Soul Calibur Broken Destiny: The Gauntlet… Gauntlet by Atma-Stand/Wandering Shadow V 1.0



Foreword

Welcome back to the Stage of… ***BIFF! CRASH! THUD! BLAM!***

Uh… who left that on the stage!? Right, this universe is based on obscure fables and does not accurately represent the history of the world of Soul Calibur. That being said, have you ever wanted to go to a fighting game verse where things were brighter and less serious? Well, I have just the place for you. This is a variant timeline where fights usually end in knockouts and combatants *usually* shake hands afterwards. While wars may still be fought, the amount of casualties is shockingly low. Most importantly, everything here is more earnestly comedic, a far cry from the stakes of this world's other self. All in all, it is a perfect place to hone your skills and have a laugh. So, here's **+1,000…** Oh…! That's a problem. It seems that the unknown force that has brightened this setting has also stripped you of your Non-Bodymod Perks and Items. But that shouldn't be a problem, right?

Well, here's **+0 Broken Destiny Points or BDP**, and welcome to Soul Calibur: Broken Destiny's Gauntlet… Gauntlet. I do hope you enjoy your next ten years here.

Drawbacks

- **Masked Jumper (+100 BDP) –** You stubbornly cling to the idea that wearing a simple mask will hide your identity, despite changing literally nothing else about yourself. Most people will clearly see through this, but no matter what, you will never give up the cowl.

- **Beset By Beasts (+100 BDP) –** You must not be an animal person, Jumper. Throughout your journeys here, animals of all kinds will randomly attack you. They think you are a great threat that needs to be stopped in order to protect their fellow animals… even if the more carnivorous of them are hypocritical.

- **Loss of Balance (+100 BDP) –** You might be a master fighter… in theory, but your sense of balance is skewed. On solid ground, you're fine, but any time you have to balance on something, you will fall in comedic and embarrassing ways.

- **Style Lock (SPECIAL, Can Be Taken Up To Three Times, Multiple Styles Required) –** With all the styles on offer here, you could easily be a super-threat by switching style mid-fight. Well, that was before.
    - **For +100 BDP**, you can only use one fighting style you purchased per battle. When the battle ends, you can then freely switch to another before your next fight.
    - **For an additional +100 BDP**, your physical appearance is changed to match the wielder of that style as well. Don't worry about any clothing issues, as your current outfit will adjust itself to fit your form.
    - **For a further +100 BDP**, people will think that you *are* the person whose appearance you've taken, and will either treat you as a friend… until the real individual shows up, or as an enemy, as in the case of Maxi being mistaken for Li Long and being attacked by Fu-Ma ninja.

- **(CRACK) Gyaah! (+200 BDP) –** You are a rather zealous fighter, aren't you? Maybe that's a problem. See, you tend to overdo attacks and hurt yourself in the process. These aren't debilitating injuries, mind you, but there are better moments than a fight to accrue them in.

- **Assassination Tango! (+200 BDP) –** It seems that you have upset a corrupt noble or master, or two. There is now a contract on your head, and many would-be assassins are trying to claim it. Unfortunately for them, they're idiots. Unfortunately for you, there are a lot of them.

- **Noble Nightmares (+200 BDP) –** You have sleepwalking nightmares where you assume that others around you are perverted nobles, and will attack if anyone gets too close. Of course, a bucket of water to the face will wake you back up. Considering Raphael and Gerhilde, there may be some justification there.

- **Stop Helping Them! (+400 BDP) –** Did your battles always have an audience? Well, they do now, and they hate you. Not really, but there's always one person present on the sidelines who will watch your fighting and call out to your opponent on how best to counter your moves. This is both distracting to you and beneficial to your opponent.

- **Messages from SPACE!!! (+400 BDP) –** Were you subject to Seong-Mi-Na's experiments, too? You are now highly susceptible to Electromagnetic Radiation, which makes speaking odd. You'll say random things, hear voices that aren't there, but more importantly, you will feel dull but ever-present pain. It will always bother you and cause you to hallucinate giant red space ships next to your opponents.

- **Just Had To Open Your Mouth (+400 BDP) –** For as lighthearted as this world is, it is still filled with mighty warriors. Unfortunately for you, you have an awful habit of saying something or doing something that sets them off, like accidentally burning creepy love letters. Regardless, enemies in this Gauntlet now fight with double their aggression.

- **Weakened Body (+600 BDP) –** It seems that you have pushed yourself rather intensely in your training. As a result, your physical defense is severely weakened, and attacks from your foes will do three times as much damage as they did before.

- **Edge of Soul (+600 BDP) –** Whether it be through fear, guilt, or even embarrassment, the strength of your soul has waned considerably. As such, your capacity to put up a credible defense is significantly less, and you run the risk of being Guard Broken every second or third attack.

- **Going All Out (+600 BDP) –** This world is rather whimsical, but don't forget it focuses on fighting. Where before, things ended without real bloodshed, now that protection is no longer available. Death is a very real possibility now. So, hone your skills and be prepared to truly defend your life.

- **Reforged Destiny (+1,000 BDP) –** Oh, it seems that the unknown event that caused everything has been partially repaired. This can now be considered a Standard Jump. However, this comes at the cost of any scenario rewards you get from the Scenario found later in this document.

FREE Perks

- **Soul Style (FREE for First Purchase, -50 BDP Per Additional Purchase) –** Considering that this world revolves around fighting with various martial weapons, I would be remiss in not offering you the knowledge to do so. What is offered is not a generic fighting style, but rather the mastery of a fighting style present in Soul Calibur: Broken Destiny.

- **Ordinary Battlefield (FREE) –** Many warriors, both human and inhuman, exist in this world. Because of this, there's a general sense of normality here. From this point on, no one will care about whether you are human or another species, your gender, or even the clothes and armor you wear, or how much or how little actually covers. One last thing, any armor will protect your whole body as if you were wearing an entire suit of armor.

- **Spiritual Might (FREE) –** This is a world where the souls of warriors burn with power. You are now in a physically fit condition born from years of training and mastering a fighting style. In addition, not only can you choose how much of your strength is exhibited in your form, but you may toggle your attacks from lethal to nonlethal with a thought.

- **Language of Birds (FREE) –** Warriors travel far and wide here to prove their strength. This may pose a small problem as you may not be able to understand them. Your soul has responded to this issue and has granted you the understanding of any spoken and written languages that were in use by the end of the 16th century.

100 BDP Perks

- **Negotiator (-100 BDP) –** In your travels, you learned that while a weapon is all well and good, sometimes words can win the day faster. You have honed your speaking skills to the level where you can ease tensions between two or more parties to more manageable levels and negotiate a favorable outcome from that level.

- **Guard Impact (-100 BDP) –** Blocking is an effective strategy to prevent harm, but couldn't you do more? You now know how to initiate a specialized block just before an attack hits. Not only will successfully doing this stagger your foes, but you can also launch projectile attacks, physical or energy, back against them.

- **Counter Insert (-100 BDP) –** In fights, you will be expected to evade attacks. In that brief moment between evading an enemy attack, you may be able to quickly perform a counter hit. While it will do the same damage as a normal attack, it will have the benefit of staggering them.

- **Advantageous Guard (-100 BDP) –** When you guard against an enemy attack, you will have a brief moment where you can move first. In this state, you can press your advantage and go on the offensive, punishing your opponent with a single unrestricted attack.

200 BDP Perks

- **Breaking Grip (-200 BDP) –** Many enemies like to engage in grappling here, and that may be a problem. Not to worry, you've been trained for this. You know how to easily break any attempt at grappling you the moment your opponent tries it. In doing so, you can create a bit of breathing room to continue the fight.

- **Unsettling Fashion (-200 BDP) –** Similar to Maccoi, you have learned to use fashion as a weapon. When wearing bizarre, revealing, or outlandish clothing and armor, your enemies will have a difficult time understanding what they are seeing and guarding against your attacks. This effect can naturally be toggled off or on in place of other similar effects.

- **Aerial Control (-200 BDP) –** Throughout your journeys, you've been knocked into the air once or twice and then immediately attacked. Seeking to counter this, you trained with wind shamans and learned a technique known as Aerial Control. This will allow you to manipulate the path of your fall and avoid additional attacks.

- **Guaranteed Hit (-200 BDP) –** Considered a more advanced technique, you have learned how to effectively capitalize on the openings left by large or heavy attacks. When an enemy is recovering from performing such an attack, your next hit will do additional damage on top of what it would have done, and be incredibly difficult to defend against.

400 BDP Perks

- **Manji Sixth Sense (-400 BDP) –** I don't know how you impressed the Manji enough, but they decided to train your sixth sense through tea ceremonies and Hara-Kiri. Don't think too hard about that last part. Anyway, you now have a degree of sixth-sense which points you in the direction of the item or individual that is important to a quest you pursue. And before you ask, no, you cannot telekinetically conduct a tea ceremony.

- **Sleep Fighter (-400 BDP) –** When you are sleeping, your body has the ability to act on instinct should you be threatened or suffer from nightmares. In this state, your body acts like a berserker, ignoring injuries and enemy attacks until all threats are eliminated. Of course, should you be woken up early, you will not suffer any form of sleep deprivation.

- **Disciplined Resistance (-400 BDP) –** In a world of magic swords that influence their wielders, there's always the threat of being overtaken by them. During your travels, you heard of an Azure Knight who resisted the power of his sword through sheer unwavering discipline. You, too, have that unwavering discipline and can resist the corruptive influence of evil weapons like Soul Edge.

- **Earthquake Strike (-400 BDP) –** In your travels, you picked up a unique skill from warriors of Greece. Known as Earthquake Strike, you can now drive your weapon into the ground and create a powerful quake effect. This effect not only has the power to bury someone alive should the conditions be right, but it has a wide range and the ability to harmfully stagger your opponents.

600 BDP Perks

- **Alchemical Professor (-600 BDP) –** You must have quite the mind for this. In the past, you studied under Ivy in the science of alchemy and have the potential to be her match. Through this, you can create a panacea that heals the body, mind, and soul through some rather unique ingredients. Oh, and there's something about you being her "chair…?"

- **Sage of Time (-600 BDP) –** Perhaps you weren't the nuisance you appeared to be. In your travels, you managed to impress the ancient warrior, Zasalamel, enough that he would teach you. Through this teaching, you have learned to enter worlds connected to your current world for a very brief period of time. You also heard some disparaging comments about Anime and Hipsters, whatever those are.

- **Demigod of War (-600 BDP) –** Many individuals in this world exhibit great physical and spiritual strength. You, though, are something else. It seems the blood of the Greek gods runs through your veins, and your physical strength and endurance can be said to be a match for the second god of war when he first fought the Lernaean Hydra.

- **Just Impact (-600 BDP) –** One of the more important techniques that debuted around this time was a more advanced version of the Guard Impact. Retaining the same abilities as a Guard Impact but requiring more precise timing, you've mastered this impressive move. When used to parry an attack, half of the damage that the attack would have caused will be reflected upon the enemy.

Styles

The following section contains the various styles that are present within this Gauntlet. As stated earlier, you may take one Style for free. Each additional style will cost an additional -50 SP.

- **Aeon Calcos – Rapid Ares –** A style created by the Greek God of War, Ares, and focused on small shields and xiphos swords or axes. It exhibits seemingly ferocious and animalistic sword/axe slashes and shield strikes while hiding far more refined and dangerous techniques born from the legacy of Sparta.

- **Amy Sorel – La Rapiere des Sorel (Personal Style) –** A fencing style taught to Amy by Raphael. While Amy's approach to this style focuses more on maintaining momentum through low-powered strikes, it shares most of its techniques with Raphael's version in the form of its various throws.

- **Arthur – Tsujikiri-Ittou-Ryu –** A katana style developed through battlefield necessity. Combining powerful sword strikes and Jujutsu, it focuses on pressuring opponents with highly aggressive attacks and counters.

- **Astaroth – Gyulkus –** A fighting style developed by the Fygul Cestemus cult for its many golems. This style focuses on long-range and high-powered physical blows to take opponents down as quickly as possible.

- **Cassandra Alexandra – Natural Movements (Athenian) –** A self-taught style utilized by those who once followed the old gods of Olympus. This style focuses on a well-balanced but aggressive blend of shield and short sword strikes that can consistently pressure one's foes.

- **Cervantes de Leon – Memories of Soul Edge –** A style that uses a longsword in one hand and a gun sword in the other. It requires a great degree of strength and speed to properly use, but in the hands of a master, few can stand against the wielder of this style.

- **Dampierre – Midnight Mystique –** A fighting style developed and used by the greatest of minds *cough, scoundrels!* This style utilizes a pair of daggers hidden along the inside of the wrists as well as an incredible degree of acting, to faking injuries, and weaknesses so that one may lure in their opponents.

- **Hildegard von Krone – Große Erbschaft –** A blending of lance and sword techniques, it is said that this style was passed down from the first king of Wolfkrone. This style can freely switch between lance and sword strikes, but more importantly, it can hold its attacks, charging them to be stronger than they have any right to be.

- **Hwang Seong-gyeong – Hwang Shi Dadao Shu –** An offshoot of the Seong Longsword Style that was perfected over long years of travel and warfare. It combines elements of Korean and Chinese swordsmanship to create a graceful yet deadly style that focuses equally on bladed strikes and kicks.

- **Ivy – Unrelated Link –** A style that was inspired by a hitherto unknown Chinese fencing style and combined with battle-whip techniques. This style uses a combination of short- and long-range attacks in conjunction with a snake sword to dominate one's opponents. If one were to harmonize with this weapon fully, they may be able to manipulate the very blades of the snake sword independent of their whip-state.

- **Kilik – Ling-Sheng Su Secret Arts of the Rod –** A staff style developed by the Ling-Sheng Su temple. It focuses on a multitude of long-range attacks with several shorter-ranged horizontal techniques in case an opponent manages to get into a user's guard.

- **Kratos – Spartan Blade Arts –** A style naturally formed through brutality, the ashes of war, and the deceit of the gods. It utilizes a pair of short blades attached to chains that are wrapped along the wielder's arms to unleash furious close and long-ranged attacks, as well as the wrath and wings of the gods.

- **Hualin – Ruyi Staff Arts –** A unique staff-based fighting style that hails from China. It allows the user to manipulate the size of specialized staves to maintain control over the distancing between themselves and their opponent.

- **Li Long – Matchless Dragon –** Focusing on using two-bladed nunchaku at once, this is a highly aggressive style that originates from China. With practice and a deceptive degree of patience, one can easily overwhelm opponents with a flurry of strikes.

- **Lynette – Li-Lin Battle Dance –** A seemingly comedic and whimsical fighting style, this fighting doesn't seem to have a place on the battlefield. However, the Li-Lin Battle Dance uses bladed tambourines and acrobatics to confuse opponents before making the killing strike.

- **Maxi – Shissen Karihadi –** A nunchaku style developed on the Ryukyan Islands. It is known for its flowing movements and capacity to unleash attacks in a flash. It seems to incorporate other techniques from other styles, hinting that this style can easily assimilate other techniques to increase its abilities.

- **Mitsurugi – Tenpu-Kosai-Ryu Kai –** A katana style developed from the peasantry class. It displays not only a shocking degree of strength and speed but also lends itself to seamlessly assimilating techniques from other sword styles, constantly evolving and becoming stronger. As such, this style can be utilized with Japanese katanas and European longswords without losing any form of finesse or skill.

- **Nightmare – The Memories That Stain The Armor –** A deceptively fast and powerful style given to moments of explosive and relentless fury. It was developed after the events of the Ostrheinsburg Chapel from the essence of Soul Edge that was infused into remnants of a set of Azure armor. This style also incorporates fragments of spiritual memories gained from the consumption of those poor souls that crossed the former wielder's path.

- **Raphael Sorel – La Rapiere des Sorel –** A style of fencing developed by a noble family in the face of betrayal and turmoil. This style focuses on quick thrusts, slashes, and reactionary dodges and ducks from oncoming attacks. This style also comes with grappling training, which draws an opponent in closely from a deceptive range.

- **Rock – White Giant –** A slow but destructive style that uses two-handed great axes or maces. In connection with this, a series of natural and defensive throwing techniques is designed to act as an offensive defense.

- **Seong Mi-Na – Seong Style Longsword (Rod Arrangement) –** A halberd-focused style first developed in the Seong Dojang. Its most recent user has been adding new techniques from the fallen Ling-Sheng Shu temple to the style since her first journey in search of the Hero's Blade. It is a style that emphasizes long reach and fast attacks/movements. When successfully used, this style can maximize its threat through its range.

- **Setsuka – Shinden Tsushima-ryu Battoujyutsu –** A Iajutsu katana style known as 'The Art of Cutting With The Blade.' This is an assassination style that is dedicated to shortening the time between drawing, cutting, and striking down a target. It calls for dedication, precision, patience, and persistence. However, when used properly, it can close the distance between even the most disparate of opponents.

- **Siegfried Schtauffen – Innocent Darkside –** This self-taught style utilizes Zweihanders and other large two-handed swords in both offensive and defensive techniques. It unleashes powerful and surprisingly fast strikes, as well as a vast number of stances to prepare a great number of additional moves that can catch opponents off guard.

- **Sophitia Alexandra – Athenian Style –** A divine style taught by the Goddess of War herself. While this style initially appears to be an extremely normal style revolving around xiphos-styled swords and small shields, it hides an aggressive focus on counters and throws that can be used to dominate one's opponents.

- **Talim – Wind Dance –** A tonfa-based style originating from Southeast Asia. It at first resembles more of a dance than a legitimate fighting style, but those who master it and fully commit to this style are said to be able to use the wind itself to attack and defend.

- **Taki – Musoh-Battoh-Ryu –** A dual-kodachi style hailing from the East that focuses on the destruction of demons. As such, it is the culmination of the martial skills, swordplay, and mystical arts of the Fu-Ma clan. This is an unpredictable and deceptive style, allowing a user to easily overcome their opponents.

- **Tira – Dance of Death –** The Bird of Passage was an organization of assassins that plagued Europe during this period of time. Through their efforts, they developed a unique assassination style revolving around a massive ring blade. This style flashes with an enchanting display of beauty as the user brings death to their opponents.

- **Valeria – Kick Edge Arts –** Combining elements from Taekwondo, Koppojutsu, and Aikido, this style focuses entirely on using bladed boots to attack the practitioner's foes. In addition, the practitioner uses a pair of armguards to defend against attacks.

- **Voldo – Instincts of The Pit –** A dual Katar style developed over a long period of lonely vigils and blinding darkness. The focus of this style is the contortion of one's body in unnatural and inhuman ways. This often fatally confuses less experienced opponents and gives even the most veteran of warriors a great deal of difficulty.

- **Xianghua – Ling-Shu Temple Sword Style –** A Jian-based style that focuses on being unpredictable with a great degree of feints and cancels. In the hands of a master, this style is extremely versatile.

- **Yun-seong – Seong Style Longsword (Personal Style) –** A variant of the Seong Style Longsword technique that goes to its own rhythm as opposed to the ceremony of old. As such, it incorporates elements of Taekwondo in the form of rapid kicks that defy base categorization.

- **Yoshimitsu – Manji Ninjutsu –** A katana-ninjutsu style developed by the secretive Manji clan with formative roots dating back to the Tang dynasty. It first appears to be nothing more than a series of random and bewildering movements. In truth, these movements are designed to target an opponent's weak points with lethal accuracy.

- **Zasalamel – Self-Taught Style (Scythe) –** This curious style was developed over multiple lifetimes. Originally beginning with an unnamed tribe lost to time, it uses a great scythe to draw opponents in from mid-to-long ranges and deliver the finishing blow.

FREE Items

- **Blunted Weapon (FREE) –** When you had chosen your preferred fighting style, you realized that you may actually need a weapon to fight with. That's where this comes in. This is either a mundane weapon or a set of weapons that are synonymous with a particular fighting style. This weapon/weapons cannot kill an opponent, so swing away! The worst thing it can do is knock them out for a few minutes.

- **Personal Outfit (FREE) –** Whether it's armor or clothing, you will receive an outfit of your choice. This outfit is mostly for aesthetics, and any damage it sustains will be repaired in time for your next battle. In addition, wearing this outfit will help regulate temperatures, allowing you to travel, survive, and even fight in either arctic or volcanic environments.

100 BDP Items

- **'Mask' (-100 BDP) –** You've come into possession of an angelic-themed domino mask. When worn, identifying you is more difficult but not impossible. Should it break, there's no need to worry! You have 100 other copies! These copies can be easily summoned to hand with a thought, too!

- **Inn Room (-100 BDP) –** A room at any inn with your name on it. It's a fairly basic room with a bed, a small desk, and a rather… large window, huh. Regardless of its layout, you will find that sleeping in this room accelerates the rate at which you physically recover from the strain of battle.

- **Camping Supplies (-100 BDP) –** Consisting of a tent, bedroll, pack, and cooking equipment, this is the perfect collection of materials needed when taking part in a grand adventure! Not sold? Okay, well, the tent is waterproofed, the bedroll is incredibly comfy, and the cooking gear is always clean. Happy now?

- **Le Bello Coffee (-100 BDP) –** Many camp supplies come with a kettle meant for coffee, now you have the coffee to go with it! The coffee that comes from this canister tastes amazing, but it can also keep you awake for hours on end without the fear of crashing from sleep deprivation. Should you use all the contents of the canister, it will refill the next night.

200 BDP Items

- **Pet Wolf (-200 BDP) –** Who's a good dog? Yes, you are!.. what? You think I was talking about a person!? You are now the proud owner of a pet wolf! They're incredibly loyal to you, make a great travel companion, and are able to very quickly see the moral character of nobles you encounter.

- **Marsh Water of Awakening (-200 BDP) –** Huh!? Oh, right. You now possess a simple wooden bucket containing water that bears the faint aroma of marshes. When splashed on a sleeping individual, they will instantly wake up no worse for wear. If used, the bucket will refill itself every night.

- **Ninja's Tea Set (-200 BDP) –** A tea set created for tea ceremonies held between the members of the Manji Clan. Crafted with an emphasis on austerity, this simple set seems to reliably dispel any forms of miscommunication between those who use it in its intended fashion, so that they can more readily work with each other.

- **Knockout Powder (-200 BDP) –** A specialized powder once used (rather poorly) by Le Bello and his troupe. When administered to an individual, they will quickly enter a state of drowsiness, allowing you or others to carry them off somewhere else. Though be aware that this effect only lasts for a few hours.

400 BDP Items

- **Windy Marionettes (-400 BDP) –** In a blackened, yet not deserted castle, you discovered this set of 24 life-like dolls. While their presence can be unsettling, in the hands of a master puppeteer (or a skilled maid), one can utilize them as though they were their own body.

- **Official Ninja Bodysuit (-400 BDP) –** Just like Dampierre wanted! This Fuma ninja bodysuit really doesn't offer much in the form of protection despite its stylish looks. However, while wearing it, you will find that you can physically interact with spirits as though they were real, and your psychic powers (if you have any) are boosted moderately. Comes in either Dark Red or Deep Blue.

- **Cepheus Restaurant (-400 BDP) –** A restaurant owned and operated by three beautiful fighters. Specializing in affordable but high-quality seafood, a copy of this restaurant will appear in every town you visit. When food from this restaurant is consumed, you will not only satiate your hunger, but you will also slowly and pleasantly heal any injuries, no matter how severe.

- **Wandering Grudge (-400 BDP) –** A holy tag? While in a labyrinth, you found a small holy tag. When holding it, you will have an almost comical, but evil, spirit attached to it. The tag isn't important, but the evil spirit is. This spirit can be used in alchemical or magical rituals in place of a powerful soul.

600 BDP Items

- **Afterglow of Space (-600 BDP) –** What exactly is this? In your possession is a semi-realistic doll that looks a lot like Yun-seong. Around it is an almost magenta colored haze that you swear makes noises that sound like messages being relayed. The haze can be extracted from the doll and used as a highly effective ingredient in the creation of restorative medicine, especially when the purpose is to heal the mind.

- **1,000-Year-Old Clippings (-600 BDP) –** You have come into possession of… a pouch of beard clippings… what!? Well… they did belong to an immortal martial artist. These clippings can be used in place of an alchemical or magical ingredient that requires a part of an immortal being to be successful.

- **Piece of a God (-600 BDP) –** A seemingly ordinary head bust that was chiselled from the statue of a god. In truth, this piece can take the place of any alchemical or mystical ingredient that is required to come from a divine being. No need to hunt for such items now, eh? Just be sure to clear things with the holy warrior that watches over the area… or just distract them?

- **Sand From Another World (-600 BDP) –** Whether you intentionally grabbed it or accidentally took it, you find on your person a small pouch of normal-looking sand. In truth, this sand carries with it the energy of a world still openly ruled by the gods. In cases where you require either alchemical or mystical ingredients from outside of your reality, this sand will work in its place.

Companions

All Companions will receive half the BDP you receive from the various Drawbacks taken from this Gauntlet.

- **Player 2 (-400 BDP) –** Would you like to travel through this world with a friend? Well, with this option, you may import one companion you currently have into this jump as a battlefield ally and traveling companion.

- **Wolf Chieftain (-100 BDP) –** A wolf in charge of a large pack of mixed animals. Fiercely defensive over their well-being, he will try to hold the line against any threat. Strangely, this wolf can take the appearance of a large man with a wolf's head. He comes with the following perks and items;
    - Perks
        - Soul Style – Gyulkus
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Boris (-100 BDP) –** A would-be master fighter at a small martial arts tournament. Bearing a bird head, Boris excels in high attacks on an opponent's head. In addition, he also has a tendency to name his attacks. Perhaps it is a combination of these features that led him to have a similar head as the legendary Olcadan? He comes with the following perks and items;
    - Perks
        - Soul Style – Tenpu-Kosai-Ryu Kai
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Counter Insert
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Pamela (-100 BDP) –** An assassin who is a classmate of Boris. Dressed as a maid, Pamela excels in using distance to control the attacks her opponents use against her. She seems better with blades, and her balance could use some work, though. She comes with the following perks and items;
    - Perks
        - Soul Style (2x) – Ling-Sheng Su Secret Arts of the Rod and Musoh-Battoh-Ryu
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Advantageous Guard
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Maccoi (-100 BDP) –** A warrior wearing rather… unsettling clothing, namely his hot-pink loincloth. Maccoi uses his unique fashion sense to throw off his opponents before attacking with his saber. He comes with the following perks and items;
    - Perks
        - Soul Style – La Rapiere des Sorel (Personal Style)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Unsettling Fashion
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Alphard, Ludovigo, & Giselle (-100 BDP) –** A trio of loyal henchmen that once served Dampierre, before transferring their loyalty to you… allegedly. They are Ludovigo, The Broken Demon Sword; Alphard, The Unstoppable Cannonball, and Giselle, The Lady Bandit. Despite their names… They are but bumbling fools in need of someone to tease out their inner glory!
    - Perks
        - Soul Style – Special Styles (Italian Fencing, Flintlock Axe, and Crossbows)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Knockout Powder

- **Marienbard and Jacqueline (-100 BDP) –** A pair of malfested maids in the service of Lord Raphael (they really serve Amy) who are always prepared to greet new guests to their lord's castle. Despite their seemingly cold nature, the pair do know how to both play practical jokes and when things have gone too far, all while keeping the straightest faces possible. They come with the following perks.
    - Perks
        - Soul Style – Marienbard (Self-Taught Style (Scythe)) and Jacqueline (Musoh-Battoh-Ryu)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Negotiator
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Gerhilde von Egilmar (-100 BDP) –** Captain of Wolfkrone's Royal Guard… as well as the Hildegard von Krone Fan Club, Gerhilde is a trusted ally to the princess and a capable commander of soldiers. If only she could have the princess to herself… wait a minute! Maybe by travelling with you, her plans can come to fruition! She comes with the following perks and items;
    - Perks
        - Soul Style – Unrelated Link
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Aeon Calcos (-200 BDP) –** Once a chosen warrior from Sparta, now cursed to be a half-man, half-lizard monster, Aeon Calcos is… surprisingly fine with the whole situation. He acts as a leader and protector of his fellow lizard people and is the first line of defense should anyone attempt to harm them. He comes with the following perks and items;
    - Perks
        - Soul Style – Rapid Ares
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Breaking Grip
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Raphael Sorel (-200 BDP) –** A formerly human, French nobleman, now malfested vampire. Despite that, he seems relatively amicable if… perverted. Still, he's a doting father who only seeks to deliver his daughter as many gifts as she could ever want. Surely he could find some with your help? He comes with the following perks and items;
    - Perks
        - Soul Style – La Rapiere des Sorel
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Pet Wolf

- **Amy Sorel (-200 BDP) –** Adopted daughter of Lord Raphael Sorel, and fellow malfested vampire, Amy has taken on the role of the responsible one in her family dynamic. In keeping with this, she is quite adept at doling out punishments as she sees fit, often to comical and embarrassing degrees. She comes with the following perks and items;
    - Perks
        - Soul Style – La Rapiere des Sorel (Personal Style)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Windy Marionettes

- **Yoshimitsu (-200 BDP) –** The leader of a clan of chivalrous thieves, Yoshimitsu has experienced a brief degree of miscommunication with you over your purpose here. Nothing a good tea ceremony and hara-kiri practice cannot fix. Don't question it, okay? He comes with the following perks and items;
    - Perks
        - Soul Style – Manji Ninjutsu
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Counter Insert
        - Aerial Control
        - Manji Sixth Sense
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Ninja's Tea Set

- **Taki (-200 BDP) –** A rogue nin of the Fu-Ma clan, she hunts the dark spirits that have arisen in the face of this world's constant battles. You encountered her within the Labyrinth of Moonlight, pursuing a particularly evil but comically pathetic spirit. She comes with the following Perks and Items;
    - Perks
        - Soul Style – Musoh-Battoh-Ryu
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Official Ninja Suit!
        - Wandering Grudge

- **Nightmare (-200 BDP) –** The Azure Knight himself. Something seems to have occurred in the early days of this world that has made this living armor reevaluate its life choices and resist the pull of Soul Edge. Bearing a shocking degree of calmness and politeness, he is still haunted by Soul Edge's will… and Tira's love letters. He comes with the following perks and items;
    - Perks
        - Soul Style – The Memories That Stain The Armor
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Disciplined Resistance
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Voldo (-200 BDP) –** It seems that you have attracted the attention of the Money Pit's blind Guardian. According to his bizarre hissing, you would make a great replacement as the Guardian of the Money Pit. As such, he has decided to travel with you to show you how. He comes with the following perks and items;
    - Perks
        - Soul Style – Instincts of The Pit
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Rock (-200 BDP) –** Remember that Wolf Chieftain at the beginning of this section? Well, it looks like he has a friend. Known as the White Giant, Rock is a professor of fighting who teaches animals how to fight on equal terms with humans. He can also perfectly communicate with them for some reason. He comes with the following perks and items;
    - Perks
        - Soul Style – White Giant
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Breaking Grip
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Yung-seong (-200 BDP) –** A swordsman who seems like he is seriously out of it. No, really. He states that he has been receiving messages from space, though he doesn't know what that is, and that he's terrified of someone called Mi-Na. He comes with the following perks and items;
    - Perks
        - Soul Style – Seong Style Longsword (Personal Style)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Afterglow of the Universe

- **Talim (-200 BDP) –** A so-called shaman of the Wind you encountered during your travels. Upon meeting her, she claimed that the wind and earth have stated the importance of the path you walk. As such, she had decided to follow the Wind and travel with you. She comes with the following perks and items;
    - Perks
        - Soul Style – Wind Dance
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Aerial Control
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Seong Mi-Na (-200 BDP) –** Surprisingly, not a messenger from space. Seong Mi-Na is the mentor of Yung-Seong before the messages from space got to him. Having trained under the immortal Edge Master, she has incredible skill with her halberd and will react negatively to those who criticize her master… or claim to have better facial hair than him. She comes with the following perks and items.
    - Perks
        - Soul Style – Seong Style Longsword (Rod Arrangement)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Insert Counter
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Hwang Seong-gyeong (-200 BDP) –** Seemingly slipping into crowd upon crowd, this swordsman claims that he could easily act as a stand-in for those unable to fight. Despite how cocky this statement sounds, he absolutely can back this claim up and be the swordsman needed where required. He comes with the following perks and items;
    - Perks
        - Soul Style – Hwang Shi Dadao Shu
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Insert Counter
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Kilik (-200 BDP) –** As a student of the Ling-Sheng Su school and protege of the Edgemaster himself, Kilik takes a firm stance in refining his techniques and guarding his bedridden master. However, it seems that the Edgemaster has ordered him to join your travels. Just be aware that Kilik is utterly blind to the romantic interests others have toward him. He comes with the following perks and items;
    - Perks
        - Soul Style – Ling-Sheng Su Secret Arts of the Rod
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Insert Counter
        - Advantageous Guard
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Xianghua (-200 BDP) –** A ‘friend’ of Kilik’s who has invited herself on your travels. A member of the Ming Dynasty’s Imperial Guard, Xianghua's skill with a blade is only matched by her coy and playful personality. Still, maybe she’s joined you in an attempt to finally get through to someone. She comes with the following perks and items;
    - Perks
        - Soul Style – Ling-Shu Temple Sword Style
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Insert Counter
        - Advantageous Guard
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Maxi (-200 BDP) –** A former pirate hailing from the Ryukyu Kingdom, Maxi has sworn revenge against the giant Astaroth for the death of his crew. He’d like to make good on that, but his long-standing injuries have made that extremely difficult. His friends, Kilik and Xianghua, have tried to get him to rest, but there’s no stopping him. He comes with the following perks and items;
    - Perks
        - Soul Style – Shissen Karihadi
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Insert Counter
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Cepheus Restaurant

- **Astaroth (-200 BDP) –** A soul-eating giant created by the heretical Fygul Cestemus cult. He's been travelling on his own ever since he turned on his master and the god that commissioned his creation. That being said, he's very absent-minded and will often skip meals due to forgetfulness. He comes with the following perks and items;
    - Perks
        - Soul Style – Gyulkus
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Insert Counter
        - Breaking Grip
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Sophitia Alexandra (-200 BDP) –** The elder sister to the Masked Alexandra and chosen warrior of the god, Hephaestus. Unlike her sister, Sophitia is a very no-nonsense woman with a deep piety towards the Olympian Pantheon. As such, when not taking care of her family or adventuring, she defends the temple of Hephaestus with great zeal and skill. She comes with the following perks and items;
    - Perks
        - Soul Style – Athenian Style
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Piece of God

- **Tira (-200 BDP) –** Is that a stack of love letters? Tira was a former member of a group of assassins known as the Birds of Passage. Due to her upbringing, she wasn't the most mentally stable person to begin with, and the witnessing of Soul Edge's and Soul Calibur's might has fractured her mind into two distinct personalities. In the ensuing chaos, she has all but attached herself to Nightmare, writing scores of love letters and demanding that he consume her soul, much to the knight's chagrin. He's more than happy to have her travel with you for a time. Just, for the love of all that is holy, do not touch those letters. She comes with the following perks and items;
    - Perks
        - Soul Style – Dance of Death
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Guaranteed Hit
        - Breaking Grip
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Cervantes de León (-200 BDP) –** Ar! He do be the dread captain of the Adrian! Being the former wielder of Soul Edge has its perks… like undeath and a loyal crew of ghostly pirates. Of course, he thinks you'd be a great addition, but he has to see you through your probationary period. Pirate guidelines, who knew? He comes with the following perks and items;
    - Perks
        - Soul Style – Memories of Soul Edge
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Guaranteed Hit
        - Breaking Grip
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Siegfried Schtauffen (-200 BDP) –** What's with this crystal statue? ***Break***, oh god! Trapped in the form of a crystalline statue by an unknown force *cough, Soul Calibur, cough!* Siegfried has recently been reawakened and is a little too eager to complete his quest in destroying Soul Edge while calling out various attacks in ridiculous ways. His sword helps explain them pretty regularly. He comes with the following perks and items;
    - Perks
        - Soul Style – Innocent Darkside
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Guaranteed Hit
        - Breaking Grip
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Professor Ivy (-400 BDP) –** An alchemist known for both her beauty and dominance. Mainly residing in England, she toils endlessly in her alchemical laboratory for unknown purposes, often muttering about needing a good "chair." She has taken an interest in travelling once again, if only to acquire rare alchemical ingredients for her research.
    - Perks
        - Soul Style – Unrelated Link
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Breaking Grip
        - Genius Alchemist
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Setsuka (-400 BDP) –** A mysterious woman who waits at various crossroads near the capital of the Wolfkorne kingdom with the purpose of dissuading warriors from going any further. Her reasoning is altruistic, as the great Mitsurugi has chosen the area to fight as many armies as he can. She has decided to travel with you so that she may hone her strength and defeat the samurai once and for all. She comes with the following perks and items;
    - Perks
        - Soul Style – Shinden Tsushima-ryu Battoujutsu
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Just Impact
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Mitsurugi (-400 BDP) –** A self-made samurai hailing from Japan, Mitsurugi has decided that it is his destiny to face every warrior imaginable. That's not a joke, by the way, as he's parked himself right by the Wolfkrone capital and is fighting off their entire army with reinforcements by himself. But it seems that he's gotten bored with it and invited himself into your life, seeking greater challenges through the opponents you face. He comes with the following perks and items;
    - Perks
        - Soul Style – Tenpu-Kosai-Ryu Kai
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Breaking Grip
        - Guaranteed Hit
    - Items
        - Blunted Weapon
        - Personal Outfit

- **Zasalamel (-400 BDP) –** An ancient immortal who once sought a final death, but now seeks to keep seeing the future unfold. Okay, maybe not exactly, as there are things in the future that annoy him to no end. That being said, his mastery over time and magic has allowed him to see and interact with other worlds for brief periods of time and take items from there, or view them through a crystal ball. Whichever he feels is less of a hassle that day. He comes with the following perks and items;
    - Perks
        - Soul Style – Self-Taught Style (Scythe)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Sage of Time
    - Items
        - Blunted Weapon
        - Personal Outfit

- **The Masked Alexandra (-400 BDP) –** A mysterious masked woman who… who is she kidding, her identity couldn't be more obvious. She is Cassandra Alexandra, daughter of a humble baker, close friend of a princess, and someone who really likes to strong-arm people into helping good causes and breaking the fourth wall.
    - Perks
        - Soul Style – Natural Movements (Athenian)
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Earthquake Strike
        - Manji Sixth Sense
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Masks!

- **Hildegard von Krone (-400 BDP) –** Princess of the Kingdom of Wolfkrone and interim ruler due to her father's debilitating illness. She wanders the land in search of ingredients that can be used to heal him. She seemed to have had a comically bad run-in with French nobility recently, so best not to be around her when she's sleeping.
    - Perks
        - Soul Style – Große Erbschaft
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Sleep Fighter
        - Manji Sixth Sense
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Marsh Water of Awakening

- **Lord Geo Dampierre (-400 BDP) –** A perfect gentleman from a long and noble, *cough! Bullshit!* Despite his acting, Lord Geo Dampierre is no gentleman. In truth, he is a scoundrel of the highest order… who just so happens to be both the luckiest and most bumbling fool this side of the world. Still with his wits, skills, and luck, there's no fortune or treasure he cannot claim as his own.
    - Perks
        - Soul Style – Midnight Mystique
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Manji Sixth Sense
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Le Bello Coffee

        - Official Ninja Suit!

- **Kratos (-600 BDP) –** “What trickery is this!?” During one of Zasalamel’s viewings of another world, there was an accident, and an ashen-skinned man seemed to have fallen through worlds. Enraged at the fact that his vengeance was denied, he traveled the lands until hearing word of your exploits. Deciding that you may be his best bet, he has joined you in your travels. He comes with the following perks and items;
    - Perks
        - Soul Style – Spartan Blade Arts
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Aerial Control
        - Earthquake Strike
        - Demigod of War
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Sand From Another World

- **Edge Master (-600 BDP) –** Bearer of the 1,000-year beard and the master of every martial arts style known to man, he had been bedridden for some time prior to your arrival. Now it seems that he's back on his feet and willing to take you on as a student during your travels.
    - Perks
        - Soul Style – ALL Styles
        - Guard Impact
        - Insert Counter
        - Counter Insert
        - Advantageous Guard
        - Breaking Grip
        - Guaranteed Hit
        - Earthquake Strike
        - Disciplined Resistance
        - Just Impact
    - Items
        - Blunted Weapon
        - Personal Outfit
        - 1,000-Year Clippings

- **Algol, The Hero King (-600 BDP) –** The ancient king who once wielded Soul Edge to absolute potential. Though he died millennia ago, the clashing powers of Soul Edge and Soul Calibur have brought him back as something beyond human. Maybe he sees something about your otherworldly nature that you do not. Regardless, he has chosen to travel alongside in order to see how the world has progressed since his time.
    - Perks
        - Soul Style – Command of the Flow of Power
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Guaranteed Hit
        - Earthquake Strike
        - Disciplined Resistance
        - Just Impact
    - Items
        - Blunted Weapon
        - Personal Outfit

- **The Knight (-600 BDP) –** Ah, yes! The real star of the show. This nameless warrior would one day be recruited by the Masked Alexandra and Princess Hildegard von Krone for the purposes of their quest. They are generally a rather friendly person, but have some problems with communication. That being said, their potential for combat is staggering. As for their appearance, this is where it gets interesting. As the CaS system is unavailable for an initial run of the Gantlet, their physical appearance will mirror that of the first selected character whose fighting style they practice. They come with the following perks and items, but these perks and items will slowly be attained as they continue their travels with you.
    - Perks
        - Soul Style – Random: Roll a 1d34 to determine their initial fighting style and base appearance (A 34 is a FREE choice).
        - Ordinary Battlefield
        - Spiritual Might
        - Language of The Birds
        - Guard Impact
        - Counter Insert
        - Advantageous Guard
        - Breaking Grip
        - Guaranteed Hit
        - Aerial Control
        - Manji Sixth Sense
    - Items
        - Blunted Weapon
        - Personal Outfit
        - Camping Supplies
        - Ninja Tea Set

Scenario

- **The Gauntlet –** During your travels, you encounter a pair of women who ask you to join their cause. While the pair present themselves as a comical and serious duo, you can tell that the matter is of grave importance. They seek to cure the king of Wolfkrone, who had fallen victim to the destructive influence of the Evil Seed. To do this, they require several ingredients and the skills of a master alchemist. By agreeing to assist them in this endeavor, you will travel the world and then some, facing various foes and challenges. Do you have what it takes?

    - **Base Reward – Ultimate-Ish Weapon –** Well, this is interesting. After triumphing over the Hero King and returning to Wolfkrone, you found a new weapon waiting for you. While it is now capable of taking lives, the real draw of the weapon comes with its special effects. When wielded, you will find that you slowly but steadily heal from all injuries, and your physical defenses are increased by half.

    - **Going All Out Reward – Broken Destiny –** Should you have completed this scenario with the Drawback, **"Going All Out"** active, you will receive a unique weapon. Known as **Broken Destiny**, this shapeshifting weapon alters itself to match the current style(s) that you are using. On the surface, that's all it does, but if you experiment with it for a little bit you will discover something wondrous. With this weapon, you can break the destiny that surrounds people, freeing them of any predestined fate or prophecies.

Afterwards

- **Withdraw From the Stage of History –** This world seems to have attracted you in a way that the others could not. You have decided to stay and make it your home from now on. It will be sad to see you leave, but it was a pleasure all the same.

- **Finding Your Way Home –** As the decade draws to a close, you feel a great sense of longing for where you once came from. I understand that this is quite the decision, and I respect the leaps and bounds through which you have grown. It's time to go home, Jumper. Best of wishes and good speed.

- **The Soul Still Burns –** Like Mitsurugi, your soul still burns with the flame of battle. At the end of the decade, you begin to plan your next journey and how best to tackle the challenges to come. Show the next world you visit the power of your soul.

Notes

- General
    - The general idea for the Gauntlet is to be a relatively easy primer for those Jumpers who wish to master fighting with weapons in a safe-ish setting. Many of the lower-cost Perks are meant for defensive fighting, as The Gauntlet Mode tasks the player with blocking or evading attacks constantly.
    - Soul Gauge and Critical Finish are not present in this Gauntlet/Jump as they simply do not factor much, if at all, in The Gauntlet mode.
- Perks
    - The original plan was just to transfer the Perks from Tower of Lost Souls onto this document and call it a day. However, playing through The Gauntlet, I realized it was a deeply defensive-based mode, and decided to lean into that.
    - The Perks from 400 to 600 are based on specific abilities shown or inferred by characters and the actions.
    - The intent of the Demigod of War perk was to put a Jumper on a similar level of strength and endurance as Kratos at the beginning of GOW1.
- Items
    - Most of the items present in this section are based on things the player can see in pre-mission or post-mission dialogue.
    - The healing effects of the Cepheus Restaurant came about due to the idea that Dampierre and Cassandra were stealing Maxi's food and that he probably would have recovered if he had been allowed to eat.
    - Official Ninja Suit can boost Manji Sixth Sense to the point where you can conduct a tea ceremony with your mind.
    - Many of the important storyline items can be bought, but I priced them in the higher tiers to prevent cheesing the scenario.

- Styles
    - As the Star Wars characters did not appear in SC:BD, I removed their styles from this specific document. However, to compensate, I added several styles for certain playable characters that appeared in the dialogue of specific missions, as well as Kratos's.
        - Hwang appears in the crowd during Seong Mi-Na's missions, Maxi is confused with Li Long, and Arthur appears in Cervantes mission as possibly a ghost. Valeria, Hualin, and Lynette appear as waitresses for the Cepheus Restaurant in Maxi's mission.
    - There was originally going to be a non-mystical variant of Algol's Style in this document, but I couldn't quite conceptualize it properly. I may return to that idea in a future document. As for Algol's then current style, I think lore-wise, it's too powerful to give away for a low cost, and so that might be again a scenario reward in a future Soul Calibur-related document.
- Companions
    - Each companion is listed in the order that they appear in the Gauntlet storyline.
    - Some companions are multiple individuals in one slot, and I like to consider those companion types as tag team fighters or something like the Ginyu Squad.
        - In regards to the Marienbard and Jacqueline, there was a third servant of Raphael named Auguste, but he never appears in Broken Destiny, and so he's not included here.
- Scenario
    - There wasn't much I could think of here outside of taking nameless MC's place (The Knight or Knight as Hilde calls them) in Gauntlet story mode. I did have an idea to use the three options in Trial Mode for another scenario, but I couldn't think of a way to make the Endless Battle Trial work.
    - The Base Reward is based on the more defensively minded Ultimate Weapons in Soul Calibur games, while the "Going All Out" reward is based on a weapon for Siegfried. Considering the name of the game this comes from, and how different the BD world is when compared to base SCIV, I decided that instead of being a holy weapon or devourer of souls, this weapon was to be a breaker of fate.

- Drawbacks
    - Many of these drawbacks are derived from in-game events or gameplay features within the gauntlet.
    - Style Lock and its additions are a bit of an experimental drawback that comes from various sources. I'm also putting this drawback in here now, because I want to do something similar to it when I eventually complete Soul Calibur II's Weaponmaster Jump.
        - At its base, the drawback comes from the fact that a player can only use one style in any given fight.
        - The second level came about due to what I assume to be a gameplay feature. When first playing The Gauntlet, I could not use a Create-A-Soul character for the mode, only the canon roster.
        - The third level comes from the Maxi segment, where multiple people think he's Li Long and fight him for various reasons such as revenge or trying to take Taki's Meki-Maru blade from him.
    - Weakened Body is based on the fact that a player's HP is incredibly low in almost every mission. There are a few instances where a player can take more than one hit, but not many. Instead of making everything one-shot a jumper like how it is in the game, I decided to change it to a 3x Damage Boost effect.
    - Edge of Soul is based on the rare times that soul-gauge and guard breaks are a thing here. I think there are only three or four missions where this is a thing, and those are tutorials for side-stepping and Guard Impacts.

Changelog

- 2/2/2026 – Version 1.0 Complete