OD
3	1d6	0	2x OD	+2x OD
4	3d6	0	(2x OD) +1	+2x OD
5	5d6	0	3x OD	+2x OD
6	6d6	0	3x OD	+2x OD
20	6d6	+2d6	3x OD	+2x OD
30	6d6	+3d6	3x OD	+2x OD

The next few tables will cover the creation of a weapon or item that deals damage. This first one is for a weapon that uses Strike for its attack rolls and damage modifiers, and for other general damage dealing objects that don't fit the bill of Blow, Strike, Slash, or Puncture damage. A Strike weapon would be something like gauntlets or a non-heavy blunt weapon such as a baton. A weapon conjured by a Cursed Technique is created by the first casting and exists until dispelled or another condition causes it to vanish. Your Cursed Technique may be able to create multiple weapons, in which case another casting would be required to create another weapon. Another thing is that these tables will be exclusively devoted to melee weapons or weapons that function just as well as melee weapons as they do projectile weapons such as a knife.

Traditionally, the weapon created will do a mixture of Physical and Cursed Energy Damage, but you can give this up for the weapon to deal more Physical Damage. If the weapon doesn't innately deal Cursed Energy Damage it's considered an ordinary weapon, meaning it can exist in perpetuity until destroyed. If you want your Cursed Technique to deal more damage, you can increase the Cursed Energy Cost to meet the next requirement, but only once in this creation process.

Cursed Energy Cost	Physical Damage Dice per (d12) Attack Die	Physical Damage Dice added with Cursed Energy spent per (d12) Attack Die	Physical Damage Dice per (d12) Attack Die NO CE DAMAGE	Physical Damage Dice added with Cursed Energy spent per (d12) Attack Die NO CE DAMAGE	Output Dice per (d12) Attack Die	Output Dice added with Cursed Energy spent per (d12) Attack Die
3	0	0	2d6	+2d6	0	0
4	0	0	2d6	+2d6	0	0
8	1d6	0	3d6	+3d6	1	0
10	2d6	0	3d6	+3d6	1	+1
12	2d6	+1d6	6d6	+3d6	1	+1
14	3d6	+2d6	8d6	+4d6	1	+OD
16	3d6	+2d6	8d6	+4d6	OD	+OD
18	3d6	+2d6	10d6	+4d6	OD	+OD +1

The following is the Blow variant of the above table. A weapon that deals Blow damage would be something such as a hammer, staff, or scepter.

Cursed Energy Cost	Physical Damage Dice per (d12) Attack Die	Physical Damage Dice added with Cursed Energy spent per (d12) Attack Die	Physical Damage Dice per (d12) Attack Die NO CE DAMAGE	Physical Damage Dice added with Cursed Energy spent per (d12) Attack Die NO CE DAMAGE	Output Dice per (d12) Attack Die	Output Dice added with Cursed Energy spent (d12) Attack Die
4	1d6	0	4d6	+2d6	0	0
8	2d6	0	6d6	+3d6	OD	0
10	2d6	0	6d6	+3d6	OD	+1
12	3d6	+1d6	8d6	+4d6	OD	+1
16	4d6	+3d6	10d6	+5d6	OD +1	+OD
20	5d6	+5d6	10d6	+6d6	OD +1	+OD +1
22	5d6	+5d6	12d6	+6d6	OD +1	+OD +1
24	5d6	+5d6	14d6	+7d6	2x OD	+2x OD
30	5d6	+5d6	14d6	+7d6	2x OD	+2x OD +1

The following is the Slash & Puncture variant of the Strike table. There are many types of weapons that could deal Slash or Puncture damage. Excellent examples of Slash weapons would be katanas, axes, and combat knives. Spears, daggers, and arrows would be Puncture weapons.

Cursed Energy Cost	Physical Damage Dice per (d12) Attack Die	Physical Damage Dice added with Cursed Energy spent per Attack Die	Physical Damage Dice per (d12) Attack Die NO CE DAMAGE	Physical Damage Dice added with Cursed Energy spent per Attack Die NO CE DAMAGE	Output Dice per (d12) Attack Die	Output Dice added with Cursed Energy spent (d12) Attack Die
2	0	0	1d6	+1d6	1	+1
4	0	0	2d6	+2d6	1	+1
6	1d6	0	4d6	+3d6	1	+1
8	2d6	0	5d6	+4d6	1	+1
10	2d6	0	6d6	+5d6	OD	+1
12	3d6	+1d6	7d6	+5d6	OD +1	+1
14	3d6	+2d6	8d6	+5d6	OD +1	+OD
16	4d6	+3d6	9d6	+5d6	2x OD	+OD +1
18	4d6	+4d6	10d6	+5d6	2x OD	+2x OD
20	4d6	+4d6	11d6	+6d6	2x OD	+2x OD
22	4d6	+4d6	12d6	+6d6	2x OD	+2x OD

Cursed Energy Cost	Output Dice	Output Dice added with Cursed Energy spent
1	1	+1
2	OD +1	+1
3	2x OD	+1
4	2x OD +1	+OD
5	3x OD	+OD
6	3x OD +1	+OD
7	4x OD	+OD
8	4x OD +1	+OD +1
10	5x OD	+OD +1
12	6x OD	+2x OD
14	7x OD	+2x OD
16	8x OD	+2x OD +1
18	9x OD	+2x OD +1
20	10x OD	+3x OD
30	14x OD	+4x OD
40	18x OD	+5x OD
50	22x OD	+6x OD
60	26x OD	+7x OD
70	30x OD	+8x OD
80	34x OD	+9x OD
90	38x OD	+10x OD
100	40x OD	+10x OD +1

The damage of a single targeting Technique is based on the following table. If you want your Cursed Technique to deal more damage, you can increase the Cursed Energy Cost of your Technique by up to 4.

Remember that the Cursed Energy Cost column is not the total Cursed Energy Cost to use the Technique. For the second column, it refers to the initial cost of the Technique, and for the third column, it refers to the Cursed Energy needed to increase the level of the Technique.

Cursed Energy Cost	Output Dice	Output Dice added with Cursed Energy spent
4	3x OD	+OD
8	5x OD	+OD +1
12	7x OD	+2x OD
16	9x OD	+2x OD +1
20	11x OD	+3x OD
24	12x OD	+3x OD +1
28	14x OD	+4x OD
32	16x OD	+4x OD +1
36	18x OD	+5x OD
40	20x OD	+5x OD +1
46	22x OD	+6x OD
52	24x OD	+7x OD
58	26x OD	+8x OD
64	28x OD	+9x OD
70	30x OD	+10x OD
76	31x OD	+11x OD +1
82	32x OD	+12x OD +1
88	33x OD	+13x OD +1

94	34x OD	+14x OD +1
100	35x OD	+15x OD +1
108	37x OD	+17x OD
116	39x OD	+19x OD
122	41x OD	+21x OD
130	42x OD	+23x OD +1
138	43x OD	+25x OD +1
146	44x OD	+27x OD +1
154	45x OD	+29x OD +1
162	46x OD	+31x OD +1
170	47x OD	+33x OD +1
180	48x OD	+36x OD
190	49x OD	+39x OD +1
200	50x OD	+43x OD

The damage of a Technique that can hit multiple targets is based on the following table. If you want your Cursed Technique to deal more damage, you can increase the Cursed Energy Cost of your Technique by up to 4. That goes for all the damage related tables.

Remember that the Cursed Energy Cost column is not the total Cursed Energy Cost to use the Technique. For the second column, it refers to the initial cost of the Technique, and for the third column, it refers to the Cursed Energy needed to increase the level of the Technique.

When dealing damage to multiple targets, you roll the damage dice and divide the total damage dealt among the targets equally.

Cursed Energy Cost	Output Dice	Output Dice added with Cursed Energy spent
6	3x OD	+OD
12	5x OD	+OD +1
18	7x OD	+2x OD
24	9x OD	+2x OD +1
30	11x OD	+3x OD
36	12x OD	+3x OD +1
42	14x OD	+4x OD
48	16x OD	+4x OD +1
54	18x OD	+5x OD
60	20x OD	+5x OD +1
68	22x OD	+6x OD
76	24x OD	+7x OD
84	26x OD	+8x OD
92	28x OD	+9x OD
100	30x OD	+10x OD
108	31x OD	+11x OD +1
116	32x OD	+12x OD +1
124	33x OD	+13x OD +1
132	34x OD	+14x OD +1
140	35x OD	+15x OD +1
150	37x OD	+17x OD
160	39x OD	+19x OD
170	41x OD	+21x OD

Cursed Energy Damage Dice	Physical Damage Dice
3d4	1d6
4d6	2d6
8d8	5d6
4d10	6d6
8d12	7d6
2d20	3d6

Set Duration Cursed Energy Cost	1 Turn	+1 Turn	1 Round	+1 Round
CE Added	+ (1–3)	+ (1–3)	+6	+ (5–6)
CE Minimum Total	/	6	/	12

EXTENSION TECHNIQUES

Extension Techniques are skills that use a Curse Technique in a drastically different way than the base Technique. This can be done by using it in a odd manner, introducing binding vows, common techniques, or combining different skills of a technique

EXTENSION TECHNIQUE CREATION

For techniques that are creative usage of your base/lapse technique then take as many levels of your base technique and add it to your new your new technique (make sure to leave at least one level into your base technique)

Extensions must use at least one of original techniques categories (summoning defensive ect)

MAXIMUM CURSED ENERGY OUTPUT

Any sorcerer has access to a maximum output but some techniques might have a additional aspect/category if that is the case you can chose to scale down the damage or range of any portions of the technique and add it towards this new aspect

Maximum outputs or stack techniques are the ultimate level of a base technique overriding they work similarly to a default extension but are considered the original techniques highest level (a 20 level technique with 18 extensions and

Choose one

Only 1 max output can be on a technique if you choose to do it a extension technique its called a stack and it allows the user to use the total levels of the base technique for the extension

MAXIMUM TECHNIQUE

Maximum techniques are abilities that push the limits of the users mastery of cursed energy instead of relying on a certain level or the output of cursed energy a maximum technique uses the total pool of cursed energy

Take at least 100 CE although you can add more and treat that as the CE cost the spending of this takes 8 stamina to charge

Your maximum costs at least 100 although you can add more (this can only be changed when you get promoted / level up a grade

You can spend 2 additional stamina to release the maximum

Reversal techniques

The reversal of a technique is the exact opposite of the default technique it can be scaled as much of the lapse but costs twice as much

Since it is positive energy it gains the ability to heal or deal double damage to cursed energy and curses

In order to make a reversal technique you need access to reverse curse technique
Then make a sentence of your lapse technique then make the exact

Combination/secret technique

The combination of several techniques into a new technique for this

Take the highest cost of combined techniques and add the base for the lapse

Use the lowest total levels of a technique

Combination techniques use several techniques at once usually the lapse and reversal

You can only have one combination technique at a time

Apply all effects of the technique

BARRIER TECHNIQUES

WILL BE EXPANDED AND EXPLAINED AT A LATER DATE.

[Taking up the use of a Technique Slot, these techniques are able to be used by any Sorcerer as long as they have the CE prerequisite.]

A blank barrier can be set up with 1 output dice the default range is only surrounding you but by chanting spending more sets of output dice or making a binding vow it can increase by 1 range

CURTAIN

TO BE ADDED AT A LATER DATE

[Since even an assistant like Ichiji can use a barrier, the only hard part of it is the chant to activate it. I can see it costing like 3 CE to cost as long as you spend like a minute chanting and don't add modifications to it.]

By chanting for a whole minute and spending a set of output dice a cloaked barrier can encompass up to 5-8 ranges

In actual jjk tengen is the reason why barrier techniques can be held out for so long because she takes a portion of the cost out

When in a Bon barrier range or another technique that can power common techniques then it lasts for about 2 hours then needs output dice spent every hour

Hollow wicker basket

Spending up to 5 sets of output dice the user can negate domain techniques at 5 sets or divide the damage by the sets of output dice used

Domains- every living being has a world that encompasses their reality its essentially their dreamworld or the world in their eyes

SIMPLE DOMAIN

TO BE ADDED AT A LATER DATE

[Since a grade 3s can use a Simple Domain, I can see it being like 10 to simply activate and to keep on for extended periods of time or when it's being attacked by a domain it costs another 10-20.

Adding an extra modifier to it could be like making a technique just following the list to activate it inside the domain.]

DOMAIN AMPLIFICATION

TO BE ADDED AT A LATER DATE

[Since every person who uses this is a Domain Expansion user and it gives the ability to negate techniques, this has to cost a lot at first like 70 CE or something. Then it's just maintained like a normal technique.]

DOMAIN EXPANSION

TO BE ADDED AT A LATER DATE

Written by palmtree

(i know there were some rules for domain expansion but i figured i take a shot at it since there not in any of the docs or slides)

To make a DE take the cost of your maximum output then make a barrier thats at least 4 range spaces long (5 output dice total) then determine the category your domain would fall under

Lethal Domain

Mostly popular with modern sorcerors add at least 100 CE to the cost and have the technique a sure hit and the damage is considered 3x stronger than its standard cost
The specifics of this is up to the player and GM but as a rule it should be able to end a fight if used

The standard domain length is 3 rounds but can be upkept by spending the 5 output dice again

After words you cannot use your domain or cursed technique for 10 minutes unless you purposely destroy your brain and heal it with reverse curse technique

Non Lethal Domain

The most traditional usage of domains non lethal domains make the information/rules of the domain the sure hit

Your techniques cost is halved but considered the same level

By default you can have as many rules equal to $5 + \text{half your truth modifier}$ you can increase more rules by adding 10 CE to the domain

The burnout for techniques is only 3 rounds

Barrierless domain

Uses binding vows which is not implemented yet

Incomplete domain

A domain lacking the barrier or binding vow to allow escape the result is a floor that leads to the innate domain

Innate domain

A domain without the usage of a technique

SECRET ARTS

TO BE ADDED AT A LATER DATE

SHIKIGAMI

Written by Palmtree

Shikigami are creatures spawned with rituals and mediums that aid sorcerer

Although they resemble curses they aren't attached to cursed energy and act similar to cursed tools in that regard

When making a technique with a shikigami decide whether it fall under 1 of the 2 categories

1. Tethered- tethered shikigami are shikigami tied to a technique like Garuda and star rage or Junpei and moon dregs to calculate the shikigami strength use your grade as the shikigami's grade

2. Ritual- ritual shikigami are for techniques that are based on summoning shikigami Pick any amount of shikigami and make each shikigami a technique and add a level for every ability they posses besides animal features (rct adaptation infinite amounts ect) make sure the total of them don't go past 20

Each shikigami does not scale with the sorcerer and can only be enhanced by imbuing them with cursed energy or by binding vows/other techniques

Stat out a shikigami like a regular sorcerer however disregard the soul portion of Vigor and remove the focus tree

Some shikigami have some sentience but all are clearly near the special grade level or don't revolve combat

Shikigami are made using mediums and cursed energy when making a technique you can

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukana, Gojo)

Grade of shikigami	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level cost	1	2	3	3	4	4	5	6	7	8
Foqus dice cost	8	11	14	19	25	28	50	60	70	80
Medium level needed	1	1	2	2	3	4	5	5	5	5

body	11	16	18	20	25	28	40	50	60	70
Phys Strength	14	20	30	35	40	75	100	120	140	180
endurance	8	16	18	25	55	75	120	140	180	200
agility	30	40	50	60	85	100	140	180	200	400

When making a trait or ability for a ritual shikigami keep in mind that it also adds additional cost to summoning the shikigami

palmtree

Ok shikigami v2 (this also might be a way to do extension or complex secondary abilities of techniques)

Create a standard technique and treat it for each distinct ability you can perform with it

Take the CE cost and divide it by up to your total technique levels or lower

These are shares of power that can be used to fine tune each ability/shikigami

Now each distinct power/shikigami takes the highest requirement for there powers then add the power shares

Now take the new totals of CE required for your shikigami and multiply it by the power shares used to enhance it then multiply that with the total technique level the lastly divide by the amount of a power share

If your technique is tied to specific shikigami when they die there abilities and power shares can be transferred to another shikigami in the technique

REVERSE CURSED TECHNIQUE

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukana, Gojo)

Minimum Cursed Energy Cost	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level 0	20	20	20	20	20	20	30	40	50	60
Level 1	18	18	18	18	18	18	28	38	48	58
Level 2	16	16	16	16	16	16	26	36	46	56
Level 3	14	14	14	14	14	14	24	34	44	54
Level 4	12	12	12	12	12	12	22	22	42	52
Level 5	10	10	10	10	10	10	20	30	40	50
Level 6	8	8	8	8	8	8	18	28	38	48
Level 7	6	6	6	6	6	6	16	26	36	46
Level 8	4	4	4	4	4	4	14	24	34	44
Level 9	2	2	2	2	2	2	12	22	22	42

Reverse Cursed Technique is a difficult to learn and rare ability acquired by those who understand the core of Cursed Energy. Its process requires the multiplying Cursed Energy by Cursed Energy, producing Positive Energy as a result. This energy is able to heal humans and is deadly to Curses because they're entirely made of Cursed Energy. Reverse Cursed Technique doesn't heal all injuries, but you can regain Constitution by spending it.

Once you have acquired the ability to use Reverse Cursed Technique, you can spend a minimum of 20 Cursed Energy, meaning you took 10 Cursed Energy and another 10 Cursed Energy to multiply together. For every 100 Positive Energy created, you roll your Output Dice and heal your Constitution by that amount. In addition, you are healed by your current Recovery modifier. For every 20 that isn't a multiple of 100, you can increase the amount you are healed by 1 in addition to the dice rolls. You have a minimum and maximum amount of Cursed Energy you can spend to use Reverse

Cursed Technique. This is affected by levels in Reverse Cursed Technique. It takes a total of 92 Experience Points to reach Level 9.

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukana, Gojo)

Maximum Cursed Energy Cost	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
Level 0	22	22	22	22	22	22	32	42	52	62
Level 1	24	24	24	26	28	30	40	54	64	78
Level 2	34	34	34	36	38	40	54	64	78	88
Level 3	48	48	48	50	52	54	64	78	88	102
Level 4	58	58	58	60	62	64	78	88	102	112
Level 5	72	72	72	74	76	78	88	102	112	126
Level 6	82	82	82	84	86	88	102	112	126	136
Level 7	96	96	96	98	100	102	112	126	136	150
Level 8	106	106	106	108	110	112	126	136	150	160
Level 9	120	120	120	122	124	126	136	150	160	174

CURRENTLY UNFINISHED. THE TEAM IS WORKING ON IT.

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●



●



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LEVEL 6



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LEVEL 7



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LEVEL 8



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LEVEL 9



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CONDITIONS

Advantage: There are two levels of Advantage. When rolling dice, you roll additional dice according to the level of Advantage.

Disadvantage: There are two levels of Disadvantage. When rolling dice, you take away a number of dice according to the level of Disadvantage. If this would leave you without any dice to roll, only modifiers apply.

Heightened: You gain a +1 to d6 rolls, +2 to d8, d10, d12 rolls, and +4 to d20 you make with every Subtrait under a particular Primary Trait.

Emboldened: The Subtrait affected by the condition cannot decrease until the end of your next turn.

Slip Up: The sorcerer that suffers from this status immediately halts their turn and the next sorcerer in initiative can utilize one use of their Stamina as if it were their turn. The Stamina they use is taken from their upcoming turn.

Backfoot: The sorcerer's turn is sent immediately to the bottom of the round.

To escape this condition, the sorcerer makes a Reposition check at the end of each of their turns until they succeed.

Slowed, Instantly Slowed, & Stopped: There are three levels of Slowed. Slowed, Instantly Slowed, and Stopped. A slowed target's Speed immediately drops by 2 and drops by another 2 at the end of each of the target's turns until they're slowed by 10.

When Instantly Slowed, a target's speed immediately drops by 10.

When Stopped, a target halts moving and their Speed immediately drops by 10.

A target who's been affected by any of these slowing effects can't benefit from their Top Speed Bonus until they're Speed is returned to normal. These effects last until a condition is met based on the triggered effect.

RANGES



([see Categories of Speed](#))

1. Swing Range: This is the default melee range for hand to hand. You are within striking distance of an opponent when you and them are this close.
2. Short Range: Just outside of normal Swing Range. You could make a running Jump over this distance with ease. To stand at Short Range from someone is to be about 8–12 feet away.
3. Short Distance: The distance between where an entity is currently and the Short Distance range is the length of a typical interior room. The length of this range might be similar to the distance to the 3-point line on a Basketball Court from the net.
4. $\frac{1}{3}$ Center Range: Imagine the length of a Basketball Court. That might be more or less the length of this range. These zones are not meant to be exact, they're just meant to give you an idea of the distances.
5. $\frac{2}{3}$ Center Range: An intermediate range. Often where the range of Cursed Techniques fall off if the ability is not suited for long range combat.
6. $\frac{3}{3}$ Center Range: Roughly 50 meters away. Melee combat will primarily take place at this range or closer assuming that all combatants are running around.
7. Long Range: Those using projectiles will be most comfortable at this range. Typical handguns will have this listed as their "Bordering Range". The Bordering Range will be a range in which the shooter will have to roll with Disadvantage 1 on attack rolls. A maximum range will be listed, and beginning at that range, the shooter won't be able to make a Finesse roll on their attack roll. Meaning they lose the ability to make precise shots at such a distance.
8. Far: A distance of kilometers in length. When traveling on foot, it's a reasonable assumption that it would take the average person 20–30 minutes walking to reach this range. Could be a 2–4 minute drive if the car is traveling at 50 km/h. It's like 2 kilometers away. When traveling these distances in a casual manner, it would be appropriate to smash cut to the destination.

9. Great Distance: This is assumed to be... as far as the eye can see. Catch all term for anything beyond the range of Far.

Median: The median is the point in-between the start and end of the zone. When you spawn or place something down into a zone, it's created at the median. The creator decides if they want to cast the ability behind or in front of an entity occupying that zone. If the ability can deal damage, there is also the option of spawning it on top of your target to immediately deal damage. Once an entity has been identified in the closer or further part of the zone, they remain there until they move.

ATTACK TRADING

You choose what Subtrait to attack with and spend 6 Stamina to make an attack.

A number of dice is rolled according to the selected Subtrait, listed below;

Blow — 2d12

Strike — 3d12

Slash — 2d12 +1d6

Puncture — 2d12 +1d6

When you have rolled, you choose one of your dice to add your modifier to and use that for determining a hit or miss.

In response to the attack, an opponent can choose to either (Evade | Evasion), (Block | Reflexes), or (Parry | Finesse). Upon deciding, the opponent rolls 3d10. They add the appropriate modifier to a roll of their choosing, which they use to compare to the attacker's chosen total. The attack is a Hit if the attacker's total met or eclipsed the opponent's total. The original results rolled on the dice determine other factors such as severity of the attack and how well the opponent defended against the oncoming attack. When damage is dealt, your modifier for the selected Subtrait is added to damage.

HIT

A Hit is made whenever the chosen total of the attacker meets or eclipses the opponent's chosen roll.

DIRECT HIT

A Direct Hit is when at least three of the attacker's attack dice results (before adding modifiers) meets or eclipses all of the opponent's original results in addition to scoring a Hit.

Full Physical Damage is rolled and it is only reduced by Resilience or ignored by the opponent's Constitution Buffer.

EVADING

Cost: 3 Stamina

Off-Target: A missed attack is Off-Target.

Evaded: An attack is Evaded if it is determined to be a miss and at least three of the defending dice results aren't met or eclipsed by the attacker.

OFF-TARGET

Off-Target attacks deal a single die of Physical Damage. The attacker's modifier cannot be added to the damage roll of said attack. Mindset Tests cannot be called on these attacks. An attacker that is faster than the opponent has a Slip Up.

EVADED

The attacker completely misses their attack, dealing no damage. A faster attacker is considered 1 point slower than the opponent until the opponent lands a Hit or Direct Hit on the attacker. Agility is Heightened until the opponent sustains damage.

BLOCKING

Cost: 1 Stamina, and 4 additional Stamina if the attack was not Blocked.

Blocked: The attack is Blocked if the attack misses.

Knock Back: If the oncoming attack is made with Blow and is determined to be a Hit, the opponent is Knocked Back.

Blocked Late: If the oncoming attack is made with Strike, Slash, or Puncture and determined to be a Hit but is not a Direct Hit

Other Properties:

- Attacks from Slash and Puncture have their damage reduced by the opponent's Reflex total.
- Attacks from Strike have their damage reduced by the opponent's Reflex modifier if the attack was a Hit.
- These reductions are applied after Physical Damage Reduction and prior to Cursed Energy Damage Reduction.

BLOCKED

The opponent's Resilience and Recovery are Emboldened. The attacker expends a point of Stamina for every damage die used in the attack. The next Hit or Direct Hit the opponent lands can restore a use of Cursed Energy Enhancement/Imbue. Additionally,

the opponent's Physical Strength is Heightened when they succeed on a Fortitude check until they fail to Block.

KNOCKED BACK

The attacker pushes the opponent out of Swing Range and into Short Range. Only deals damage equal to the modifier of the Subtrait used to make the attack. The opponent also automatically fails their Fortitude check and is on the Backfoot.

BLOCKED LATE

The opponent's Composure Points are not reduced as a result of this attack, but the next Blocked Late or Direct Hit does double damage to the opponent's Composure Points. The opponent automatically fails their Fortitude check and is on the Backfoot.

PARRYING

Requirement: An Intuition above (2: +0) and an Intact Focus.

Cost: 4 Stamina

Properties:

- The opponent selects their highest total. The chosen total must be one that is determined by a d12 or d20.
- The opponent can choose to have the attacker reroll their highest total or the opponent can reroll their two lowest totals against the attack.

Off-Target: At least three of the defender's defending dice weren't eclipsed. In addition, an attacker's Physical Damage is reduced by the opponent's (Resilience modifier x Finesse modifier). Reduction applied after Physical Damage Reduction.

Blocked Late: At least one of the opponent's defending dice weren't met or eclipsed. If the Physical Damage of that attack would be three or more dice of damage, it is reduced by the amount of the opponent's totals that were not met or eclipsed.

OTHER ACTIONS

FEINT

You make an attack, but roll 1d6 of damage on a Hit or Direct Hit. You add your Mislead modifier to each of the next attack roll totals, damage roll if they make an attack that turn, or to each roll of their next defending totals. Your Mislead modifier is added in addition to your other bonuses. The Mislead bonuses don't apply or stack if you perform another Feint.

RUN

You can spend Stamina to run at varying speeds on your turn.

By spending 2 Stamina, you can approach the Swing Range of a stationary entity, but you only make it there at the beginning of your next turn. If escaping Swing Range, you immediately exit the Swing Range and enter Short Range until the start of your next turn. Then the sorcerer ends up at a maximum of Great Distance. A sorcerer must at least spend Stamina equal to the amount of Stamina the other sorcerer spent to run to attempt to catch up.

By spending 3 Stamina, a you can reach the Swing Range of a stationary entity on your turn. You can catch up with a slower sorcerer that is running as well. If you are approaching a faster sorcerer, you both make a (Running | Speed) roll. You catch up if your roll meets or eclipses the escapee's roll.

By spending 4 Stamina, you run at Top Speed. Your Top Speed is determined by your total Speed Subtrait + Speed modifier. You must be equally as fast or faster while traveling at Top Speed to catch up. While running at Top Speed, you must spend 4 Stamina immediately after your turn has ended to remain running at Top Speed. While running at Top Speed, you don't need to spend 4 Stamina on your turn to maintain it. For every turn that you remain running at Top Speed, you must spend an additional 4 Stamina immediately after your turn. If your Stamina drops to 0 while running at Top Speed, you stop and cannot begin running again until you regain all of your Stamina. You have disadvantage 1 on Agility if you reach 0 Stamina due to running at Top Speed.



While running at Top Speed, you add your Speed die and Speed modifier to Physical Damage rolls.

If you perform a Jump after running, you subtract 1 Stamina from the Jump's Stamina Cost.

JUMP

Simple hops, large steps, small leaps, and vaults require no Stamina to perform.

A leap of any distance that may require some effort requires a minimum of 1 Stamina. A sorcerer may have to make a series of 1 Stamina Jumps to ascend up an incline or to be picked up by their Shinigami.

You can spend 2 Stamina to perform a Jump with significant verticality such as jumping from a lower roof to one a couple feet higher across a gap or to reach a ladder twice the height of the sorcerer off the ground. A successful Exert check must be made to complete the task. A failure causes a Slip Up, but you can still complete the task by putting in some more time and effort. You could either spend another 2 Stamina to complete the Jump or it will take the sorcerer until the end of their turn to complete the Jump.

You can spend 3 Stamina to perform a burst of speed. It doesn't necessarily have to be a Jump, but a quick traversal from point A to B. You could be leaping down a large set of stairs or making a Jump of superhuman strength to pursue their adversary into the air. You must make a successful Exert check of **35** to achieve this. Failing this results in a Tumble. The Jump is completed before you use another action.

By spending 4 Stamina, you perform a Jump that can span city blocks of distance. You can perform actions at the apex of their Jump. You must first make a successful Exert check of **75**, and if successful, you can take any number of actions during the Jump. After you have completed the actions you wanted to make during the Jump, you must make another successful Exert check of **75**. Of course, if you succeeded on the first check, you established a Confirmation and succeed on the following one. A failure of the first check results in a Fumble. A failure of the second check results in a Tumble.

SLAM

If you so choose, you can perform a Slam at the end of this Jump when landing. You spend 1 more Stamina and make a Slam check. This check replaces the second Exert check. The Slam can only be made if you succeed on the Exert check to make the Jump. The highest total of the two determines the outcome of the Slam. As a result of a higher Speed total, you are considered to be traveling at Top Speed until the end of your turn and you add the result of that Speed total to their damage rolls, replacing the normal Top Speed bonus. A higher Blow total unleashes a ground shattering Slam. All entities within Short Range of the Slam must make an (Avoid | Acrobatics) roll against your Blow total. On a failure, the entities take damage equal to a roll of your Speed die + your Blow modifier + any Curse Energy Damage they add as Output. Enhancement damage isn't added to the damage of the Slam, but does deal damage to the earth you Slammed down on. Your GM determines to what extent the terrain underneath is damaged. Additionally, those caught in the radius are Knocked Back and suffer the effects of a Knock Back on top of any damage they have already taken. All the damage dealt as a result of the Slam is counted as one instance of damage.



ADVANTAGEOUS MANEUVER

Spend 9 Stamina to perform a maneuver that hinders your opponent in some way. A sweep of the leg, forcing a metal pipe into your enemy, slashing your opponent in vital organs are maneuvers that put you at an advantage by hindering your opponent. The one making the maneuver chooses to make the maneuver with (Blow, Strike, Slash, or Puncture) and the attacker and opponent make opposing (Maneuver | Acrobatics) rolls. The higher roll succeeds.

ADVANTAGEOUS BLOW MANEUVER

If your Advantageous Blow Maneuver succeeds, you pull off a concussing injury and benefit from advantage 1 on all of your following attacks that turn. The damage of this maneuver is treated as a Blocked Late attack. If you fail, you whiff the Blow and suffer from disadvantage 2 on the next attack that comes your way or disadvantage 1 on the next two attacks if your opponent so chooses.

ADVANTAGEOUS STRIKE MANEUVER

If your Advantageous Strike Maneuver succeeds, the sweep or crushing strike leaves a momentary opening. You gain advantage 2 on their next attack. The damage of this maneuver is treated as a Hit. If you fail, you miss or an unexpected outcome occurs to throw you off. As a result, the you are unable to use Focus Dice on your next defense roll.

ADVANTAGEOUS STRIKE MANEUVER

If your Advantageous Slash Maneuver succeeds, a precision slash cuts the the target in a vital area, slowing them or causing a fatal injury. The damage of this maneuver is treated as an Off-Target attack, but you roll 4d6 for the damage. The next instance of damage dealt to the opponent cannot be reduced by their



Resilience. If you fail, you experience a Slip Up as you make an Off-Target attack that only nicks the target. You roll 1d6 for the damage.

ADVANTAGEOUS PUNCTURE MANEUVER

If your Advantageous Puncture maneuver succeeds, you make a deep stab into the target. The damage of this maneuver is treated as a Direct Hit and the damage dealt to the opponent on the next attack ignores the Constitution Buffer of the opponent. Your failure results in you lodging your weapon or appendage into the surroundings. You are considered 5 points slower than the opponent until the opponent lands a Hit or Direct Hit on the attacker.

FINESSE ROLL

If you fail the required roll, you have a chance to save yourself by spending 5 Stamina to attempt a Finesse roll. The Finesse roll is not added onto your previous roll and instead replaces it. If the Finesse roll is higher than the opponent's (Maneuver | Acrobatics) roll, you don't incur the effects of a failure specific to that Maneuver.

ELUDING MANEUVER

If a sorcerer is attempting to catch up with you while you're running, you can immediately spend 4 Stamina to make an Eluding Maneuver. When you make the (Running | Speed) roll, you add your Acrobatics modifier to the roll as well. On a success, you elude the pursuer in some manner such as leaping from wall to wall up a tight space or throwing something into the way of the pursuer and you move into the Short Range. Regardless of success or failure, you roll 5 dice for a defense roll, choosing the best 3 to use on the next defense roll. Those rolls are thrown away if you



don't make a defense roll before the beginning of their next turn. This action can only be used once per round. This action can be in the instance before a sorcerer makes a defense roll to use its secondary function.

FINESSE ROLL

You can make a Finesse roll when taking this action. For every 5 on the total, you benefit from the aided defending roll once. You spend 2 Stamina for every roll you want to benefit from.

ACTION-ORIENTED MANEUVER

You can spend the Stamina required to perform an action, but you withhold it to perform on another turn. For every turn that action is held, you spend the Stamina required to perform that action, +1 for every round that action is held. When you are finally ready to use this withheld Stamina, you must utilize it at the beginning of your turn. You choose to use the held Stamina to perform actions of your choosing and deduct the cost from the amount of Stamina you used on their previous turn to hold the original action. If the held Stamina pool would reach 0 as a result of the cost of an action, the rest of the Stamina required to attempt the action is used from the amount you're able to use that turn.

FINESSE ROLL

When spending the Stamina to hold the initial action, you can also spend the Stamina required to make a Finesse roll for that action. The Finesse roll is rolled when you begin to hold the action. You can choose to reroll without spending any additional Stamina on your turn every round it is held.

Unless your target(s) make a successful (Detect | Insight) roll before being attacked, defense rolls made against the held actions are made with Intuition.



PRECISE MANEUVER



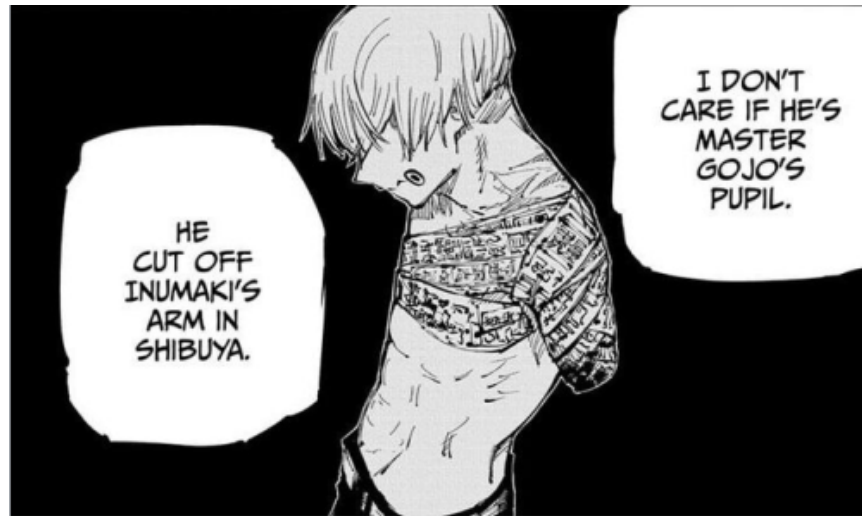
You make a precise attack, striking, stabbing, or slashing your adversary or the surroundings in a particular spot or region. You charge up this attack and put incredible power into it to deliver a blow specially targeted to deal massive damage. You roll the Focus Dice for your Extension Technique or roll your Attack Dice to make a Blow, Strike, Slash or Puncture attack. To make the initial roll, you must spend 12 Stamina. To increase the result on every die by 1, you must spend 6 Stamina and can continue

spending Stamina in this way to increase the result on each die. You cannot land a Black Flash on this attack because of this. For every 6 Stamina expended, the attack will deal an additional d6 of Physical Damage.

If the Stamina you wish to spend would reduce your Stamina to 0, you can allow your Stamina to drop to 0 without triggering its negative effects and instead, immediately end your turn. At the end of every turn in the initiative, you can spend 6 more Stamina, until you're ready to unleash the attack. In this case, the attack must be performed before the beginning of your next turn. An opponent making a Slip Up also allows you to spend Stamina on this action. If any of the dice have the highest result or reach the highest result, you multiply your Output Dice depending on your Grade. Your Output Dice are multiplied by 2 for 4th, 3rd, and Semi-2nd Grade, 3 for 2nd and Semi-1st Grade, 3 for 1st Grade and Semi-Special Grade, and 4 for beyond that.

You do another type of stat damage of your choice with this attack and targets have disadvantage 1 on making defense rolls against this maneuver if the modifier is not added to your attack rolls. This does not include additional modifiers such as the Top Speed bonus and the Mislead modifier from a Feint. Additionally, successful Parries

and Hits made against an opponent Blocking doesn't apply any additional damage reduction against this maneuver granted by those forms of defending.



FINESSE ROLL

You can make a Finesse roll on this maneuver to make it into a lethal blow or cause severe injury. You may be able to remove a limb or fatally injure the target. If the Finesse roll total exceeds the value of the opponent's Constitution Buffer, the buffer is unusable until...

MORE INFORMATION WILL BE ADDED AT A LATER DATE

PREPARE

You may feel you need to prepare a block or parry to counter an upcoming powerful move. You can prepare a Block or Parry during your turn. You spend the Stamina required to attempt a Parry or Block + 5 Stamina. A Parry or Block of your choosing before the start of your next turn is made with d20s. Additionally, you make the roll with Intuition.

Focus Dice used as part of this defense roll decrease damage by their results in addition to the default use. If you replace your defense rolls with any Focus Dice rolls on this Prepared Block or Parry, it doesn't decrease your Composure.

You don't spend additional Stamina if you fail to make a Prepared Block.

WEAVE

By spending 10 Stamina during your turn, you make sure to focus on avoiding incoming attacks and move with regality and fine tuned agility. From the end of your turn to the beginning of your next turn, Evasions require 1 less Stamina and they can be made with Acrobatics. Additionally, you can choose to reroll up to 3 Evasion die results of your choosing, including Focus Dice. You can choose to reroll at any point during the process of rolling, but you must use the new result.

BAIT

TO BE ADDED AT A LATER DATE

REACTION

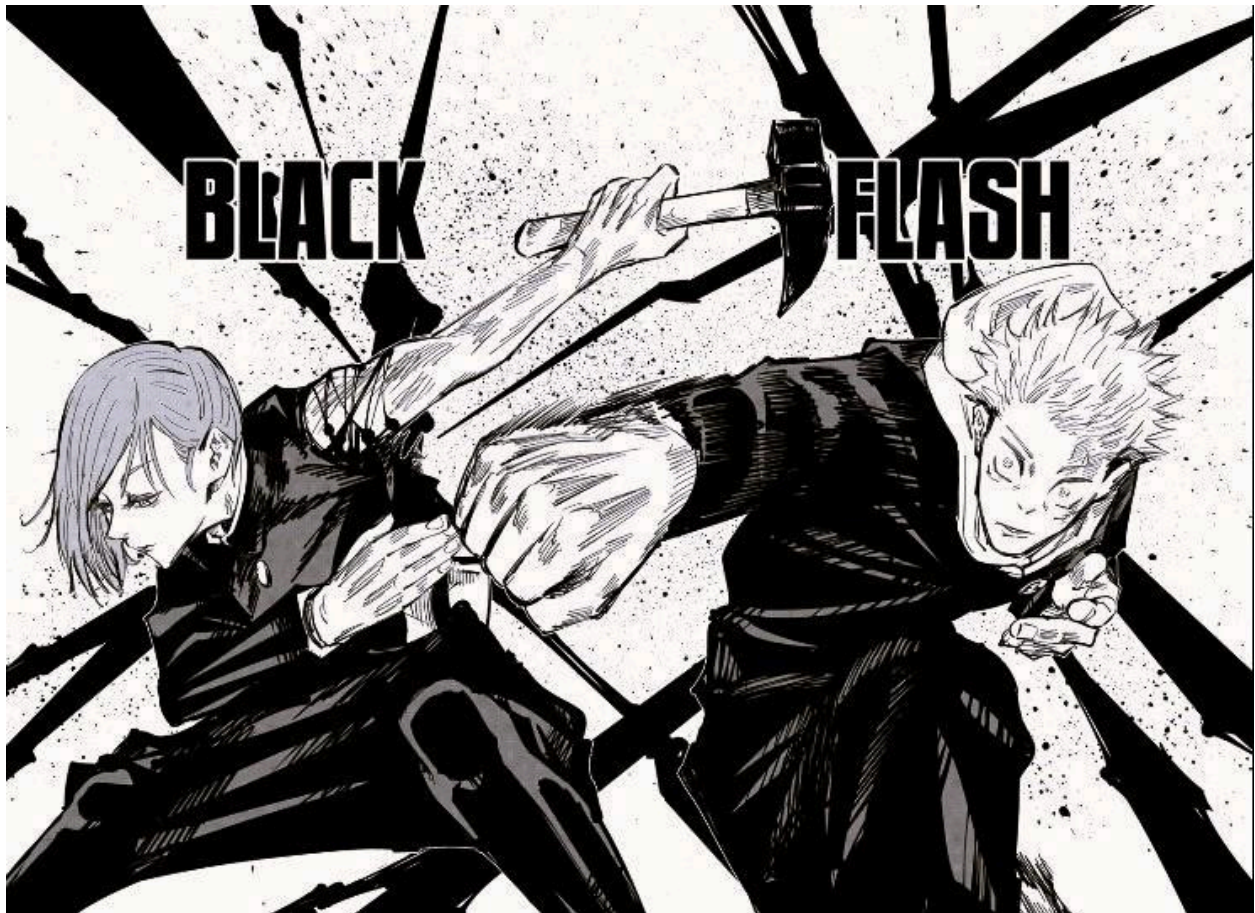
TO BE ADDED AT A LATER DATE

GRAPPLE

TO BE ADDED AT A LATER DATE

BLACK FLASH

A Black Flash is triggered when Cursed Energy is applied to it within one-millionth of a second, causing a distortion in space that amplifies a physical strike to the power of 2.5. In Effigy, this is executed by rolling a pattern of numbers on the attack roll dice. A Black Flash cannot be evaded, but can still be Blocked or Parried. A Black Flash can only be made using the following Subtraits and must meet their requirements to land a Black Flash. Only the Cursed Energy Damage is to the power of 2.5. Black Flash Damage is divided by your Body total.



Strike: Roll a 10 or higher on 3d12.

Blow: Roll a 12 on 2d12.

Slash & Puncture: Roll an 11 or higher on 2d12 and 6 on 1d6.

Heightened State: Achieving a Black Flash means understanding the core of Cursed Energy. After landing a Black Flash, you enter a heightened state where you're operating at 120% of your original power. In this Heightened State, you gain the following benefits:

- +1 to all d6 rolls
- +2 to all d8 rolls
- +2 to all d10 rolls
- +2 to all d12 rolls
- +4 to all d20 rolls
- Only for the duration of the Heightened State, you regain all expended Focus Dice and Focus Die are not expended.
- The Focus Dice currently representing your current Composure Points is refilled or rerolled (your choice).
- Focus Dice that replace your attack rolls still add your Resolve modifier to damage.
- You only spend Composure Points defending if the attacker used Focus Dice for their attack.
- The Stamina Cost of an attack is reduced to 5.

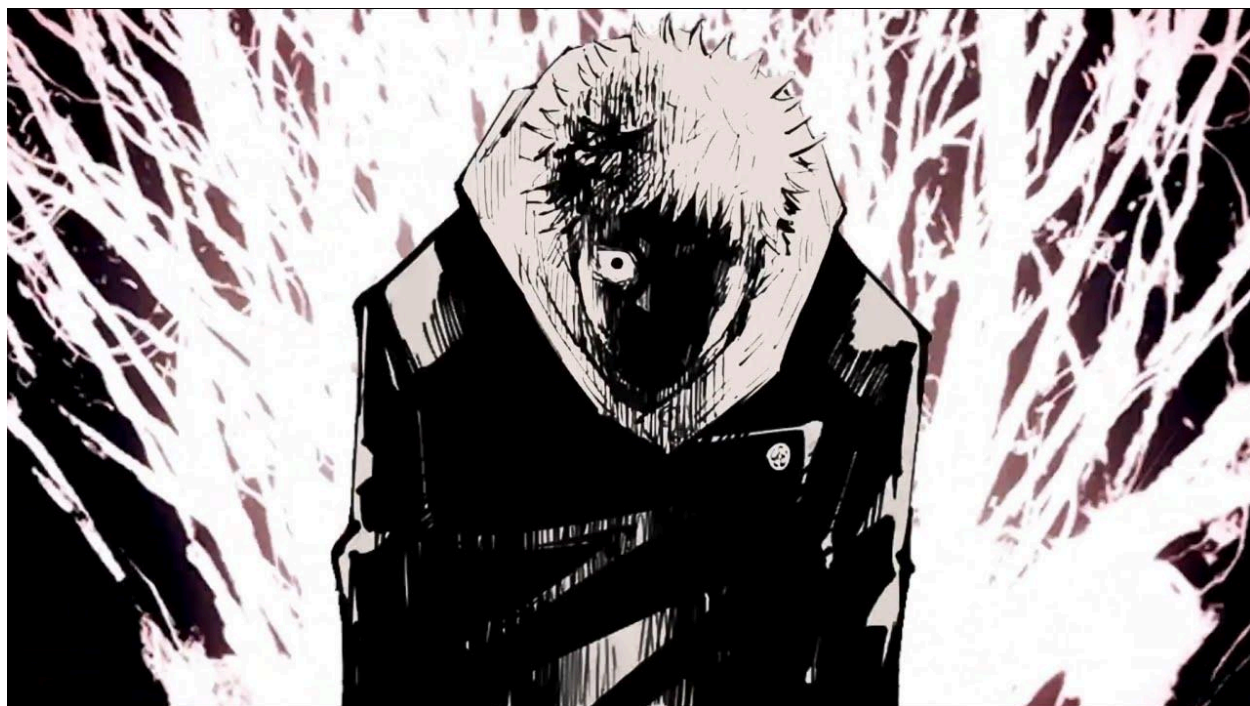
The Heightened State ends if your Composure decreases or breaks. If your Focus is currently broken, you can reroll Focus Dice to represent your Composure Points.

For the remainder of the day, the requirements for hitting a Black Flash are decreased for you. **Nanami** said it's nothing special to land consecutive Black Flashes or multiple Black Flashes even on the same day.

Additionally, you permanently gain a level in (Cursed Energy Manipulation). The requirement on one die roll for a Black Flash is decreased by 1 every time you unleash a Black Flash. For example, if you were to make an attack with Blow after hitting a Black Flash, you would need to roll a 11 and 12 on the dice. The decreasing requirement only occurs on a d12. This resets to the original requirements after 24 hours have passed.

RAGE BOOST

Cursed Energy is fueled by negative emotions and rage is the most powerful of these emotions! This rage fuels the generation of your Cursed Energy, and you or your enemies enter this state when it would make sense based on their character to become enraged. You only benefit from the Rage Boost when properly enraged, not trivial matters. The added strength makes you reckless if not controlled and mitigated, but this power boost is substantial and tide-turning!



Upon entering this state of untold anger, you gain the following benefits for its duration:

- Your Cursed Energy increases by your Emotion total when you become Rage Boosted.
- Cursed Energy Damage equal to your Emotion modifier is automatically added to damage when you apply Input to an attack. This is added in addition to your Maximum Output on an attack. Additionally, your Curse Technique does additional Curse Energy Damage equal to this bonus regardless of the amount of Cursed Energy put into it.
- Your Resolve damage bonus is considered Cursed Energy Damage instead of Physical Damage.

- Once per turn, and once outside of your turn, you can add your Emotion modifier to a roll or check.

DAMAGE TYPES

Blow: For every d12 rolled during the attack roll, 2d6 is rolled for Physical Damage.

If that attack is infused with Cursed Energy, the opponent expends Stamina equal to the attacker's modifier if the Cursed Energy Damage is equal to or greater than the opponent's Enhancement.

Strike: For every d12 rolled during the attack roll, 1d6 is rolled for Physical Damage.

If that attack is infused with Cursed Energy, the opponent expends Stamina equal to the attacker's modifier if the Cursed Energy Damage is equal to or greater than the opponent's Enhancement.

Slash: For every d12 rolled during the attack roll, 1d6 is rolled for Physical Damage. The result of the d6 in the attack roll is added to the damage dealt. If the d6 is chosen for the modifier to be added, the total of the d6 is included in the Physical Damage dealt.

If that attack is infused with Cursed Energy, the opponent expends Recovery equal to the attacker's modifier if the Cursed Energy Damage is equal to or greater than the opponent's Enhancement.

Puncture: For every d12 rolled during the attack roll, 1d6 is rolled for Physical Damage.

The result of the d6 in the attack roll is added to the damage dealt. If the d6 is chosen for the modifier to be added, the total of the d6 is included in the Physical Damage dealt.

If that attack is infused with Cursed Energy, the opponent expends Resilience equal to the attacker's modifier if the Cursed Energy Damage is equal to or greater than the opponent's Enhancement.

Bleed: Damage that is taken when a target is hit while they have a negative Resilience.

They subtract the negative Resilience from their Constitution. Bleed Damage can't be healed on the hit it is received ([see Recovering Constitution](#)).

Kinetic Cursed Energy Damage: Deals 2 points of Stamina, Recovery, or Resilience damage of your choosing or 1 point of Stamina, Recovery, or Resilience damage for every two Cursed Energy Damage dice dealt to an opponent without an active Enhancement.

Pure Cursed Energy Damage: Depletes a target's Enhancement by your Blow, Strike, Slash, or Puncture modifier. If the target doesn't have an Enhancement active, their Cursed Energy gets depleted by your Blow, Strike, Slash, or Puncture modifier.

THE WIP ZONE

Rest and Bonds Beta

This isn't completely finished and is mostly just me getting some stuff out of notes so i can work from there im planning on playtesting this soon so it feels right

Downtime is the catchall term for any non battle or mission related activities a character/sorcerer does and works as a collection of mini scene like a montage

The average sorcerer has 8 Activity slots which by default recover your

Foqus dice

Composure

CE

Recover

Stamina

Resilience

CON

When you spend more than 1 slot you have to take a stat out of that list but gain a benefit from the activity you swap with it

Train

Study/Research

Destress/Meditate

Shopping

Event/Hobby

Hangout/bonding

CURSED TOOLS (WIP)

[-] = Semi [+] = Disaster Curse [++] = Peak of the verse (Sukuna, Gojo)

Minimum # of Points per Grade	4th	3rd	-2nd	2nd	-1st	1st	-S	S	S+	S++
CE imbue limit										
Max Cursed Energy										
Cursed technique	no	no	no	no	CE functi on	CE functi on	CE trait and functi on	Allow s usag e of a techn ique	Allow s usag e of techn ique effinc tly	No CE requir ed simply works

Cursed tool don't have any cursed energy directly inside them they have to be imbued if
there used to output the CE

They also have techniques at special grade but its fair to say that some cursed tools are
not special grade but have some abilities so im putting the bar at grade -1 (semi grade
1) mostly for allowing things like Harutas hand sword being weaker

CE function	Using CE to power the tool in a unique way this can allow for unique ways to use the tool but still follows basic rules for jujutsu
CE trait	Has a effect like 3x physical damage or

	imbued with positive energy still a normal weapon or tool but massivley modded
CT	Uhhhh lemme check For now make a technique and cosider and stats for a character to be 1 then when