The Culling Game - Jujutsu Kaisen

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It'll Be Fun they said...

The Culling Game: the most unprecedented act of Jujutsu Terrorism ever devised, enacted by the ancient sorcerer Kenjaku as the next step in his goal of advancing human evolution through optimizing Cursed Energy.

The Game functions as an all out battle royale where humans slaughter each other using Jujutsu all while obeying the strict rules of the game and residing within the 10 Barrier Colonies placed along Japan.

You are the newest participant in this Culling Game, which for the purpose of your chain is considered a Gauntlet.

(+0 CP)

The Rules:

1. Once A Player Awakens Their Cursed Technique They Must Declare Participation In The Culling Game Within 19 Days

2. Any Player Who Breaks The Previous Rule Will Be Subject To Cursed Technique Removal

3. Non-Players Who Enter A Colony Become Players At The Moment Of Entry And Will Be Considered To Have Declared Participation

4. Players Score Points By Ending The Life Of Other Players

5. The Point Value Of A Player's Life Is Determined By The Game Master. As A General Rule, Sorcerers Are Worth 5 Points While Non-Sorcerers Are Worth 1

6. Excluding The Point Value Of One's Own Life, A Player Can Expend 100 Points To Negotiate With The Game Master And Add A New Rule To The Game

7. In Accordance With Rule 6, The Game Master Must Accept Any Proposed New Rule As Long As It Doesn't Have A Long Lasting Impact On The Game

8. If A Player's Score Remains The Same For 19 Days They Will Be Subject To Cursed Technique Removal

Origins

In a world of sorcery, who you are can prove to be a very important bit of trivia, and there are certainly a variety of colorful characters trapped in Kenjaku's game.

Drop-In

You for all intents and purposes do not exist, you have absolutely no records outside of the game and are a complete enigma even to players more familiar with the arcane side of things- you start with nothing but have the chance to achieve everything.

Civilian (+400)

You're weak, I'm sad to say it but it's a fact, you are completely incapable of using sorcery or cursed energy and lack any meaningful combat experience to make up for that fact, you will very likely be killed almost immediately and you death will only provide your killer with a single measly point.

Modern Sorcerer

You are a sorcerer of the modern era, born in this day and age but wielding the same magic used back in the old days, you're a natural born sorcerer- one most likely dispatched by the Higher Ups to investigate this crazy situation before finding yourself caught up in it permanently. You're stronger than a civilian but you'd be wise to be wary of the unique abilities of your seniors from ages past.

New Sorcerer

You were not born a sorcerer but you were born with a Cursed Technique carved into your brain, sadly this meant that despite your potential you were doomed never to use it... that all changed when you were marked by Kenjaku and granted the ability to channel Cursed Energy by use of the Idle Transfiguration Technique.

Filled to bursting with powers you don't understand, and most likely, can't control, you are forced to contend with those far more experienced than you for survival.

Reincarnated Sorcerer

You were a natural born sorcerer... once upon a time during the Heian Era of Japanese history which is known in certain circles as the Golden Age of Jujutsu, at some point you made a binding vow with Kenjaku and were turned into a Cursed Object that was fed to a modern person allowing you to claim their body for your own.

Risen from your grave you do what you do best, fight and win.

General Perks

Sorcerer (Free/Optional/Not Available For Civilian)

You are a sorcerer, a human born with the ability to harness their Cursed Energy to use techniques, this is a lot of potential power and no two sorcerers are the same so please see the Sorcerer Supplement for more information on what exactly this gives you.

Heavenly Restriction (Free/Optional)

You were born with a Heavenly Restriction, a binding vow forced upon you at birth that forced you to sacrifice one thing to receive a substantial benefit in another, these are also very unique between individuals so please see the Heavenly Restriction Supplement for more details on what this gives you... and takes from you.

Loose Screws (100)

All Good Sorcerers are missing something in the noggin- something fundamental like 'survival instinct' or 'common sense' that lets them face life or death struggles without more than a moment's hesitation- and now you're the right kind of crazy too.

Binding Vows (100)

A Binding Vow is an unbreakable contract forged between sorcerers in mutual self interest, this practice is often called the foundation of all Jujutsu. A binding vow can also be used to take on certain restrictions that limit your own abilities in exchange for a power boost proportional to the risk taken. You have both of those abilities by default but with this perk you can apply them to out of jump abilities you possess and enforce vows even on people without Cursed Energy of their own.

Expanded Domain Potential (100)

The pinnacle of all Jujutsu is Domain Expansion, a technique that allows its user to expand their innate domain into the world around them, giving them a 100% chance of hitting their target with their innate technique while within its borders and a more basic boost to power. You would have this ability by default with enough training- but now you will be able to create domains for any powers you possess.

Shikigami Techniques (100)

A Shikigami is a familiar created through Jujutsu, they can be created in any shape their maker likes, and while relatively weak on their own they can use the Technique of their owner.

You would have been able to make these regardless in universe with the proper training but this perk not only lets you skip that- it lets you create Shikigami that can use any of your out of universe powers.

Relentless (200)

There's only one thing that can kill you, your will to live failing. You are capable of surviving anything short of that disregarding all medical logic in the process. This grants you no recovery ability mind you, so while you can *survive* having your heart destroyed there's no way to come back from it with just this. Another important note, your mind can't force your body to remain alive if your brain is destroyed meaning a head shot remains a method to kill you for sure.

Past, Present, And Future (200)

There is an ability that any sorcerer could- theoretically use though it would require *incredible* desperation to even consider.

A sorcerer is capable of putting everything they are, past, present, and future into a single blow allowing them to vastly surpass their potential but crippling their ability to fight for the rest of their lives.

This perk gives you more... a casual version of the same ability, as you train, fight, or just live your life a well of 'potential energy' will build up within you to later be channeled into a single strike as described above.

However that isn't to say that this perk is consequence free! It will place a temporary seal on whatever power you enhanced with it that will strip you of your access for a length of time proportional to the power used, but unlike most people this isn't permanent.

Urban Jungle Survival (200)

People get too high and mighty to understand this, but a city is a wilderness just the same as anywhere else and there's a set of skills that can let you survive that wilderness... skills you now have.

You are adept at survival in this man-made environment even when society truly breaks down like in this game- you know where you can sleep, where you can eat, and how to stay out of sight until you decide to reveal yourself.

Barrier Shenanigans (200)

Kenjaku and Tengan... masters beyond measure with Barriers one of the most difficult arts of Jujutsu you are *not* their equal or even close really, but you are a good deal better than most people knowing how to get the most possible out of any barriers, and what conditions you can create to add the most power with the least risk.

One day- with a lot more training you could potentially replicate the barriers that make up the Culling Game but that would require centuries of work.

Once In A Thousand Years Talent (300)

The ability to be a 'Cage' rather than a 'Vessel'

You are a living prison for other souls within your own, if they attempt to possess you or if you absorb them they will never be able to take you over without your permission.

Over time you will even be able to copy their unique abilities inherent to their spiritual presence and use more and more of their power without giving them control.

The Strongest (300)

What makes someone 'The Strongest?' A world shattering technique is a good start of course, but it seems that everyone who has held that title has shared another quality beyond raw power.

Innovation, the ability to improve on their abilities in new and unpredictable ways, this is a trait you now share.

From now on whenever you're in a tight spot new and creative tricks with your powers will flow into you, along with a learning boost that will help you put them into practice, things like a 0.2 Second Domain Expansion or learning Reverse Cursed Technique to survive being shot.

Domain Realization (300)

You are capable of Domain Expansion, you have achieved this for your Cursed Technique purchased in the Sorcerer Supplement. Domain Expansion nullifies the enemies Innate Technique and allows you to strike them with 100% certainty. If you don't have a technique this is a waste of points.

Philosophy Major (300)

Like Sukuna you understand the 'core philosophy' of innate techniques allowing you to stretch their limits past what should reasonably be possible with enough time and effort. This allows you to stretch the limits of what a technique can do, using Sukuna as an example he was able to expand what he could slash using his Cleave and Dismantle to include space itself with time.

You have a similar degree of potential.

Drop-In

Head Screwed On Right (100)

You have a certain degree of common sense, at least enough to notice obvious flaws in your plans and those of others that may go unnoticed due to adrenaline or stress, you have this ability regardless of your mental state.

Do I Know You? (200)

No they don't but you just have that kind of face, people you encounter will often have a nagging feeling that they've met you before, and if they have a couple screws loose themselves they may even invent a history where you're familiar with each other favorably.
If you play along you can have the benefit of pre-existing allies without the negatives of new memories.

Cog In The Machine (400)

You are a Cog in this world's cruel machine and you improve as you perform your function, the more you fight and kill the better you become at fighting and killing, your skills improving slightly even after routine easy fights, and having explosive level ups after life or death struggles.

Somehow I Was Saved (600)

You have a peculiar kind of luck, one that could just as easily be called a curse.
Your luck will do its best to keep you alive engineering contrivances and strange circumstances to save your life, but it will do nothing else for you and will not protect those around you, in fact the situations that save you are more often based on suffering for other people.
So is such a cruel existence... Really luck?

Civilian

Real Jobs Are Shit (100)

You have 10 Years of experience in any mundane career of your choice, mundane in this context meaning boring work with relatively low pay and no level of fame.

Damsel In Distress (200)

You are so profoundly fucked in a actual fight in this jump... you don't have a single drop of power or the skills to defend yourself, fortunately you seem to be pretty endearing.
People stronger than you enjoy your company and always seem to be able to find you in time when you're in trouble. If you make enough friends you may *not* be doomed!

Symbiosis (400)

There's something about you that appeals to the ancient sorcerers running around the place, and any other spiritual life forms who exist by inhabiting others bodies in future Jumps.
They find you vastly more charismatic than they otherwise would and will be strangely amenable to sharing your body and control over it, even if they could otherwise crush your will.
In addition you will gradually gain their powers for your own overtime gaining access to their Cursed Energy and their Innate Techniques... as well as other abilities possessed by future entities.

Vessel (600)

You are the Vessel of a Reincarnated Sorcerer, their soul exists within your own and they can take control of you at will in order to fight.
You may go through the Sorcerer Supplement one more time to design their abilities.
By purchasing this Perk here you ensure that this Sorcerer does not desire your suffering or to be in sole control of your body, with just this perk you are by far the weaker partner but they won't abuse you.

Modern Sorcerer

Industry Knowhow (100)

You are familiar with the Rules and Regulations of Jujutsu Society as well as its history, with this you will be sufficiently knowledgeable about the historical sorcerers present along with recognizing their Grades and planning accordingly.

On The Clock (200)

A Special Binding Vow, an improved form of Nanami Kento's Overtime. You may reduce your power to any percentage you wish during any time of day, for the rest of the day your powers will be improved proportionately to the sacrifice.

The benefit of this perk over a traditional binding vow is the ability to pick and choose your times of weakness in real time, perhaps becoming as weak as a small child during the night for a massive boost during the day?

Dying To Win (400)

Life threatening techniques come easier to you than most others, if a technique or strategy puts you in significant danger that could otherwise be avoided you get a power boost proportional to the risk you take on.

Explosive Growth (600)

You learn 'Lessons' by being near death, the experience deepening your understanding of Cursed Energy and your own technique, occasionally in a life or death situation some aspect of your knowledge will 'evolve' making you far stronger.

The more serious the situation, the more meaningful the lessons.

With this Perk and 'The Strongest' from the General perk section you match the talent of Satarou Gojo

New Sorcerer

Acclimating (100)

You suddenly have magical powers and are being told you have to kill other people in order to survive? No problem! You can adjust your reality quickly to account for new information, in addition to keeping you from freaking out this also helps you quickly develop a basic understanding of any new abilities, enough to use them at will.

Mutual Respect And Responsibility (200)

You're possibly the only friend the Social Contract has left at this stage... you are an expert at building trust with other people, and using that trust to establish the basic ground rules needed to form a civilization. Anyone who you use these skills on will naturally begin to consider you a leader and follow your orders as long as they're reasonable.

Executioner (400)

The ugly part of any society has always been enforcing its laws, and it is that aspect that this perk lends a particular edge for.

Now you gain a slight boost in power when fighting others who break with social or ethical taboos, with more energy given the more transgressions committed.

Catching Up (600)

It feels unfair doesn't it? Expecting you to fight and win against Sorcerers with years of experience over you? Well...perhaps it would be unfair for others but these are conditions you can thrive in.

The farther below you are the average level of your opponents the faster you'll be able to catch up, boosting your learning speed by hundreds of times if necessary, and a certain degree of this will remain with you even once you can caught up- you will retain roughly a quarter of the training boost this perk gave you even after you match your competition.

Reincarnated Sorcerer

1000 Years (100)

You have a utterly perfect memory, one with perfect indexing and recall when operating on a scale of centuries to millennia.

Ideals (200)

You have an ideal or a goal, this goal must be something you're willing to kill or die to carry out, your ideals are an endless source of inspiration and willpower for you leaving you completely undaunted by despair.

In addition your Ideals can lend fuel to your strength giving you an endless drive for training and self improvement.

Perfected Body (400)

You have a Perfect Body for Jujutsu similar to Sukuna's own, this grants you two additional arms, two additional eyes, and an extra mouth. With the extra arms you can perform hand signs to boost the power of your techniques while keeping another pair of hands free, with your extra eyes you can observe an ever changing battlefield more clearly, and with your extra mouth you can perform complex incantations without straining your lungs.

Copycat (600)

Truly you are the king of plagiarists, similar to Sukuna you can replicate any techniques you have the capacity to learn after seeing them once, and if they are particularly complex minor training.

I must specify however that this perk alone does not give you the ability to replicate innate techniques, if you lack the potential to learn a technique it is fully beyond you.

Items:

Kogane (Free)

Your Shikigami and link to the Game Master of the Culling Game, when you need to communicate with the Game Master to add a new rule or for clarifications this is the being you communicate with.

Slaughter Demon (100)

You have a Cursed Tool from the Slaughter Demon series, this tool can be in the shape of any traditional bladed weapon you want.

As an object imbued with Cursed Energy it can harm Cursed Spirits however it's not strong enough to hurt a Special Grade.

As a benefit of purchasing it here however that limit has been removed allowing you to gradually improve your weapon over time without limit, with enough diligent cursing perhaps your sword will be the one to slay the King of Curses?

Black Blade (100)

The original is a Cursed Tool used by Megumi Fushiguro, a black sword Cursed Tool with an edge sharp enough to be damaging to a Special Grade.

Cursed Corpse (100)

A Cursed Doll similar to the ones made by Principal Yaga, when applied with your Cursed Energy you are capable of controlling them allowing them to move to preprogrammed instructions.

You get a new doll once per month and once per year

Finger Of Jumper (300)

A rather macabre token from a past life... this item is a finger, your finger- no your current body isn't missing any fingers, and no I don't fully understand it either.

This item will on the event of your death capture your soul and store it allowing you to be reincarnated if anyone is stupid enough to eat it, if this is done within 10 years you won't chainfail. Every 10 years you are given a new finger, this gives you more potential chances at resurrection but splits your power evenly between each fragment of you.

Eaten fingers are not replenished under any circumstances.

Kamutoke (300)

This… doesn't exist yet, in the main timeline this powerful Cursed Tool would be created by the reincarnated Sorcerer Yoruzu as a gift for Sukuna following her defeat, how it came to be in this world… well who can say.

Kamutoke is a blade in simple terms, roughly the size of a dagger and incredibly sharp as befitting a Cursed Tool of its caliber, however its true potential comes from its ability to discharge incredibly powerful electricity when provided with Cursed Energy.

In the past Sukuna wielded the original version of this weapon to wipe out entire *clans* of Sorcerers and while he's… well Sukuna it's still an indicator of the power of this tool.

Companions:

New Friends (Free)

You may freely take anyone from this universe who wishes to come with you as a companion,

Old Friends (Free)

You may freely import any number of your companions, each beginning with 0 CP but they can take Drawbacks/outside of Gauntlet Mode they receive the standard 600 CP.

Drawbacks:

Heian Mentality (100)

You're a little too… motivated to fight, like the ancient Sorcerers resurrected by Kenjaku you are completely obsessed with battle and spilling the blood of worthy opponents…as well as massacring weaklings who you no longer view as worthy of life.

Note: this Drawback will actually make the Gauntlet easier most likely, that's why a morality alteration option is priced so low.

Always Bet On Jumper (100)

You have a particularly dangerous mentality, you believe that Risk is one of the most important elements of life and to be truly alive you must constantly risk your own life and fortune in games of chance- if you get lucky this could make you a dangerous sorcerer… it most likely will just lead to your death.

One And Done (100)

You for some reason refuse to use your full power on anyone but 'the strongest' whoever you consider that to be- the actual reason is yours to flesh out but you'll half ass fighting against anyone else.

Degradation (200)

Like Higuruma you've found yourself to be a excellent killer... and like Higuruma you couldn't possibly hate that fact more, for the duration of your stay here you will find yourself feeling compelled to kill others as the first solution to your problems... and you will also feel intense guilt for every life on your hands.

Arrogant (200)

You're the strongest, or so you think- this Drawback doesn't do anything to prove or disprove that notion, what it does do is raise your Ego through the roof! Expect to pay the price for this at least a couple times if there are indeed people stronger than you out there.

Coward (200)

When the going gets tough you get going... in the opposite direction as fast as you can. You are a coward plain and simple unwilling to fight without overwhelming odds in your favor, although you are granted an exception to this in life or death situations.

Targeted (300)

"A New Rule Has Been Added! Jumper Is Worth 100 Points!"

Someone has it out for you Jumper, they have it out for you enough to make your life worth 20 times the average sorcerer's in order to kill you... needless to say everyone in the game with some kind of agenda will be gunning for you and alliances will be very sparse.

Domain Proliferation (300)

Why does everyone in this game have a Domain Expansion!?! And not just a Domain Expansion, a modern Sure Kill Domain, it seems like every sorcerer you encounter has one of these... better find a way to counter them or you'll die *fast*

Failed Incarnation (300) (Reincarnated Sorcerer Exclusive)

You're one of Kenjaku's reincarnated Sorcerers... however you were unable to take full control of your host body leaving you trapped in some feckless High School kid! It will be your responsibility to keep them alive... because if they die you die too failing the Gauntlet.

Loneliness Of The Strong (600)

Now you will begin to experience the same phenomenon as Gojo when he reached his full potential, as you grow stronger you will become more alienated from humanity, failing to understand them while they in turn cannot understand you.