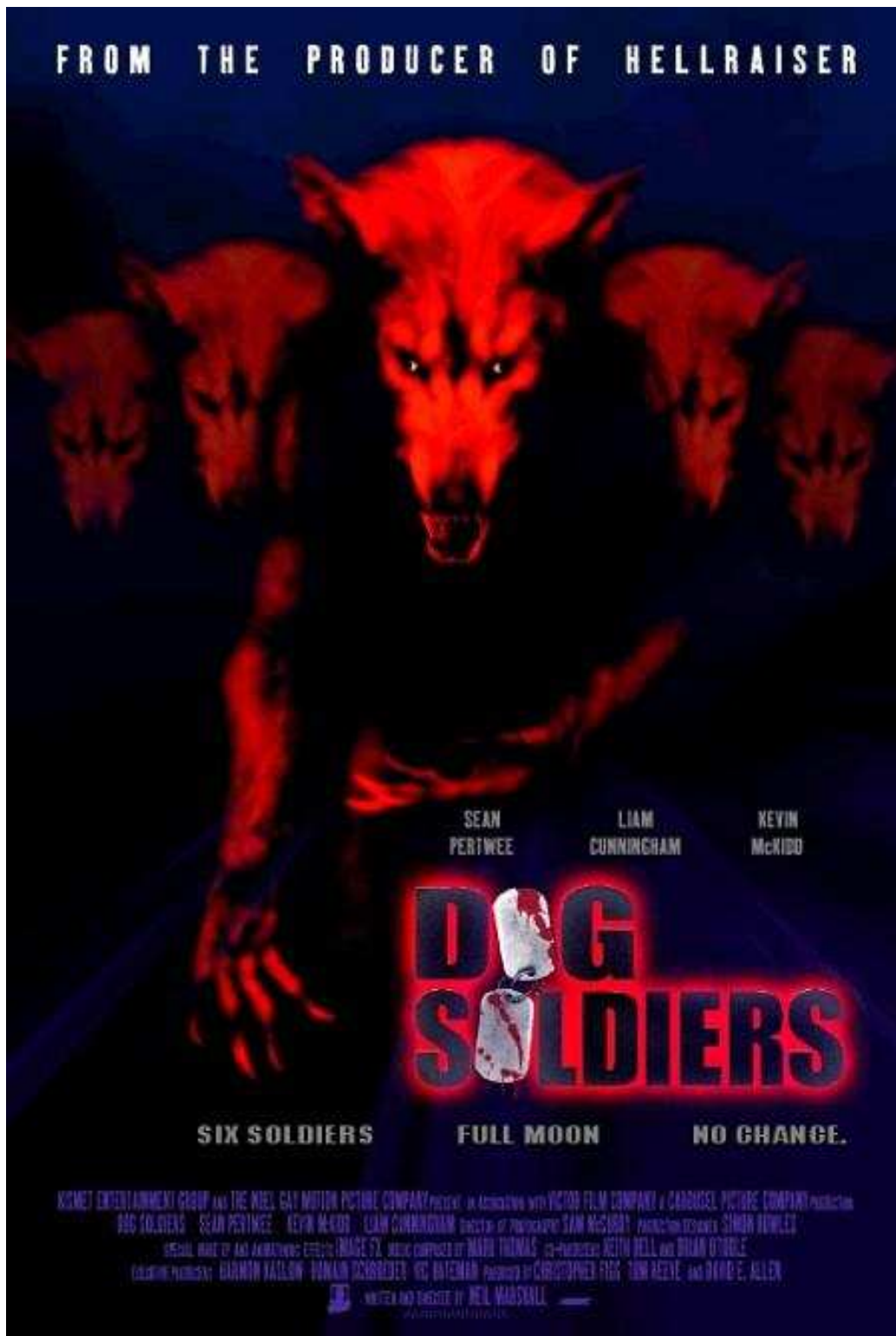


Dog Soldiers Gauntlet

Version 1.0.0



Hello lad, looks like things have gone a little to shite in your arrival in this world. You won't be staying here for a full 10 years, your time here is just a single night - maybe a few weeks if you've got some leave coming. You also won't be getting all those fancy perks and privileges of the special forces, seems you didn't make the selection this time. What I mean is:

+0 CP

If you want perks, items, or even to be able to be on the opposing team you'll have to earn it by taking on some added complications. That is if you don't want to chicken out like a whiny bitch and give up the rewards for completing the scenario and get your precious free CP and powers. If you want that well here's a toggle for you.

Full Powers Jump (Toggle): This is a little cheating. You gain 1000 CP, but only gain ½ the normal CP from drawbacks, and also will have all your out of jump powers and personally portable items. Companions can import without replacing members of the squad (or pack), but will not begin with you in your start location if you choose to have them do so. Your non-personally portable items, and warehouse, will also be available but they will not start in the scenario area. Taking this toggle does remove gauntlet protections - if you die it's not a failure of the jump it's a failure for the chain - and means you are no longer able to claim the scenario reward(s); you can however buy one of the reward options other than body modded for 1000 CP each.

But we know you're not going to fall for that shite, right? You're gonna go out into the night and complete your mission real proper like, right? Well whether you are or not I guess I should tell you a little more of what's up.

See there's this glen in the Scottish highlands, about 4 hours from the nearest civilization by car - don't ask me how it can be 4 hours from the nearest city when Scotland's only 3 hours across - and a bunch of hikers and travelers have been disappearing there from these really weird animal attacks. That's where her majesty's government has stepped in and well you know what happens when the brass gets involved, the little guys get shat on.

See the special forces want to capture one of these animals, turn 'em into some sort of special weapon. So they selected a squad of the regular army and sent 'em in there with a bunch of blanks for a training operation. Goal is to escape from 50 km behind enemy lines, only thing is they're not only pretending to be behind enemy lines they actually are.

See military intelligence was about as good as it usually is. They thought there was a werewolf. There were more. The special forces squad got slaughtered last night. And now the regular army squad is gonna have to make it through the night in the werewolves' territory if they want to make it out alive. And the werewolves, well these little soldier boys have decided to play Goldilocks in their house with a traitorous bitch who tried to sell 'em out to the British government. Oh they might forgive her, she's family after all, but she needs to learn the government has no authority here and the British army needs to learn not to mess in their territory.

I guess that gets us to the next section...

Background:

It might only discount you one perk each and one item for one background, but given it determines which side you're on it's still a rather big deal. So are you one of the sheep or the wolves?

Soldier:



Part of the UK's armed forces. You were sent here as bait to draw out werewolves. Something has gone wrong, though, as you and your squaddies have just found a special

forces team completely wiped out, your radio is not functioning, and you're 50 miles from the nearest civilization.

Your squad is 9 men strong, including yourself, and there are a trio of werewolves hunting you through the woods. Of course, barring drawbacks if you run you should encounter Megan driving a jeep through the woods. Before you decide to hijack it and just get out of the woods, 3 things:

- Megan is still a werewolf, and with the wolves hot on your tail even if you shoot her when she begins to transform they'll probably catch the vehicle and tear it apart if you stop long enough to fight the driver at least immediately.
- The jeep is low on gas, you might be able to refuel it at the Uath family home, but you're not getting much further than the house is.
- Megan wants out of the situation, and if she merely runs the Uath family will probably come to reclaim their lost pack member, she needs them taken out one way or another.
- The scenario is to survive a night in the Uath family's territory with them hunting you, not to escape it completely.

Your goal is simple: Survive the night in the Uath family's territory without being killed by the werewolves. It is currently dusk, you must survive until the sun is fully clear of the horizon. Given in the film there were 6 men in the squad, 5 werewolves (plus Megan), and a treacherous Special Forces Captain you have it on a bit of easy mode at the moment.

You can choose to have the squad be the canon individuals, or create OCs of comparable average skill and capability, if you take drawbacks that reduce the squad size (including you) to 6 or below you will of course have to start replacing/removing individuals who would normally be in the squad.

Drawbacks can be used to reduce your squad to canon levels, increase your enemies to it, or add Captain Ryan back in, among other effects.

Werewolf (400 CP):



Part of the Uath family or their adopted hanger on. Whether you were born into it or infected into it, you are a lycanthrope, able to change into the form of a 7-ft tall wolf-human hybrid when the moon is full. You are also a clan of maneaters who have killed over a dozen people in the last year and keep a larder of corpses. The UK special forces have sent a squad to attempt to capture you. You and your pack killed the special forces squad, but the regular army squad they used as bait to draw you out has found them, encountered your pack, and a traitorous bitch within your group has led their 4 survivors back to your house which they have holed up in.

Your pack is 9 wolves strong, counting Megan who will betray the soldiers if, in her mind, their cause becomes hopeless. The goal is simple: It is some time past dusk, before the sun rises clear of the horizon you must kill every surviving member of the UK military forces on your land. Given in the film there were only 6 wolves, and there were 5 survivors of the regular forces, one of which was infected, as well as an infected special forces member and only 1 of them survived, with only 3 confirmed deaths of the werewolves, this shouldn't be too difficult.

The Uath family, with the exception of Megan, have no individual characterization. If you pay to import companions you will be replacing them, Megan cannot be replaced until last. If drawbacks are taken to reduce your pack's size to 4 or less you can remove

Megan, but the soldiers will have notes and instructions found on the dead special ops team that explain the situation and your nature at least as well as Megan did.

Drawbacks can be used to return your squad to canon levels, reinsert Ryan, and add another soldier whose guts are currently spilled out but whose werewolf transformation will get him back on his feet and to his prime while making him potentially extra dangerous to you if you want to restore the canon setting. Got to pay for this background somehow.

Age and Gender:

The canon squad is all male and the UK military might actually care about your gender, but we don't. You can choose your gender freely. As for your age you can be any age appropriate to active service in the UK armed forces.

How things get bone:

To gain CP you must take drawbacks. These drawbacks will fade at the end of the gauntlet's scenario whether you succeed or fail.

Ryan (+200 CP): Normally Ryan, the lone survivor of the special ops squad, would be absent. Now he is present, and will be infected, making him a dangerous wild card. As a soldier the rest of the squad is unlikely to accept you simply killing him - he is a captain in the British Armed Forces after all - and attempting to kill him will trigger him to survive and transform - likely far more pissed at you than otherwise - but he's horrible for morale. Either way he will eventually turn, losing his humanity and become consumed by the beast, becoming an active enemy who also happens to be a fully trained special ops soldier and will generally speaking wait until one side has finished the other off and then attempt to kill the winner.

Skipped Basic (+200 CP): You are ill-disciplined and lax in your behavior similar to Terry. In general you will be too sloppy for a proper soldier.

Smaller Squad (+200 or more CP): Normally your squad/pack would consist of 9 individuals, 3 more than in the movie, for 200 CP this advantage over the film is lost. For an additional 200 CP you will have your group reduced by 2 further down to 4 individuals (as a werewolf one of these 4 will still be Megan unless you take the No Megan drawback). For another additional 400 CP you will have your group reduced to only you. If taken as a human with Ryan, he will no longer be found badly injured but will have already healed his wound so that he's not a freebie to kill.

There Was Only Supposed to be One (+200 or more CP): Normally there would only be 4 members of your opponent's group. For 200 CP there are now 6 members of the opposing squad (not counting Megan), which actually potentially puts the opposing team 1 above depending upon how you count Megan and Ryan. For an additional 200 CP there are now 9 opponents. For a final additional 400 CP there are now 15 opponents. And if you're the werewolves the soldiers' ammo will increase accordingly.

High Spirits are No Substitute for 800 Rounds Per Minute (+400 CP): You are unable to use projectile/ranged weapons. Even thrown weapons will miss when you use them. If you're going to hurt your enemies you're going to have to get up close and personal.

Infected Survivor (+400 CP, Werewolf only): One of your enemies escaped wounded. They are infected with lycanthropy, and will heal over the course of the evening, as they heal they will begin to return to their peak and a little above it, and if they don't find a

way to die gloriously taking several of your own out, they will transform into a werewolf fully trained in UK tactics, and kept instinctively loyal to their 'pack' by a deep rooted camaraderie. This is in addition to the number that would normally be in the squad, and if you took There Was Only Supposed to be One at the +800 CP level (so that there are 15) this adds 2 infected survivors instead of 1.

No Megan (+400 CP, Human Only): Megan does not exist. If taken as a human this means that when in the open after finding the slaughtered special ops team there will be no one within 50 miles to find you and take you to the house. You will have to survive in the wild without any assistance and being hunted by werewolves which know the territory much better and will not stop till you are dead.

No Meta Knowledge (+400 CP): You, and your companions, lose all knowledge or records of the plot of the film or the scenario. To your awareness you are just a group of soldiers on a routine training exercise, or part of a pack of werewolves defending its hunting territory.

Touch of Gas (+600 CP): At the beginning of the scenario you will suffer an injury which results in your intestines hanging out. Even if you are a werewolf this injury will take hours to heal and in that time you will need medical attention to prevent it from killing you. For a soldier this medical attention would be available from one of your squadmates inside of the house, but for a werewolf you will need to get into the house for tools such as superglue, or one of the soldier's kits for bandages which are merely going to help hold your intestines in and leave you significantly weakened by a large stomach wound.

Perks:

Basic Training (400 CP, Free Soldier): You have the basic training, and fitness, expected from the British military circa 2001. This includes military discipline, basic tactics, weapons training, etc, as well as physical fitness; you're in the army now.

Werewolf (1200 CP, Free Werewolf): You are one of the werewolves of this film. You retain your full human intelligence while transformed, though you may be temporarily overwhelmed by your predatory and animalistic nature. It is possible to hold off the transformation - even under a full moon - though it is unclear whether it can be held off throughout the entire night. In human form you are an otherwise normal human. But during the nights of the full moon you transform into a dangerous bipedal wolf-human hybrid. In this form you are strong enough to break down wooden doors in minutes, to

tear apart metal technology barehanded, and to throw grown men several feet one handed. You are faster in this form as well; it is not however enough to completely dominate a fast runner who has some distance from you and is running at full sprint over a short distance. Your senses are enhanced, similar to a wolf's with superior hearing, olfaction, and night vision compared to a human. And you are of course tough. You could survive a bullet through the eye in mid transformation, and with time heal it. Even someone unloading a shotgun or submachine gun into your chest wouldn't be enough to mortally wound you.

This form isn't without its weaknesses. For one a house destroying explosion, however, is enough to kill you even in this form. Another is silver which will burn you and negate your ability to regenerate allowing a simple shot to the head with a pistol to kill you. Finally it's worth noting that although they were never able to do lasting damage to the werewolves with guns, their ammunition was enough to hold the werewolves back and discourage them from attacking, implying that being shot a sufficient amount could kill them.

If taken as a soldier you will be wounded in the initial attack and, if you survive the initial attack and reach the house, will eventually turn. As this is your first turning your control over your new bestial instincts will be shite so be careful. As a werewolf you will be much more used to this transformation. Post-jump you will be able to, with time, learn to completely suppress the transformation even during the full moon and to transform even when it is not the full moon. This may take more time and effort, or leave you weaker than in the full moon, but you could eventually possess the full power full time. Post-jump you will also be able to freely control whether you inflict lycanthropy with your natural weapons or not.

Electronics Specialist (200 CP): You are a fully trained radio operator. More than that you're good with most basic electrical devices. This doesn't cover computers, but you know how to hotwire a car, or to safely disable electrical circuits. You could possibly make a living as an electrician.

Hunter (200 CP): You are an experienced hunter, fully versed in wilderness survival. As a werewolf you would be able to live off the land indefinitely. Even as a human with some basic tools and supplies you could feed yourself off a highland forest for some time without difficulty.

Loud and Fast (200 CP): You're quick, your running speed, reflexes, and reaction times all being noticeably above average, and better than they were previously. You've also got

a loud voice if you want to use it. You might make a good choice of distraction if someone needed to go out and distract the werewolves.

Man of Acts (200 CP): You could make it in the special forces. You are able to shut down the emotional part of your brain, and act in defiance of things such as ‘my friend just got captured by werewolves’. While not completely robotical in your actions, you can quiet emotions and act on logic and rational thought. This doesn’t help with fear or panic, but more in distancing yourself from your own emotional biases.

Mother Hen to your Men (200 CP): You find that your interactions with those under your command slowly but surely builds a sense of loyalty in them and affection towards you. As long as you do not make a habit of betraying them, you will grow to be seen as a sort of parental figure (the good kind) in the eyes of those serving directly under you.

Rorke’s Drift (200 CP): You are an expert in makeshift fortifications. When it comes to making a place defensible quickly and efficiently, you seem to naturally zero in on what needs to be done and what could be turned into potential weapons when defending the area against a siege. You won’t forget the possibility of turning boiling water into weapons, or leave a window unbarricaded unless it benefits you.

Silent and Stealthy (200 CP): You are now like them, able to move with enough stealth to elude or sneak up on even trained military personnel who are on high alert.

Stiff Upper Lip (200 CP): There’s a soldier’s discipline and then there’s you. You don’t lose your cool from danger or fear. Instead able to approach a situation with a mind unclouded by panic. You are able to keep calm and carry on with the task before you, finding solutions to problems instead of giving in to despair.

Wolf in Sheep’s Clothing (200 CP): You are an expert at putting on a friendly face and hiding your true feelings. You could engage in regular cannibalism, and heartlessly kill travelers to consume them with a particular sadistic streak leading you to leave them alive as you consumed, and yet come off as a perfectly normal person, and even nice to people you were spending time with when you put an effort into doing so. While your emotions can still move you, you won’t be showing them very much if you don’t want to.

Little Bit Spoony (400 CP): Your adrenaline seems to be a tad bit better than most. When you’re pushed to the edge of rage, and fear, you find yourself stronger and faster than usual. You also find yourself able to channel this strength and speed into a flurry of blows with ease, keeping even a superior enemy stunned and off balanced as long as you can keep up this assault. The more anger and fear has been allowed to build up the

stronger this effect is, and such adrenaline fueled assaults can only last so long, but if a band of werewolves have been killing your mates all night long you might be able to kick one's teeth out and beat one down unarmed and with pots and pans long enough that its packmates have to come to help it.

Maybe It's More Like Taking a Shite (400 CP): If you're infected with lycanthropy you will turn, you can't stop it. But you can hold it back, and keep yourself in control long enough not to destroy your friends in the process. You are resistant to supernatural transformations and corruption, able to hold out longer than you would expect, and to push through and forward, possibly even gaining some of the benefits for a time before the entire transformation takes hold of you. And if it is possible to control the transformation and its enforced behavior you will have a leg up in the process, better able to keep yourself in check and acting in a way you would approve of, and learning full control much faster than normal.

Sarge (400 CP): You have the makings of an excellent non-commissioned officer. You are good with small squad military tactics, know how to get a group working together, and assess who is best at what role and assign them to it. You have an excellent mind for small scale tactics and how to get your lads out alive.

During this jump, taking this perk also allows you to choose to be the leader of your group, replacing

22 Hours and 47 Minutes (600 CP): Your instincts in a survival situation are second to none. While not truly perfect, your instincts seem to fast forward your thought process to come upon the right decision without wasting time on the way. And you do tend to make the right choices, making those that will lead to you getting out of there alive, getting just enough of a bad vibe from troublesome situations not to completely drop your guard, and almost naturally grasping onto a possibility of survival that should appear before you.

This also seems to improve your coordination and sense of your body's location in response to itself, as well as make you an instinctive wielder of various weapons. Even if you've never used a sword in your life before you could grab one, roll across a table with it without hurting yourself, and land in a position to cleanly cut off someone's arm. This applies to less traditional weapons as well; you know how to use a pot of boiling water, or a letter opener as well.

Lucky Survivor (600 CP): You've got a bit of luck on your side, at least when it comes to staying alive. Enemies tend to go for your allies before you, make minor slip ups and mistakes when they are going after you, and you have a tendency to stumble onto useful

tools and objects. Trapped in a cellar with a werewolf you might just find the piece of silver the werewolves brought in without being aware of it. And you have a similar luck in finding ways to kill or escape threats; of course this luck is limited, and will only do so much work for you so keep yourself on your toes when it comes to survival.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here, though (unless you take the Full Powers Jump toggle) they will not gain the benefits of imports until after the scenario is complete.

Basic Kit (400 CP, Free Soldier): You have the basic gear that makes up part of the kit of one of the privates in the film. You lack a radio, but you do get a gun - either a submachine gun or shotgun - and a pistol, as well as ammo, and a single stun grenade. Any parts of this kit regenerate 1 week after being used.

Flash Photography (200 CP): This is an old, pre-digital camera with a powerful flash. This flash is powerful enough to momentarily stun and blind creatures which you subject to it.

Man's Best Friend (200 CP): This is a dog. It seems to be rather sensitive to the supernatural, barking and giving alerts when monstrous creatures are nearby. It is also extremely brave, loyal, and obedient. If you are a soldier you will meet this dog partway through the jump, and yet it will immediately bond to you, obeying commands as if it had been trained for years, and fighting to protect you.

Poke Your Fucking Eye Out With That One (200 CP): This is a sword. A good, sturdy sword. It's sharp and strong enough to cleave straight through a werewolf's arm even with an awkwardly placed cut from someone who hasn't wielded it before, or to plunge straight through their chest. This sword cuts through enemies with significantly greater ease than would be natural, being at least twice as sharp as it should be, and cutting through flesh - even supernaturally strengthened flesh - with ease, though it does nothing to slow or stop them healing.

Silver Letter Opener (400 CP): This letter opener isn't exactly the most effective weapon, but it's still surprisingly sharp, able to stab into a creature. Besides being very useful if you're fighting the werewolves during this jump, it also de-activating any healing factor or regeneration of creatures stabbed by it as long as it is stabbed into their flesh.

Companions:

You may take any survivors from your side as companions. If Megan and/or Ryan survived you may take them regardless of your affiliation.

You may import companions. Each one will be similarly constrained as you are - that is they will lose all powers, abilities, items, followers, and pets from outside of jump and be reduced to real world human limits losing all supernatural powers regardless of the source - and replace one of your default allies and will gain $\frac{1}{2}$ the CP you gain from drawbacks. You must pay 200 CP to bring along up to 3, or 400 CP to bring along up to 8; you cannot bring more companions than there would be other members of your squad.

Rewards:

Select one of the following rewards, plus one for every 1000 CP worth of drawbacks you took:

Big Enough Explosion (Reward): One doesn't need silver to kill a werewolf, just a big enough explosion. You can find ways to kill entities that would normally be resistant or immune to damage or death in ways that would defy the rules of physics as we understand them. This will require difficulty, and often be an application of sufficient firepower, but it will be possible to harm or even kill the supernatural (or those weird energy beings) by hitting it hard enough, at least when you're the one setting off the bomb.

Bodymodded (Reward): Select 1 perk, other than Werewolf, you gained in this jump and add it to your bodymod. You may select this reward multiple times.

Jumper's Pack (Reward, requires Werewolf perk): All your companions, current or future, gain the Werewolf perk's benefits. Theoretically you could infect them, but this ensures it gets around potential immunities or other difficulties.

Laughing Devil Tattoo (Reward): About the size of your hand. As long as you have that tattoo on your skin it seems the Devil will protect that part of your skin. It won't stop damage to the rest of your body, or even behind it, but that patch of skin will remain unharmed one way or another; bullets will miss, or it will miraculously survive the explosive fireball.

Hunting Range (Reward): This is an uninhabited patch of wilderness, several miles in radius. You will find that it resists being inhabited, but will attract isolated campers and hikers, and that authorities are strangely ineffectual when it comes to investigating things that happen in this region. There is, somewhere near the center of this region, an isolated house which is off the grid, possessing a generator for power and a well, and which now belongs to you.

There Was a Line Between Myth and Reality (Reward): Emphasis on was. If werewolves are real what else is? You carry this with you into future jumps, ensuring there is always some element of the supernatural in each future world you visit. You have no precise control of what is made real by this, but elements of folklore, myth, and legend will lurk in the shadows of the world from this point onwards. You may choose to toggle this on or off at the start of each jump if you don't want to introduce supernatural elements.

And just because a jump already has supernatural elements doesn't mean you can't add more. While this will do little to something like the X-Files or Marvel comics where all myths are true already, you could find werewolves or other folk-lore creatures showing up in that anime setting using ki and ninjutsu, or vampire transformers that suck energon from others and turn them into the undead.

Werejumper (Reward; requires Werewolf perk): How long does it take to change alt-forms? Now you can change as quickly as a werewolf from this film did if it was not already quicker. In addition you may combine your alt-forms together into a hybrid form, similar to how a werewolf stands between human and wolf. All alt-forms included will be physically present and accounted for, its abilities and capabilities rising from how they mix.

If taken with Jumper's Pack your companions gain this benefit as well.

Woodsman (Reward): You are a natural bane to creatures of folklore. When dealing with monsters out of folklore you will find that you are simply more successful. They stumble or fail, while you hit harder and truer. Luck will lead you towards discoveries of their weaknesses, and opportunities to strike back, while protecting you from devastating first strikes. This applies when fighting folklore monsters, and those inspired directly from them, but not against purely fictional beasts, eldritch horrors, or gods. If it's straight out of a fairy tale, though, you'll be a natural bane to its continued existence.

Outro:

Did you survive that bone of a situation? Well doesn't matter to me if you lived or died. This is a gauntlet after all, it won't end your journey. Hell we can even scrub your memories of what exactly went wrong and let you come back here after you've got a few more jumps in your chain. But right now we've got some questions for what your fate will be:

Honorable Discharged: Return to your original dimension and end your chain.

Fresh Meat: Assuming you didn't fail the gauntlet, you can choose to stay here in and end your chain.

Redeployed: Or you can continue your chain, going to the next jump.

Notes:

Jump by Fafnir's Foe

From the film alone, it is unclear whether when Megan was talking about the time having run out she meant that she could no longer hold back the transformation, like the wiki states, or if she was simply giving up on the soldiers. She did not seem to be struggling against it - as Wells was shown to do - but seemed to be able to easily monologue, so it's quite possible the time running out was just her deciding the soldiers' time had.

CP costs and values from drawbacks are high due to it letting me make the 'non-gauntlet toggle' without it being 'you get all the things for free' but instead actually a choice between potentially more CP from drawbacks (though that's painful) and rewards vs an easy relaxing time where you pick up your favorite characters to be your buddies.

Changelog:

Version 1.0.0: Released.