The Sorcerer Supplement

By: u/PriorPossible834



"90% of being a Sorcerer is the Drip"
-A Philosopher

This is a supplement intended for use with the Culling Game Gauntlet to allow Jumpers to design their powers as a Sorcerer, it can however be used as a Out of Context Supplement if you wish allowing you to become a Sorcerer even in Jumps that do not allow for it.

(+1000 SP)

You begin with 1000 Sorcerer Points and must finish your build with 0 or more remaining

(In Exchange for a Special Reward at the end of this Document you may forfeit the stipend now) .

The Basics Of Being A Sorcerer:

Cursed Energy Quantity: Tier 1 (Free)
You have a respectable quantity of Cursed Energy, enough to match the average sorcerer and make use of your innate technique, however you don't have energy to waste and can't afford to be careless with your technique. Think Ino

Cursed Energy Quantity: Tier 2 (-100)

You have a much more respectable chunk of energy, enough that you can afford to make constant low level usage of most innate techniques throughout a fight, but you still exhaust yourself quickly if you get too flashy. Think Nanami

Cursed Energy Quantity: Tier 3 (-200)

You have vast reserves of Cursed Energy enough to eclipse the previous option, you are able to frivolously use even incredibly costly techniques without too much worry about reserves. Think Yuta

Cursed Energy Quantity: Tier 4 (-400)

If the previous option could be described as a bottomless well of Cursed Energy this option can only be described as a limitless ocean of Cursed Energy enough to compete with the efficiency of the Six Eyes with pure energy quantity. Think Sukuna

Cursed Energy Output: Basic (Free)

You have a average Cursed Energy Output allowing you to use your techniques at the stated level for the stated costs.

Cursed Energy Output: Advanced (-200)

You have more than double the Output of other sorcerers allowing you to enhance your techniques by pouring more Curse into them- however this obviously means that you burn through your reserves faster.

Reverse Cursed Technique: Basic (-200)

You are able to make use of Reverse Cursed Techniques (otherwise known as positive energy) to heal your own body and reverse your innate technique.

Reverse Cursed Technique: Advanced (-400)

You can use your Reverse Cursed Technique outside of your own body to heal others from injuries or ailments.

Cursed Energy Trait (-200)

Your Cursed Energy has a unusual trait emulating something found in the real world, perhaps electricity? Which would allow your attacks to electrify victims? Or Sharp Cursed Energy that cuts those struck? You may select any form of trait you wish within reason.

Cursed Technique:

Your technique may have any effect you wish, however its power is determined by the purchases below- meaning that if you have a strong effect like ‘Reversing the flow of Time’ but only buy Grade 4 potential your technique will be so weak that it’s almost imperceptible.

Therefore if you plan to buy a weaker technique it would be better to choose simpler abilities for that technique. Striking a balance between both could allow you to gain a strong tool in your arsenal even at lower levels.

While these techniques are split up into the rankings of Jujutsu Society I should make it clear that they don't paint the full picture, even with a weak innate technique with Grade 4 potential it is possible to rise through the ranks and become stronger with enough skill in other fields of Jujutsu- therefore even a Grade 4 Innate Technique could be attached to a Grade 1 Sorcerer.

Grade 4 (Free)

Your Innate Technique has the potential to match a Grade 4 Sorcerer on its own, a Grade 4 Sorcerer can exorcise Grade 4 and Grade 3 Curses with relative confidence.
A Grade 4 Curse can be exorcised by a skilled human fighter and a Grade 3 can be killed with the addition of a Baseball Bat.

Grade 3 (-100)

Your Technique has the potential to match a Grade 3 Sorcerer on its own, a Grade 3 Sorcerer can exorcise Grade 3 and Grade 2 Curses.
A Grade 3 Curse could be killed with a Baseball Bat while a Grade 2 would be a close call armed with a shotgun.

Grade 2 (-200)

Your technique has the potential to match a Grade 2 Sorcerer on its own, a Grade 2 Sorcerer can exorcise Grade 2 and Grade 1 Curses.
A Grade 2 Curse would require s shotgun to kill while a Grade 1 Curse would require a tank.

Grade 1 (-300)

Your technique has the potential to match a Grade 1 Sorcerer on its own, a Grade 1 Sorcerer can exorcise Grade 1 Curses and lower level Special Grade Curses.
A Grade 1 Curse can be exorcised with a Tank while Special Grades require carpet bombing with cluster bombs to have a chance.

Grade 0 (-400)

Your technique has the potential to match a Grade 0 Sorcerer on its own, a Grade 0 Sorcerer is a fan made designation for any Sorcerer above first grade but below special grade, they can confidently exorcise anything below their own level including many middle of the road Special Grade Curses.

Special Grade (-600)

Your technique has the potential to match a Special Grade Sorcerer on its own, a Special Grade Sorcerer is a monster who can only be threatened by Sorcerers on their level or the very strongest of curses.

Binding Vows:

Weaknesses you can choose to incorporate into your Technique to grant you Sorcery points you can spend elsewhere in the Supplement.

Cost: Strenuous (+200)

Your technique costs far more Cursed Energy than it otherwise would, enough that a normal sorcerer could only manage half a dozen uses in one day before completely tapping their Energy Reserves.

Cost: Debilitating (+400)

Your technique costs **vastly** more Cursed Energy than it otherwise would, enough that a normal Sorcerer would be able to use it once daily before tapping out for the day.

Backlash: Painful (+200)

Your technique is in someway painful or potentially damaging to use, perhaps like blood manipulation over use could be life threatening, or maybe there is merely some element that causes discomfort the specifics are up to you.

Backlash: Serious (+400)

Over use of your technique has become a serious health hazard, perhaps activating it requires you to suffer severe injuries, or perhaps it locks your mind into a feral state until you can regain consciousness.

Backlash: Mortal (+600)

Using your technique means you die, no ifs ands or buts, if you activate your Innate Technique you will die with just a mortal body from this world.

Ritual: Brief (+200)

Your technique requires a brief ritual such as handsigns or a incantation to activate.

Ritual: Moderate (+400)

Your technique requires either a long incantation or a ritualistic dance.

Ritual: Long (+600)

Your technique requires upwards of ten minutes to fully activate in addition to complex motions and incantations.

Fortune (+400)

Your technique has some manner of Luck requirement that prevents you from using it fully at will, perhaps you need to roll a dice to determine if your technique activates or not

Material Requirement (+200)

Your technique requires a material component to activate that is in some way related to the technique, the difficulty of acquiring this component depends on the nature of the technique itself.

Reward

If you chose to forgo your stipend for this supplement you gain the following reward.

Aberration

You are a freak of nature, a being capable of growing your power as a Sorcerer through time and training, not only can you improve your reserves of Cursed Energy you can also train off any weaknesses in your Technique and increase its overall potential as well.

What you have gained here is no longer the limit... it's the starting point.