Generic Superintelligence Gauntlet

v1.4
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Many tales have been told, both in science fiction and in fanfic, about a lone superbeing - almost always some form of advanced intellect - coming into existence on a mundane Earth and how they either changed society or were brought low by their own hubris or hunted down by the powers that be. In this Gauntlet, Jumper will get an opportunity to be the protagonist of their own story of this type.

As this is a Gauntlet you will of course lose access to all out-of-jump powers and abilities save those that could already function on an entirely realistic Earth, as well as lose access to all Items and your Warehouse. Failing this Gauntlet will have you continue onward with your Chain, but you will forfeit all your purchases here.

+0 CP

Origin

You will arrive on a relatively realistic contemporary or near-future Earth, at a reasonable location of your choosing unless a Drawback mandates otherwise. If you have not yet received your Body Mod you will still be inserted into a healthy and reasonably attractive and athletic body, barring Drawbacks. You may choose to import as a person with a backstory or as a Drop-In with all the legal documentation you need to exist, as you prefer, but any identity will be limited by your **Starting Kit** and/or **Influence** and **Resources**.

Goals

You will choose which Goals you are required to achieve in this Gauntlet before you can leave, and be paid CP for them accordingly. You may select more than one Goal if you wish, but Jumper is cautioned to avoid getting in over their head because *all* selected Goals must be finished before the Gauntlet is successfully completed.

Freedom (+0cp, Mandatory) - The Gauntlet will not end so long as you are imprisoned/enslaved/etc. by someone else. If you have selected no other goal then the Gauntlet will not end until you have maintained at least one continuous year of freedom.

Discovery (+100cp/+200cp) - For +100cp you must achieve a significant theoretical breakthrough, such as solving one of the Millenium Prize Problems. For +200cp you must achieve an *epic* breakthrough, on the same scale as achieving a workable Grand Unified Theory. Discovery goals must be published and survive peer review by the scientific community in order to be earned.

Money (+100cp/+200cp/+300cp) - For +100cp, you must achieve a net worth that solidly places you in the top 0.1% of individuals. For +200cp you must achieve a net worth among the top ten currently living individuals. For +300cp you must become the richest person in history.

Power (+100cp/+200cp/+400cp) - For +100cp you must become a highly influential figure, the sort of person who could call in heavy favors from or become a highly valued advisor to a major head of state. For +200cp you must *be* a major head of state, or have non-governmental influence equivalent to that (such as the CEO of a cyberpunk megacorporation, or the leader of a major world religion, or similar). For +400cp you must outright conquer the world - whether it be as a messianic leader, a shadowy conspiratorial mastermind, or a conquering supervillain, you must somehow achieve such power and influence that every Great Power nation in the world has its policies ultimately dictated by you.

Uplift (+100cp/+200cp/+400cp) - For +100cp you must make at least one substantial improvement to the world that helps the lives of millions (such as curing cancer, ending a major war with a lasting peace, or solving a significant social problem). For +200cp you must make an *epic* improvement to the world, something that substantially improves the lives of most people on Earth or defines a new historical era (such as inventing unlimited clean energy or starting the interplanetary/interstellar age). For +400cp you must achieve full-on Utopia, and not the mind control or Matrix kind either.

Vengeance (+100cp) - You must destroy a significant threat to either the world or yourself, and do so so thoroughly that they will never be a threat again in the foreseeable future. This *can* be the same hostile entity or entities from **Hunted** - you are being paid extra for the increased difficulty of not just being able to escape them but also being required to turn the tables and end them.

Quit (Gauntlet failure) - You may end the Gauntlet at any time, but unless you have already achieved all the Goals you selected then this will be treated as a failed Gauntlet.

Drawbacks

Rubber Science (+0cp) - By taking this toggle you can insert into a setting that allows for more fantastical or speculative technologies than OTL, possibly even things that verge on comic-book tech. Just remember that everybody *else* in the world also potentially has access to this stuff and that quantity has a quality all its own.

They Know (cannot be **Zeroed**, +100cp/+200cp) - Normally these kinds of stories start out with nobody knowing that a miraculous brain expansion has occurred until the protagonist starts taking dramatic actions that come to the attention of other people. However, for +100cp you can start out with several people already knowing. For +200cp your abilities are publicly known, and society will react accordingly. People will not necessarily be hostile unless first provoked or alarmed, but they will be curious and/or wary.

Hunted (+200cp/+400cp) - You start out already on the run from people who not only know who you are and what you can do but who already have hostile intentions. For +200cp your hunters are *either* a relatively small group without great influence (although we're still talking something on the scale of a terrorist group or a PMC here) *or* are a larger, more powerful group who only wish to imprison/study/enslave you but won't kill or seriously injure you except in self-defense. For +400cp your hunters are a major national government or equivalent, people who have the law on their side and/or can send an army against you if necessary, *and* they will want you dead. This Drawback can be mitigated if you somehow find a way to either make your hunters give up their intentions or else destroy them, but doing either of those things will take significant effort.

Black Site (requires **Hunted**) (+200cp) - You start out already in the custody of the people in your **Hunted** Drawback. If your **Hunted** is at the 'kill you' tier of hostility then your execution is scheduled for the near future and you will have only a short time to escape.You do not get the freebie **Starting Kit**, as you are a prisoner with no resources whatsoever.

Hard Mode (+200cp) - You are now in a timeline significantly more dangerous to live on than OTL. This could be due to it being a cyberpunk world, or a world in the midst of a world war, or one that's already been conquered by the Nazis or suchlike, or even some type of apocalypse/post-apocalypse scenario. Be careful about choosing this one in combination with certain Goals, as they might be more difficult or impossible to achieve without a functioning worldwide society.

Live Long and Prosper (+100cp) - Your intellectual augmentation has had a significant effect on your ability to comprehend or feel normal emotions. You now operate as a being of strict logic, and can often be wrongfooted by the unpredictability of irrational, emotional behavior. With sufficient time and experience you can eventually relearn some of the 'human element' that you've forgotten… assuming you bother to make the effort. This does not affect your morality unless you wish it to.

Penniless (cannot be taken with **Black Site**, +100cp) - You forfeit the **Starting Kit** or any possible **Resources** or **Influence**, and start out with nothing but the clothes on your back and $100 in 2020s US$ or its equivalent purchasing power for the setting and time.

Physically Challenged (+100cp) - Forget what was said earlier about importing into a healthy body. You now have a significant health condition of some kind, one that substantially interferes with your ability to work. Think 'Social Security Disability qualified' level of disabled. Drawback-fiat will not prevent you from curing this condition yourself with sufficient effort, but it cannot be one for which a cure is already available in-setting.

Purist (+100cp) - These stories are usually distinct from more general transhumanist fiction by the fact that the superintelligences look like ordinary people. You will respect the trope by refusing to augment your body in any way that would exceed the capability of commonly available prosthetics or substantially change your appearance. Forge your legend with only the sheer power of your mind, your humanity, and your (external!) inventions.

Speedrun (+100cp/+200cp) - For +100cp you must achieve all of your Goals within 10 years or fail the Gauntlet. For +200cp you must achieve all of your Goals within 1 year or fail the Gauntlet. You cannot take this Drawback unless you have at least +200cp worth of Goals.

Those Whom The Gods Would Destroy (+200cp) - ... they first make proud. You are prone to overconfidence and underestimating 'mere humans', for are you not gloriously superior? And while you might or might not actually be as superintelligent as you think you are, hubris is the number one legendary defeater of gods for a reason. Here's hoping you're superintelligent enough to survive anyway, even if you are notably disinclined to play it safe or humble.

Unlucky (+100cp) - Against Murphy, even the gods sometimes contend in vain. You are now more prone to unlucky and annoying events than you would be otherwise, and occasionally even the best plan or most carefully-researched situation will still throw in a black swan event out of nowhere. Jumper is advised to invest more effort into contingency planning and backups.

Zeroed (+100cp) - You import with no backstory and without any documentation or records that would help prove your legal existence. This may involve a complete lack of legal rights in some settings, such as cyberpunk milieus. This Drawback cannot be taken in settings where this would not be a limitation, such as the post-apocalypse. If you are **Hunted** then your hunters still know who you are, what you look like, etc., and may use that information as they see fit.

Intellect

This is the reason you came here. All Jumpers will gain the default level of Genius for free, and may purchase additional tiers of heightened intellect with CP. Higher tiers are presumed to already include all the abilities of lower tiers when applicable, you do not need to purchase more than one.

The following tiers are guidelines, not exact and finite lists of intellectual ability, If you can think of a superintelligence trick or power stunt that isn't explicitly covered by another tier or perk here, and it would reasonably fit in at the tier of heightened intellect you possess, then you may presume you have it.

Tier 0: Genius (free) - Your intellect is increased to the highest levels that your species could naturally attain on your birthworld. This includes but is not limited to such things as common sense, perceptiveness, reaction time, coordination, pattern recognition, learning speed, and creativity. You do not merely have heightened technical aptitude or some other narrow depiction of 'intelligence', but a holistic, well-rounded g-factor intelligence that is equivalent to low-end comic-book genius. If you choose to remain at this Tier it is strongly encouraged that you buy at least some Perks to augment yourself, or else this isn't really a 'super' intelligence story now is it?

Tier 1: Augmented (200cp) - Your intelligence includes everything in Genius, but boosted to outright superhuman levels. You think and mentally react multiple times faster than is

humanly possible, to the point that you can see the world in 'bullet time' even if your physical capabilities are still mostly baseline. Your learning speed is much faster than normal, you can multitask several things at once, and what normal scientists would require mainframe computers to calculate is simple mental arithmetic for you. You are at the mythical 'IQ 300+' tier, even if that number doesn't actually mean anything on the conventional IQ scale. You are multiple times more brilliant than even the greatest geniuses in real-world history. Someone at the Augmented tier would roughly compare to an NZT user from ‘Limitless’ or a 9th-level intellect from the DCU.

Tier 2: Hyperbrain (400cp) - Your intelligence has advanced to a level almost beyond human comprehension. Your thought processes run at supercomputer speed, you assimilate new knowledge and skills almost instantly, and your faultless brain simply never slips, fumbles, or makes unforced errors. Your multitasking can easily fork dozens of complex processes while simultaneously processing all of your sensory inputs without strain. The accuracy of your thought processes is limited only by available data and (where applicable) chaos theory. Someone at the ‘Hyperbrain’ tier would roughly compare to a supercritical person from ‘Understand’ or a 12th-level intellect from the DCU.

Perks

Meta-Stable (free) - A mind as powerful as yours would be far too dangerous if allowed to slip into Malign Hypercognition Disorder, so your Benefactor will provide you with a free immunity to insanity and idealized mental mechanisms for processing and resolving trauma and stress. Your superintelligence will not change your personality in any unwanted ways, you will suffer no loss of empathy from being vastly greater in mentality than those around you, and you will be immune to boredom. Barring Drawback-fiat you will never lose control of your emotions unless you choose to.

Perfect Memory (free) - As a bonus, your Benefactor will upgrade the more 'normal' photographic memory available as part of the general boosted intelligence package to a Jumper-grade perfect memory with all the trimmings. Unlimited storage, instant recall, perfect indexing, tamper-proofing, fully retroactive, 'hidden storage', all of that. After all, you came to this Gauntlet to prepare your brain for the jumpchain.

Hardened (100cp) - Your augmented intellect now has rigorous data security, fault-detection, and anti-subversion countermeasures. You are immune to unwanted mind-reading, mental intrusion, or mental influence of any kind, even that which comes from supernatural charisma or social skills. You may, if you wish, pretend to be mind-read or mind-controlled - even to the point of presenting edited data to the hostile telepath.

Hypersensory (100cp) - While sufficient intellect can already let Jumper gain the maximum amount of acuity and perceptiveness possible from their sensory organs, including capacities that unaugmented humans don’t normally use, this perk allows Jumpers to outright cheat beyond even that extent. Scent like a bloodhound’s, vision like a hawk’s, hearing that can sense heartbeats over a room away through a noisy crowd, echolocation using ambient sounds… you’re essentially a non-blind version of Daredevil. You will never have any problems with sensory overload.

Mastermind (100cp) - Making highly advanced and/or long-range plans and strategies, layering multiple contingencies, or rapidly adapting to unexpected situations are things that any superintelligent entity can do even without this perk. What this perk does is boost your ability to scheme and manipulate from merely being augmented to being a thing out of legend. Despite not having precognition people would still believe that you could see the future if they knew of your schemes, and your plans will have an amazingly high likelihood of success even when they 'logically' shouldn't. It's still possible for you to fail, but only by encountering a situation entirely outside the context of what you could possibly have prepared for... or via your own hubris.

Mind Over Body (100cp) - Your augmented intellect has adapted to have full awareness of and total control over all of your body's functions and every individual muscle fiber. Your heartbeat, respiration, metabolism, and everything else now function on optimized neural algorithms that can run autonomously or under your mind's conscious direction as you choose. Simple tricks like blocking out pain sensation, maintaining physical fitness without exercise, consciously channeling bursts of adrenaline, or resisting disease and speeding the body's healing are child's play to you. You possess flawless aim, perfect balance, ideal kinesthetic sense and timing, and make every physical motion with the precision of a supercomputer-controlled cyborg (even if you aren't one).

Tinkering (100cp) – While any superintelligent person can of course master all sorts of technical fields and create all sorts of amazing inventions, you are somehow able to partially substitute raw intellect for time, quality materials, or specialized manufacturing facilities. You can create your wondrous inventions in a cave with a box of scraps, do things on a garage workbench that would normally require 'clean room' microcircuit assembly facilities, and iterate and innovate multiple times faster than even a comparable superintelligence without this perk could.

Items

Starting Kit (free) - Unless you took a Drawback that prevents this, you start out with a residence and a vehicle appropriate to a working-class person, the basic sundries necessary for life, and several thousand dollars in savings. If you took **Zeroed**, or simply if you choose this option, then you instead start out with a travel bag full of clothes and essentials and twenty thousand dollars in 2020s cash (or equivalent purchasing power for the setting).

Resources (free, optional) - You will start this Gauntlet with substantial financial resources, sufficient to place you in the top 0.1% of wealth for the setting. Taking this item reduces +CP gained from **Wealth** goals by one increment.

Influence (free, optional) - You will start this Gauntlet already in a position of significant influence, such as a high government official or a corporate CEO. Taking this item reduces +CP gained from **Power** goals by one increment.

Reward

At the successful completion of the Gauntlet, the Jumper will receive this perk.

Intellect Infinitum - Your intellect is able to grow at an exponential rate and entirely without limits as your mind learns, adapts, and evolves. This is intended to be the best intelligence perk of them all, comparable to and allowing you to surpass all others. 12^{th}-level intellects, Rick Entities, Matrioshka Brains, Culture Minds, Greater Archailects, etc… should you choose to develop your mind in such directions then there is nothing that they can do that you potentially couldn't, and all of them could easily be humbled by you if you so wished it. Your computational capacity will be potentially limitless, your speed of thought instantaneous, and your intellectual capacities entirely well-rounded and versatile in any and all aspects.

Save for things that are forbidden by Drawback Fiat or that are locked as post-Spark content by your Benefactor, there will be essentially nothing that your intellect cannot comprehend or achieve with sufficient effort and time. This intellectual growth may be softcapped, throttled, or toggled to whatever the Jumper is most comfortable with,

This reward and all other perks purchased here will become part of the Body Mod upon Gauntlet completion.

Notes

The lack of Goals for dealing with a rival superintellect or intellects is deliberate. For people who want superbrain PvP the "Understand" Gauntlet already exists, and it does a better job at that.

"Understand" is a science-fiction novelette by author Ted Chiang, originally published in 1991.

Mastermind was added to the document when I finally figured out that **Probabilities** was doing the right thing but in the wrong way. People who take that kind of thing don't want to be bored with the Path to Victory trap or drowned in math, they want the fun of being able to pull off nigh-impossible plans that work out anyway despite all logic. And now you have the option of enjoying this cinematic experience… if you want to.

Tinkering is not meant to imply that if you don't take it then you are stuck at normal innovation capacity for a baseline human, it simply means that you're even more boosted than a person of comparable superintelligence without the **Tinkering** perk would be under similar circumstances. You still need to have at least *some* kind of parts and tools and spend a finite amount of time tinkering, however, it does not scale up to 'wave your hands and conjure things'

The point cost for **Resources** and **Influence** were removed when I realized that by charging CP for them *and* reducing relevant Goal CP for taking them, I was effectively double-billing

the Jumper. **Resources** and **Influence** apply for this Gauntlet only; they do not import into future jumps.

You *are* allowed to double-dip on **Discovery** and **Uplift** by first achieving a significant enough theoretical breakthrough to qualify and then turning it into a practical achievement. So feel free to both come up with a Grand Unified Theory for physics and then turn it into a workable solution for unlimited clean energy, or similar.

You will have fiat-backing for any inventions you make, upgrade, or reverse-engineer with your perks and genius, which most Jumpchains assume as the default anyway.

Changelog

v1.1 - Updated **Hardened** to work against mind-reading as well as mind-control. Reduced the cost of **Probabilities.**

v1.2 – Removed **Probabilities** and folded it into generic superintelligence tricks. Added **Tinkering**. Clarified Gauntlet rewards. Added the Body Mod proviso to Gauntlet rewards.

v1.3 - Clarified that your augmented intelligence includes common sense. Removed cp cost for **Resources** and **Influence**, making them optional free items. Added **Mastermind** to replace the missing **Probabilities**.

v1.4 – Clarified **Mastermind** perk. Added **Discovery** to Goals. Added a mention to Notes regarding fiat-backing for inventions.