EpicLust's Apocalypse Gauntlet

A gauntlet by dragonjek
Version 1.0

Welcome to a world of sex, evil, stupidity, and sexual evil stupidity, in a game that decided to bring politics into pornography by making every side even more awful than they already are. You get to experience staying here for thirty weeks, in a place where religion has been largely replaced with the Church of the Redeeming Phallus (which is just as awful as you think it sounds), the leftist Deep State sells children as sex slaves in pizza parlours, and the right-wing Trumpsters worship (sometimes literally) President-for-Life Donald J. Trumpf as the greatest gift to the world, despite him literally nuking America and starting the Great Nuclear Fuckup War.

Yes, the world (except France) is a post-apocalyptic wasteland where people struggle to get enough food to survive. Although the radiation is a little… wonky. Instead of gamma radiation, the nukes released beta and alpha radiation. Women had an easier time of it, being immune to beta radiations, but their breasts would grow bigger depending on how much exposure to alpha radiation they received, and if the concentration of alpha radiation was pure enough they may have also grown a powerful musculature.

That said… men didn't come out nearly so fortunate. Beta radiation was extremely lethal with a low survival rate; those who did live through exposure became skinny "beta-weaklings" with tiny penises. For the most part, the effects of alpha radiation were overcome by the

extraordinary levels of beta radiation, but you did occasionally find people caught in pockets of pure alpha radiation, which turned them into hyper-muscular “alpha-studs” with giant cocks.

All this radiation seems to have screwed with people’s heads, because the world is much, much more sexual than it ever was pre-apocalypse. Enemies want to rape you more than they want to kill you, people tend to repay any sort of kindness with sex, and just about everybody is down to bang if you just put in a bit of effort.

You start with 0 CP, and must select one of two goals to complete the gauntlet.

Objective A: Find the location of Trumpf City and his new Supreme White House (replacing the original after D.C. was nuked), and oust the President-for-Life from office. This must be accomplished before Operation Kraken destroys the Eden Compound.

Objective B: Destroy the primary resistance against Trumpf’s regime, the Deep State-funded Eden Compound, and don’t let Trumpf be removed from power. In this case, you must destroy the Compound before Operation Kraken can do it for you.

Both objectives have a deadline of 25 weeks… however, if you defeat “Q” in time, you can extend the time until Operation Kraken occurs for another 5 weeks. If you accomplish your objective early, you still have to wait until the 30 weeks are over.

You start out at sunset outside the Eden Compound, dying of dehydration. The guard on night watch will bring you into the compound; when you wake up again, the countdown until the end of the gauntlet will begin.

Location

The Eden Compound in “Great New America”, aka “Totally Ruined New America”. It’s most likely based in Nevada, but considering that the map of America is pretty fucked up (it has jungles now, Florida is landlocked, and you drive from the Eden Compound to Mexico, Florida, or Canada and back in a single morning…), it’s safe to say that it doesn’t really matter. Although its main purpose is to serve as a new colony and home to survivors of the apocalypse, its secondary role is as a center for the resistance against the military regime of Trumpf.

Faction

You are replacing the main character; optionally, you may be a drop-in, but otherwise you have his background. You’re from Springfield and were just far enough from the epicenter of the blast to survive, but close enough to be buried in rubble for months, kept alive, nourished, healed, and transformed by the pocket of alpha radiation that just happened to form around you while you were comatose. When you woke up, your amazing strength let you break out of the rubble, and you wandered the lifeless lands for months until you reached the Eden Compound.

You may choose your sex for free, and unless you’re a drop-in your age is 14 + 1d8 years old.

Because you’re either a drop-in or have a set origin, this section doesn’t provide a background so much as it provides a future; which of the major factions in post-apocalyptic America will you join?

The Deep State:

The Deep State is the organization most fervently devoted to ousting Trump from office, but even more so since he nuked America. Membership is kept secret, although they have their finger in many pies and fund many different organizations, such as the Eden Compound and the FBI (Federal Bureau of Infiltration). When they're ready for you to join, they contact you… although are you sure you want to join them? Troublemakers or uncooperative prisoners of the Deep State have a tendency to mysteriously "commit suicide" in prison, they hoard advanced technology to themselves instead of sharing it with the world, and they run 3PGs, or "Pizza Parlour Pedophile Gangs", organizations that obtain children to be used for sexual purposes by the elite.

The Trumpsters:
The people who continue to support President-for-Life Trumpf despite the man nuking America and kicking off a nuclear apocalypse. They support white supremacy and filling the world with babies, and since they have actual government backing are more militarized than the other factions, in addition to having the most members. Despite still supporting Trump, a number of them are useful enough that they still have a place in the Eden Compound, although the Deep State members keep a close eye on them to ensure there's no infiltrators from the government.

The Sierra Club:
The simplest of the factions and the least powerful, the Sierra Club wants to keep the ecology safe and protect the world from pollution, even in a post-apocalyptic wasteland. They… honestly, they really don't have much of an impact on the story.

The Road Warriors:
A biker gang that sprung up following the apocalypse, it gave people a sense of purpose and belonging and provided for its members, resulting in it rapidly gaining appeal among the survivors. They're rough and tough

and always ready for a fight, and have widespread influence across the remains of America, even setting up their own towns. That said, the group also contains a whole lot of raiders, bandits, and slavers. They also really support killing camels for some reason. Oh, yeah, America has camels now.

The Church of the Redeeming Phallus:
A religion that sprang up after the nukes fell, it has faux-Christian iconography and themes, to the point that they even repurposed existing churches for their own purposes. Their main selling point seems to be that women are sinners and that it's their fault the world as we knew it came to an end, and they must repent… often sexually, as the church's name might indicate. Strangely popular among women, it's rapidly become the primary religion in the nation. A number of its members have gained supernatural powers.

Free Agent:
Who cares about factions? Sure, there are some benefits to getting a good reputation with one, but maybe you're more concerned with doing what you want and not being beholden to anyone? Or perhaps you're interested in more than one, and will dabble into each? Regardless, this is the lack of a faction more than a faction itself.

Drawbacks

Since you're starting with 0 CP, if you want to make any purchases in this gauntlet you'll need to get some points first, which is where the drawbacks come into play. Take as many as you feel like you can handle.

Not Quite Amazonian (0 CP):
Instead of Scarlett Johansson, this world now has Gal Godot, who was so traumatized by the Great Nuclear Fuckup War that she believes that

she's actually Wonder Woman and has been depowered by radiation. This will have no real impact on the "story"… such that it is.

A Land of Alpha Studs and Beta Babes (0 CP):
Normally, women would be immune to beta radiation and it would be lethal to men in large doses. Now, this paradigm is reversed. As a result, this is a world chock-full of studly men, and what few women remain are small, frail, and have tiny tits… save for those few lucky gals who were caught in a pocket of pure alpha radiation.

Everybody's Gay (0 CP):
With a single exception, every character in this game is either straight or bisexual. Now, it's the other way around. You can still make babies somehow, even with same sex partners. Try not to think about the logic behind that too heavily.

Prepare for My Cum-ruption (+100 CP):
Everybody speaks like they're in a bad porno, including you. While you can have non-sexual conversations, the dialogue will be stilted and off, and should you actually talk about sex with someone (or god forbid, actually fuck them), the two of you will spout the most trite and artificial phrases you could possibly imagine. Awful sex puns are mandatory.

Embarrassing Arousal (+100 CP):
When you get turned on, your breasts (for women) or balls (for men) will swell up to a much larger size. No matter what reassurances you receive, you will always be greatly embarrassed by this when it occurs.

Strictly Scheduled (+100 CP):
Your days now follow an unavoidable routine similar to that found in the game. You spend 5 hours in the morning on one major activity, 5 hours on an activity in the afternoon, 5 hours in the evening, have 1 hour for naughty time before bed, and then sleep for 8 hours.

Stay in School, Kids (+100 CP):
Even if you're an adult, you're still required to attend school for at least 10 hours a week, where you get to learn the DeVos educational program for breeding more white babies (even if you aren't white, or don't want babies). There's a strong focus on learning French, because France was spared by the Apocalypse and is now the only reliable source of men who aren't weakened by beta radiation (barring the occasional stud exposed to alpha radiation). If you're an alpha yourself… congratulations, but you still have to learn French. Already know French? Not anymore, you don't. You may purchase this a second time, in which case you are required to attend school for 5 hours every day from Monday to Friday.

A Scout's Job is Never Done (+100 CP):
Normally, if you got a job as a scout (which, unless you took Beta Bitch, you'll be effectively press-ganged into) you'd be required to go scouting, exploring, or patrolling every weekday. Now, you have to go each and every day. Fortunately, scouting is only a 5 hour job, even if it requires you to travel from one side of the country to the other. Somehow.

Nightmares (+100 CP):
You are plagued with memories of the apocalypse, even if you're a drop-in. In particular, you have memories of someone you cared about very much dying from the explosion. It will be a source of grief and trauma for you, and you will not be able to resolve it within 30 weeks.

You Don't Want to Fuck? (+100 CP):
For some horrific reason, roughly half of the people you meet who you would find attractive will not be of a compatible orientation to have sex with you. Appalling.

Beta Bitch (+200 CP):

Instead of alpha radiation, you were exposed to beta radiation and survived. Unfortunately, this has mutated you into a weakling (even if you're female, bypassing your normal immunity to beta rays). You are now skinny, with sad muscles and a pathetically small dick (and/or pathetically small breasts). People will mock you for it, and any romantic or sexual partner you couple up with will be far more likely to cheat on you. Shallow, yeah, but the characters in this game aren't exactly known for their deep-seated moral integrity.

Clinic Patient #1 (+200 CP):
Normally, the medics would manage to heal you from any injury over the course of a single night, even if your penis was broken and twisted into a pretzel. Now, however, any injuries you experience beyond a scratch will put you out of action for four days, no matter how severe it is. Which is still probably shorter than you'd encounter in real life, so at least there's that?

Firing Squad (+300 CP):
Normally, all the guns people use here use nonlethal rounds (unless you're a camel or coyote). Now though, it's all live ammunition… at least, the guns that every *else* has will be. Not yours. This will be a problem, especially considering that you're probably going to get a bounty on your head by the end of your time here, and there's a gunslinging bounty huntress out there who is very quick on the draw.

Dissatis-Faction (+300 CP):
Select one of the five factions; members of this faction will be hostile to you, and will not cooperate with nor help you in any way. This will come into play even if you are disguised. This could be an issue even with a faction you want as an enemy, as it makes infiltration almost impossible. You may take this drawback twice.

Common Sense (+300 CP):

People no longer operate by porn logic, and aren't willing to jump into sex at the drop of a hat. This is much more like the normal world now, and you can expect people to generally act more like they're in a post-apocalyptic world than one meant for sex.

Biology is Upset (+300 CP):
Biology is sick and tired of being abused like this, and has reinstated itself. No longer will holes and stomachs stretch around entrances as overly-large insertions somehow aren't lethal; if you're an "alpha-stud", then you can look forwards to not having any penetration at all, unless you're willing to rip someone apart, and will release normal human volumes of semen. If you're a girl exposed to alpha rays, you can expect extreme back pain for your entire stay, and you will quite possibly face difficulty moving around or staying upright with your giant, no-longer-gravity-defying tits.

The New Avengers (+600 CP):
This game now occurs in a pornographic version of the Marvel Cinematic Universe; you don't find Scarlett Johansson surviving on her own out in the post-apocalypse, but Natalia Alianovna "Natasha" Romanoff, a.k.a. the Black Widow. And, being desperately in need of any sort of help, she will recruit you to help her defeat Trumpf, who's been empowered by an Infinity Stone (although he thankfully doesn't know how to use it for its proper purpose). You'll have to form a "superhero" team to fight against him, because you and her stand no chance on your own. Thankfully, there are a few people who might qualify, although you'll have to find them on your own.

If taken with Not Quite Amazonian, then this is instead a pornographic version of the DC Extended Universe, and instead of Gal Godot you find the real Diana Prince/Wonder Woman… who's still been depowered. And Trumpf is now channeling a little bit of Darkseid's power… which he still

doesn't know how to use. Thankfully, he's neither stronger nor weaker than his Infinity Stone-wielding alternative.

Camel By Camel (+600 CP):

You are not a human. You are a camel. Your objective to win the gauntlet becomes surviving for 30 weeks. You'll need to be careful; camels are considered good eating ever since they became the most plentiful source of meat. Don't worry about how that happened over the course of a single year.

In for the Long Haul (+1000 CP):

I have no idea why you'd want to stay here for 10 years when there are much better porn jumps out there, but if you want you can convert this from a gauntlet to an ordinary jump, receiving this 1000 CP but also losing the protection from chain-failing. Additionally, you will not receive a special reward for completing the gauntlet.

Perks

Spend your hard-earned points here; perks are discounted by 50% to their faction, with the 100 CP perks instead being free.

General

Alpha Exposure (Free):

You receive the benefits of having been exposed to pure alpha radiation for extended periods of time. Your muscles have grown to insane levels reminiscent of a professional body builder, and have become drastically more efficient. As it is, you're already stronger than any human is naturally capable of being, and as you exercise more your strength will grow even more. By the end of your stay here, it is fully possible for you to be bench pressing more than 2000 pounds of weight. Furthermore, your penis (for men and futas) or chest (for women and futas) has grown

to enormous size, far beyond what nature ever intended. Accordingly, this allows men to let loose enormous cumloads, somehow producing more cum than their balls could possibly have stored in order to coat someone's body with splooge, while women will have breasts that seemingly defy gravity despite their size. You come more strongly than normal, both experiencing more pleasure and with the orgasm itself lasting longer. Your refractory period is so short it might as well not exist, and your sexual stamina is effectively infinite.

If you would rather not look like a bodybuilder on steroids, then once the gauntlet is complete you can optionally keep the benefits of increased strength and sexual potency, while keeping your normal physique. If you have Beta Bitch, you do not receive the benefits of this perk at all until after the gauntlet is over.

One Size Fits All Holes (Free):
The human body can be pretty damn stretchy in this world; women easily take insertions that leave them bulging above the belly button, while their mouths can open so wide to deepthroat cock it looks like their jaw dislocates. This perk allows you to bring this trait with you to other worlds; not only will people be able to take much larger insertions than the body is possibly equipped to handle safely, but such enormous size will only ever mean more pleasure, not the agony of being gouged out by a monstrous dick. You can determine at the start of a jump whether or not this perk will affect that universe.

My Mind is My Own (Free):
Free for this jump only, you gain an immunity to mind control, ensuring that you don't fall prey to Mike Ponce's mental domination.

On the Road Again (Free/-100 CP):
No matter where you are, you will be able to make it to any other location on the same continent within 2 hours, so long as you are riding

a vehicle, know where your destination is, and know where you are. You can travel across half a continent in an hour, as well… but below an hour, you only travel at normal rate. This doesn't employ any form of super speed or temporal scrunching, and after your trip you won't remember any points that seem like you teleported. Your head starts to hurt if you think about the details too hard.

Rushed Pregnancies (Free/-100 CP):
Due to your superior sperm (or eggs), all pregnancies you experience or cause will be drastically shortened, lasting a mere 8 weeks but somehow posing no greater hardships than a normal pregnancy would offer. Now, normally the resulting kids would also benefit from Alpha Exposure… despite being infants… but fortunately you can toggle this effect, in case you aren't fond of the idea of babies with dicks that dangle down to their knees. If you have Beta Bitch, then the kids' Alpha Exposure won't kick in until after the gauntlet is over (if you let them have it at all, that is). This perk is free for the duration of the gauntlet, but costs 100 CP if you want to keep it afterwards.

Harem Master (Free/-100 CP):
For some reason you are incredibly sexually desirable. Ludicrously so, even, to the point that with some casual flirting and a single date you could convince just about anyone to go steady with you… and not mind all the other people you're ALSO going out with, so long as you still give them enough attention. This perk is free for the duration of the gauntlet, but you must pay 100 CP in order to keep it afterwards.

NRANRA Membership (-100 CP):
You might not be a member of the National Rifle Association of New Rebuilt America, but it wouldn't surprise anyone if you were, because damn, you're a good shot. You could shoot a camel in the balls from half a mile away with a crooked rifle.

Martial Artistry (-100 CP):
You excel at martial arts; like Himiko, you can kick just about anyone's ass in close combat, and when you put your back into it your karate chops can cut like a (dull) knife.

Cunning Linguist (-100 CP):
You learn languages supernaturally fast; it takes only minutes of exposure to a language for you to be a half-decent conversationalist in it, and in half an hour you could speak it as well as a native, even knowing words you've never actually heard before.

Post-Apocalyptic Science (-100/-300 CP):
You have an excellent understanding of mechanics, and are able to repair, or even build, any common vehicle with ease. Well, that's the first level of the perk. If you take the advanced version, you gain scientific and technical knowledge equivalent to that of Dr. Evil or Dr. Debra, capable of creating lifelike robots, super-diseases, or machines that temporarily mutate someone into a futa. Also comes with the knowledge of how to alter any machine to make it "reverse polarity", allowing it to have approximately the opposite function of whatever it was originally intended to do.

Cuckold's Nightmare (-200 CP):
You are a threat to relationships… although not healthy ones. The more romantically or sexually neglected someone (that you find appealing) is, the more attractive you become to them. You excel at both convincing people to cheat on their partners, and at convincing them to go further and humiliate them. Such humiliation never comes with consequences, either, even if you force someone to watch you fucking their spouse. Do this enough, and they'll start to develop a fetish for being humiliated. On the other hand, you're also quite skilled at convincing people that they like being cucked, and that their partner's infidelity is actually a positive thing.

Deep State

Compound Management (-100 CP):

You gain experience in leadership and management. You know how to inspire others, know how to foster a supportive and productive environment, and know when to delegate and when to handle projects yourself. You're excellent at spotting other people's potential, and know how to push them to do their best without fostering resentment.

Make Them Talk (-200 CP):

You excel at interrogation. You know all the tricks for intimidating a suspect, and can cloak yourself in an aura of fear in moments. If that isn't enough to make them talk, then you are skilled at using more brutal techniques to force them to squeal. You know how to torture people; you can drag out the pain and never risk losing your victim to death or unconsciousness. Furthermore, you how to rape them in the most mind-breaking way to force them to do what you want.

Federal Bureau of Infiltration (-400 CP):

You are a master of disguise. You can form fake IDs that can pass even the most stringent of background checks, always react properly to your cover names, and can disguise yourself so perfectly you could masquerade as someone's spouse and they would never know the difference—this does, of course, come with the acting chops to get away with that sort of thing.

Trumpsters

Simply Superior (-100 CP):

When you are facing against someone who is racially, politically, nationally, or religiously different from you, you become more effective in opposing them in any field, whether it be in combat, a proper debate, or you're simply trying to outperform them. The more different someone is from you, the more effective you become.

Devoted Family (-200 CP):
You inspire great loyalty in those close to you. They will stick with you through thick and thin—not just your family, but in anyone who is in some sort of close relationship with you. Outside forces cannot steal their loyalty, and you will never have to worry about your wife and daughter abandoning you for a big-dicked stud.

Rage and Wrath (-400 CP):
Like Kimberly and Sean Insanity, you had a peculiar reaction to the radiation. In short, when you get angry, you grow stronger, your musculature bulging and getting larger as your fury grows; if someone enraged you enough, you'd be strong enough to rip a car in half with your bare hands. You can apply this strength to any muscle in your body—you're entirely capable of fucking someone to death. Of course, that's only if you permitted it; you have perfect control over your own strength, and will never exert more force than you intend to.

Sierra Club

Survivalism (-100 CP):
You can find safe and edible food in even the harshest, most desolate, or most irradiated of climates. Furthermore, if you have any special dietary restrictions, such as veganism or only eating halal foods, you will always be able to find at least some food that falls under what you can safely consume… somehow.

Nature's Gratitude (-200 CP):
When you have the opportunity and motivation to bring harm to an animal, but elect not to, Mother Nature will repay you for your kindness by gifting you with greatly increased luck. Perhaps you'll find almost as much money as you would have made from hunting and selling that camel, maybe you'll find extra supplies, or it could be that you just have an easier time getting laid.

Lay of the Land (-400 CP):
You are so in touch with nature that when you are quiet and listen closely, you can almost hear it speaking to you. You gain a sense for the rough shape of the terrain with a distance of about 5 miles, and in that area you can feel the presence of any unnatural or artificial materials. By focusing, you can narrow your sensory field, enabling you to detect the presence of living beings within a reduced range of 1 mile.

Road Warriors

Diamonds Are Forever (-100 CP):
You're tough as nails, and maybe a bit tougher than that. It's flat-out harder to hurt you, and you can just tough it out even when faced with injuries that would otherwise knock you unconscious. It would take an otherwise lethal injury to take you down, and even then, you're likely to live through it.

On the Road Again (-200 CP):
As a Road Warrior, it only makes sense that you'd be great at riding vehicles, right? You're an absolute ace when it comes to driving or piloting vehicles of all kinds, from motorbikes to jetplanes, and you can always eke a little more speed out of a vehicle than it should technically be capable of producing.

Slave Trader (-400 CP):
When you take someone as a slave and break their will, it stays broken; they won't recover their drive to resist as soon as you turn around, they won't hope for escape, and if provided the opportunity to leave you, they'll still be so broken that they'd rather come back to you than get away. Normally a master can never trust those they've made their slaves, but you are the exception.

Church of the Redeeming Phallus

The Father, the Son, and the Holy Spurt (-100 CP):
Those you come on or inside, or who come on or inside you, are blessed for the next few hours. They will find themselves performing to a mildly-but-noticeably superior level in all respects compared to normal.

Saint-Manhood (-200 CP):
You've been canonized as a saint of the Church of the Redeeming Phallus, and have been gifted with certain holy powers. Firstly, when having sex with someone you can drive their sins out of their body, rendering them "pure" until such time as they commit another sin. Until that time, even a succubus would be considered a pure-at-heart virgin for all mystical or religious purposes, or for such matters such as being able to get close to a unicorn. Secondly, with an exertion of will you are able to increase (or decrease) the size of your genitalia by up to 50%.

The Holy Oracle (-400 CP):
You have been granted powers by the Phallus Lord reminiscent of those given to the Oracle. You gain the ability to peer into the future. You cannot control what you see, only ensure that whatever you see is something that will be meaningful to you, and will be something that will eventually make sense. Rather than showing events, this precognition shows to things that will be useful to you; for instance, if you needed to infiltrate a city, it might show you sneaking in through a hidden entrance, letting you know where the entrance is so you can go there to sneak through it in the first place. Such visions of the future are malleable, however, and once you see a future you are not confined to ensuring that it takes place.

Free Agent

Quickdraw (-100 CP):
You've got to have good reflexes if you want to get by in the post-apocalypse… especially if you get a bounty on you. You can react to danger as soon as it enters your senses, wasting no time on being

surprised. This also gives you excellent combat reflexes, letting you respond quickly to threats without needing to think about what you'll do. It'll be very useful if you ever get into a duel.

Alien Allies (-200 CP):
For one reason or another, you can always strike up a good rapport when you encounter aliens. As long as they aren't already intending to kill you, they will be more open to peaceful and equal negotiations, even if they normally consider themselves to be superior to your species. What's more, you make friends with aliens more quickly, and will have a better reputation with them in general. Why, if porn of you were to be spread across alien space, you'd doubtlessly have zillions of loyal fans who'd do anything you wanted.

Favored by the Factions (-400 CP):
You have a remarkable ability to join many organizations at once, even when those organizations are mutually hostile to each other or forbid membership in other groups.

If one of the factions you were in did something harmful to another group you were a member of, the second group would never hold you accountable for it. This applies even if you were the one who did the harmful action—the problem's the people in charge, not you. Now, this doesn't apply to actions you take of your own initiative, but as long as you can excuse it as "only following orders" or "expected group activities" or anything along those lines, you'll never lose respect or status from one faction you're in, even as part of a different faction.

With this, you could benefit from being in multiple organizations at a time, without experiencing the social consequences of doing so.

Items

You may select one 100 CP item for free, but otherwise there are no discounts.

Posing Pouch/Itty-Bitty Teeny-Weeny Bikini (Free):
You get what could best be described as a thin flap of fabric that will desperately do its best to cover the naughty parts of your body, and which will fail utterly. Somehow, no one ever considers this to be inappropriate, regardless of where you're wearing it, and you will always get a lot of appreciative looks (and even a few comments).

If you're a futa, you get a mixture of bikini and posing pouch.

Shotgun (Free):
You have a shotgun. When you reach for more ammunition, there's always some in your pocket. However, this ammunition is non-lethal, meaning that although it can inflict some pretty severe wounds, its injuries will never be fatal. Unless you're shooting an animal, in which case it'll actually be a little more damaging than normal. Show those camels who's boss.

Note that the shotgun is fully capable of firing regular bullets, but the bullets you can summon for it (and all the bullets you'll find in this gauntlet) are always nonlethal.

Tranquilizer Rounds (-100 CP):
You have a collection of tranq darts that are universally compatible with all forms of gun, and can be used in place of whatever ammunition it might normally have. Don't think about it too hard, it just works out. These tranquilizers will knock out anything from a mouse to a blue whale in a single shot, and will never kill something from overdosing. This case of darts always has another one in it when you reach for more.

Carrying Bag (-100 CP):
You have a bag, capable of holding whatever you put in it with infinite capacity (although this doesn't make it any lighter). What makes this special apart from its carrying capacity is that the bag is always there when you reach for it. So even if you don't visibly have anything on you, your bag of stuff will always be on hand for you.

Road Hog (-100 CP):
You have an excellent motorbike, which has a tank which is always full and somehow produces no exhaust, allowing it to be perfectly environmentally friendly. It's been extensively modified beyond its original frame, leaving it impossible to tell the bike's original make and model; however, it does have the logo of your faction on the side (or a decal of your choice, if you are a Free Agent).

Rifle (-100 CP):
A semi-automatic rifle. When you reach for more ammunition, you'll always find an extra clip in your pocket. However, like the shotgun you are only provided with non-lethal ammunition.

Hypnotic Pendulum (-200 CP):
This is a simple pendulum, but when you start using it in front of a single person, that person will be hypnotized by it. You can then impart a subliminal message that will worm its way into their mind. This can't accomplish anything so great as changing someone's personality or making them do something wildly out of character, but it can make small changes. After it has been used on someone, they become immune to its effects for a month. Nobody will ever realize that hypnosis has been used on them unless they are outright informed by someone else.

Frenchman's Mustache (-200 CP):

An elegant fake mustache. While wearing this mustache, you are indistinguishable from a generic Frenchman; even if someone watched you put on the mustache, they would assume that "you" disappeared and a Frenchman wandered up when they were looking elsewhere.

Sniper Rifle (-200 CP):
A military-grade sniper rifle; more ammunition is always available in your pockets whenever you reach for more, but the ammunition is non-lethal.

The Futanizer (-200 CP):
This is a machine large enough for a human being to stand in, which will then bombard their body with charged alpha particles. The originally-unintended consequence of which is to turn people into futas. Well, technically the original only turned women into futanari (and wasn't called "The Futanizer"…), but this one is all futa, all the time. The change only lasts for a couple hours, but you have two refilling syringes; one makes the physical change permanent, and the other instantly reverts the change. You might need that second syringe, because the Futanizer also turns the target into a sex-obsessed fuck-maniac for a couple hours.

People turned into futas in this fashion also gain an improved physique, becoming a bit taller and stronger than before, as well as getting bigger junk and tits. People who were already a futa can still get in the machine to receive the improvements.

Companions

If you don't look forwards to facing the post-apocalypse by yourself, you can take more people with you here.

Create/Import Companion (-100 CP):

You can spend points to either create a new companion from scratch, or import an existing companion into the jump with you. If you import a companion, they lose access to all powers that are greater than what would be available to a normal human being; if they themselves are not human, then they receive a human alt-form that they are confined to for the duration of the gauntlet. Regardless of whether you create or import a companion, they receive an origin of your choice and half of the CP you gained from drawbacks to spend on perks or items.

Ending

If you died or failed to complete the objective, then the gauntlet is over for you and you proceed to the next jump, leaving behind everything you purchased here.

However, if you succeeded at your objective, then once your 30 weeks are over you can take with you anyone, or even everyone, who you had sex with over the course of the gauntlet along with you on your chain as a companion, either individually or sharing a single companion slot. You can even bring the main character that you replaced, if for unknowable some reason you want him. You additionally gain +500 CP to spend on any purchases in this gauntlet.

That said… if you managed not only to succeed at your objective, but you successfully replaced Donald Trump as president (either by convincing him to resign or by deposing him and taking over as president yourself—don't worry, no actual election is needed in the post-apocalypse), then at your discretion you can take the entire setting with you on your chain as a Warehouse attachment. But why would you do that to yourself…?

Notes

This is an incredibly cringeworthy game, and I feel like I need to warn you of that just in case you decide to play it before doing this jump.