Specific Vacation Gauntlet

v1.0 (2025-10-18)
by DataPacRat



Want to visit someplace not to grab new goodies, but just to meet the locals, see the sights, maybe learn a thing or two, and generally hang around? Have I got an offer for you!

This *is* a Gauntlet though, so you'll be starting with: 0 CP.

Setup

Specific Destination

Choose a *pre-existing* setting. (Rather than a place you invent, or one customized just for you.)



Specific Duration

Choose a duration, up to three months. The default is one month.



Specific Self

You arrive as you were just after the end of your last jump. Effectively, you're a Drop-In.



Perks

Specific Powers: 0 CP

Congratulations! Your current perks, stats, and powers remain active for the duration of this gauntlet.



Items

Specific Items: 0 CP

You can also keep your gear!



Specific Necessities: 0 CP

If there's something that's as necessary to participate in society as smartphones are today, you can get a loan of such for the duration. Eg, an apartment with a full pantry.



Companions

Specific Import: 0 CP

And you can bring along your friends!



Drawbacks

Specific Exports: +0 CP (mandatory)

However, you can't bring out anything or anyone else, except your memories. For more exotic options (like super training, super-serums, supernatural upgrades, or any other clever way to get around this limitation), nothing from this gauntlet has any fiat-backing, and if it wouldn't work in reality (or with your perks as-they-are), it pretty much won't work later in your chain.



Endgame

- ★ As a Gauntlet, if you die or are otherwise hors-de-combat at the end of your time here, you are restored to your previous, jumpable condition to continue your chain.
- ★ And after all of this, your chain continues as normal.



Notes

- ★ Local items, resources, etc, can be used while in the gauntlet, but do not persist. You could treat this as a classic holodeck visit; eg, you can't bring out holo-objects made of photons and force-fields. (You won't starve from eating local foods and suddenly exiting, but that's about it.)
- ★ Companions have the same restrictions you do.
- ★ This gauntlet can be reused. If you wish, the same setting may be repeatedly visited.
- ★ It's recommended that your Benefactor allow no more than one use of this gauntlet at a time between other jumps.
- ★ 'Free', by itself, does not necessarily mean 'mandatory'.
- ★ This gauntlet may not be available in all chains; additional restrictions may apply. Consult your Benefactor for details.

