

Your name is not important. What is important is what you're going to do. You just fucking hate this world, and the human worms feasting on its carcass. Your whole life is just cold, bitter hatred, and you always wanted to die violently. This is the time of vengeance, and no life is worth saving. And you will put in the grave as many as you can.

It's time for you to kill.

And it's time for you to die.

+0CP. Let your blood crusade begin.

Since this is a gauntlet we're waiving the usual failure condition of death. You WILL die, the only question is: Will you make your quota before that?

The quota:

We all have goals to meet, but what's yours?
So long as you meet your minimum quota death will no longer be seen as failure. The kills afterwards are just icing on your dark cake of death and destruction.

1000 Kills

The bare minimum, if you die before this many are dead by your hand it's a failure, die after and it's a success, though only in name, keep going and you'll find there's plenty of incentive.

100,000 Kills

Getting warmer. Your name will go unspoken in horror for years upon years. But is it really enough?

1,000,000 Kills

That's better. The earth will drink deeply from this wellspring blood.

100,000,000 Kills

Now THERE'S a number with some hair on its chest. More people than world wars one and two combined. Though there's still room for more. About six billion nine hundred million more.

1,000,000,000

A genuinely impressive number. The weak will live the rest of their lives in fear, and who's to say humanity will survive the aftermath of something like this?

3,500,000,000

You have taken more lives than every war, plague, and accident in the last thousand years combined. Your crusade will do more than kill lots of people. People will be truly inspired to follow in your stead, showing others the true path to Hatred.

Omnicide, the extinction of humanity

Did you know that more people have died than will ever live? You are the apocalypse. Your actions have resonated so strongly that many in the multiverse find an unexplainable sense of dread fill them upon your arrival in their world. Only time will tell them if their world will join this one. The echoes of your conquest shall be heard for eternity in your new title "Hatred".
Those who hear the name will have every fibre of their being overtaken by fear.

Drawbacks

Since gauntlets come with no initial cp stipend, you'll have to earn them by making the jump a little more difficult.

Alone (+0cp, Mandatory)

No companions will be joining you on your crusade; this is probably for the best unless you keep really wierd company.

Power limiter (+0cp, Mandatory)

It's likely you've been through hell and back (literally) by now, this is just to make sure you can't think away the entire planet or enact exterminatus with the push of a button. Because where's the fun in that?
Any and all martial and basic mental perks like perfect memory or perfect aim will remain intact, but super powers and psionics will be regulated to work at a tiny fraction of their power. Cybernetics shall remain unregulated so long as they aren't endgame-tier ridiculous. Chainsaw arms and the like are perfectly acceptable.

Warehouse limiter (+0CP, Mandatory)

And on that note, your little toys will have to go, too. Just the weirder ones, though. Anything that could reasonably be found in the modern day will still have all inherent boons attached. Doomsday weapons like nukes are locked away as well.

Multiversal Terrorist (+0CP)

You might have a universe or world that truly fires your hatred like no other. Whether you have a place in your black heart for sparkly vampires or blue Mary Sue aliens, I have an option for you. For no extra CP, you can change your killing grounds from a typical suburban area to the world you feel you hate most, limited only by what jumps exist on the drive. The Multiverse at large will not be exempt from your Hatred.

You do not gain any extra CP to spend there, you are only transported there for the purposes of this jump. You are allowed to use any weapons either from the real world, as limited by the Warehouse Limiter, as well as weapons available in the world you go to. No one will remember your rampage, and everything will be reset once you are done to the way it was, unless you'd prefer they all stay dead. You also cannot pod anyone while there. You came for a massacre, not a reunion.

No Warehouse (+300CP)

Or, should you truly feel confident, you can forsake all of your outside possessions in favor of what you have access to here.

Powerless (+300CP)

Perhaps you wish to forsake all of your outside abilities, in favor of true flesh and blood. This sets you back to your bodymod body. This will be a true test of your mettle.

Human Shields (+100CP)

The police are normally a bit slow to be roused. Now, however, they'll almost immediately spring to action, intent on stopping you in your quest. They'll fight until all life leaves their body.

Constitutional Carry (+100CP)

Most assume they'll never have to deal with the likes of you, and walk around without protection, naked against the storm that is about to consume them. However, now it seems like every Johnny No-name who woke up this morning

thought that something was going to go wrong, and prepared. They aren't trained and are only mildly armed, but not to be underestimated by virtue of their sheer numbers.

Artistic Filter (+100CP)

All colors in the world are changed to some variation of gray, with the exception of red. This makes it almost impossible to see in some areas, and is probably going to get kind of annoying after a while.

Military Intervention (+200CP)

The military will normally not be seen until thousands of kills, but now they'll begin reinforcing the police as soon as only a hundred are dead.

Usurpers (+200CP)

Now there will be a host of vile imitators seeking to go on their own rampages. They'll steal your kills, which will take away from your own counter, and so long as they remain you can never achieve true omnicide. But by ending them personally their kills will be added to yours. As time passes however they'll be increasingly tough and well prepared. The Not Important is not considered among their numbers.

Visions of the past (+400CP)

Before the people you killed were all faceless ragdolls, nothing more than meat for the grinder. But now... now they'll take on more life, you may even start to see people you recognize.
This will culminate in having to personally kill your own family, the one you left behind to go on this adventure. Don't worry, they won't remember a thing or be any worse for wear, hell, i'm not totally sure it's even they're the real deal, but they will recognize you, have all the memories you'd expect.

Perks

Now that you've got some CP handy it's time to go shopping!

Not Alone -100 per companion

You really wanna drag someone along for this ride? Alright, but don't think they'll be agreeable to this if they normally wouldn't be. Seriously, don't waste your points on this otherwise. They gain 200CP to buy perks and items, but gain no points from any drawbacks.

Unlimiter -500CP

Removes the mandatory limit on powers, makes the body count soar and makes this all a helluva lot easier but eats a healthy chunk of your CP.

Unlocker -500CP

See above but for the warehouse.

What is this fucking code? -100CP

From now on, being locked out of terminals and other code locked things is much less of a problem. All codes are MUCH easier to brute force, as they all end up being something like 6666 or"Deth" or some other edgy shit like that.

My Mom Thinks I'm Cool -100CP

No matter how hilariously edgy you look and sound or how retardedly you dress nobody will be able to make fun of you. Instead of looking like a ponce your look will actually have the intended effect on people.

Q to Execute -200CP

Killing people in a particularly cruel and personal way, you'll heal some of your wounds. The healing isn't complete, and you'd have to execute several people to heal completely from near-fatal injuries.

AI Programming -200CP

When they're being shot at, people tend to do stupid shit in their fear. When it's you doing the shooting, though, this effect is multiplied, resulting in people running face first into a wall or even running AT you, completely exposing themselves. This really just makes your job a lot easier.

The Voice -200CP

Jesus, you need a lozenge there, son? While it's not the sexiest voice in the world, sounding like a gravel beach learned to speak will certainly strike fear into those who hear it. This is a voice that brings night terrors to grown men and visions of death and despair to the blind. Can be turned off in favor of your normal voice.
(I'm batman)

Hate-Fueled Machine -300CP

Most people need to eat, drink and sleep, but you've surpassed mere mortal requirements. As long as you are in some bloody engagement or battle, all normal human needs take a back seat and make way for your pure killer intent.

Life's Blood -300CP

You can continue to fight on, ignoring grievous wounds and extreme blood loss with your sheer tenacity. This has a limit but a single bullet or even ten, no matter where they hit, can be, if not ignored, endured.

I can smell Innocent Blood 400CP

It always tastes better. You always seem to end up in the best places for a massacre, like your feet move themselves to death. You'll never feel like you don't know where to go next, as something will simply occur to you. In combat situations, this also means that you have an excellent idea of where you should be to cause the most carnage.

Items

You'll need a means to kill. I have many options to deal death for you. You'll get any damaged or discarded items back after you die, with unlimited ammunition to keep your multiversal rampage going.

The Duster -0CP

An ankle length black duster. Sturdy and stylish for your maniac on the go. Never seems to become damaged, no matter what happens to you.

AK-47 -0CP

Your initial primary weapon. Ammunition is scarce, so you'll eventually need to replace this, but in the meantime it's extremely effective against body armor.

The Handgun -50CP

A small weapon that is ineffective against more heavily armored foes, but is suitable for gunning down the weak and unarmored. Carried by the police, resulting in many opportunities for ammunition.

The Shotgun -50CP

A more powerful weapon, it is still ineffective against armor, but few can survive a blast from this up close. Also used by the police.

The MP5 -100CP

A big pistol or a small rifle, depending on how you look at things. Used by the SWAT, the more elite police, which means that ammunition, while not precisely common, can be found readily enough.

The Uzi -100CP

A dirt simple and ruthlessly effective weapon, it boasts small size and high fire rate in addition to taking the same ammo type as, and having comparable damage to the pistol.

The M16 -200CP

Carried by the military, this weapon is effective against the body armor worn by both the police and the military. The general performance of the weapon is comparable to the AK, albeit with MUCH easier to find ammo.

The Flamethrower -200CP

The ideal tool for bringing ruination to the maggots. Has a short range, but liberal application to large groups resulting in screaming victims running about and spreading their fire before they expire.

The Rocket Launcher -300CP

Seen only in the hands of the military, this weapon is superb at destroying any vehicles that you encounter, from armored cars to even tanks if necessary.

Hand Grenades -100CP

Handheld explosive devices that kill virtually anyone in their blast radius. Good for emptying rooms and killing groups of armed foes. Comes with 5, and slowly generates one grenade every ten minutes.

Flash Grenades -100CP

A method to blind large groups, these can be a lifesaver when facing too many foes to take on directly. Regenerates in the same manner as hand grenades.

Molotovs -100CP

Dirty and simple fire bottles that pack the punch of the Flamethrower in little throwable packages, Same regenerative manner as grenades.

Body Armor -100CP

A vest with armor plating inside that will stop projectiles from ventilating your body. While everyone else's vests can fail to stop large weapons, yours will refuse to give way, instead taking what seems like a set amount of damage before finally breaking and falling off of you. After breaking it will regenerate after not taking any damage for a while.

The Mobile Bunker - 400CP

A large armored vehicle utilized by the SWAT teams to get where they need to go. Comes with a heavy machine gun on the top of the vehicle which seems to have endless amounts of ammunition, which instead seems to overheat with too prolonged fire. Can be destroyed with enough damage, though the vehicle will piece itself together after a long while and heal any minor damage besides.

The Quota; rewards

Remember that bit at the start regarding the minimum and maximum number of people you can kill? That wasn't there for no reason.
Depending on how far you got before dieing or if you managed to extinct humanity you'll earn different rewards.

1000 Kills

No reward for this quota aside from not losing, reach for the stars man.

100,000 Kills

You've probably killed a lot of cops to get here. In the future, the police will be somewhat reluctant to meddle with your affairs unless they are serious enough.

1,000,000 Kills

For killing enough people to constitute a major disaster, you'll earn a friend, ironically, The Not Important from the main game will see your achievement and seek you out. You can take him along for the ride. He has access to every perk in the jump. The Not Important can be taken as a permanent companion.

100,000,000 Kills

One hundred million? Not bad. Now all execution kills will replenish far greater health. You could theoretically regrow an arm by tearing somebody's throat out.

1,000,000,000

There's no doubt that a rampage like this would please virtually any dark god.
Which is now why you may dedicate them to any evil aligned entity you wish in other jumps, possibly gaining favor from them. Be they the likes of Khorne, Cthulhu or any others you care to add.
Also, by now you will have truly earned Not Important's respect.

3,500,000,000

Your actions have reduced the minds of some survivors into something with the capacity of some primal beast. Wherever you go, you can easily start a sort of death cult of others who believe in the same twisted, nihilistic ideology. They'll gladly attempt to kill anyone and anything, anywhere. They do not count as companions but may have an eery ability to, apparently, follow you through the multiverse when you desire them.

Omnicide

This deed is beyond monumental, which is ironic considering there's nobody left to erect a monument of it.

Now, and forevermore you shall be known as "Hatred" if you wish it or some other equally edgy title, and your deed shall echo through the multiverse, causing any but the strongest willed who hear it to freeze with fear. You emanate an aura of pure malice that will freeze the heart of any man not hardened against it. This effect can be toggled.

And that's it...

Time to move on, no sense staying because you either won, lost, or killed everybody.
Should you have met the ultimate extinction goal you'll find the Not Importants anger to have finally burnt itself out. Oh, he'll still be pissed off at everything but you can count on him to not fly into a rampage for no apparent reason once you've left this universe. He'll still tend to solve his problems by killing people, too. But you'll generally be able to rely on him to accomplish anything within reason.

Notes

1. BLOOD FOR THE BLOOD GOD
2. SKULLS FOR THE SKULL THRONE
3. No cp limit from drawbacks
4. Not Important will join you in the middle of your quest, as opposed to the other rewards, which you receive after you are finished.
5. The full power and warehouse removal drawback override the power and warehouse restoring perks. You can still buy them but you'll just be out 300cp for trying to cheat the system. Idiot.
6. It's a gauntlet so failing it just continues your chain as if it never happened. It doesn't end your chain.
7. Companion kills count towards your kill pool.
8. Kills that are indirect will count as well.

Brought to you by *Dick* and HEAD.

Version 1.1: Ayy lmaos get Ayy lmaout