 GENERIC TIME LOOP GAUNTLET

You will shortly be caught in a time loop, causing you to repeat a specific section of time over and over again, until a certain condition is met. This will function as a Gauntlet, meaning that a few specific conditions will apply.

Firstly, you will start with **+0 CP**, which means that any purchases you wish to make will require you to gain CP, either from the nature of the loops themselves or from selected Drawbacks.

Secondly, you will lose access to all powers and abilities from any prior jumps you might have been to, as well as losing access to your Warehouse, items, and companions. You will start this Gauntlet with only your very basic Body Mod, and even then, if any of the features of your particular Body Mod involve any flavor of time manipulation, those will be disabled for this Gauntlet, regardless of how well protected or fiat backed they might be.

Thirdly, the purpose of this Gauntlet will be for you to accomplish a specific task, which will involve you either preventing or causing a certain event / events from coming to pass during a repeat of the Loop. The difficulty of said tasks will be set during the selection of the nature of the Loops, but when you accomplish it, you will immediately know that you have done so, and will have the option to end the Loops at that moment, or to continue on and let them play out to the end. If you select the second option, you can change your choice and end the Gauntlet simply by reperforming whatever task you had been given.

Fourthly, if you should succeed in accomplishing your given task, you will gain a prize at the end of the Loop, and will be able to keep all purchases made here. If you failed, however, then you will lose all purchases and simply be pushed onward to your next Jump.

Finally, it is possible for this Gauntlet to be combined with other Jumps, using rules found later in the document.

Loop Nature

You will not be gaining any sort of background or origin here. You will instead be starting as your basic self, in a perfectly ordinary version of Earth. What you will select is the nature of the Loop that you find yourself in; specifically, you will determine the duration of each Loop, the number of Loops that will occur, and the difficulty in breaking the Loops. As stated in the beginning, if you haven't managed to break the loops by the time the final Loop ends, you will simply be kicked along your Chain, losing everything that you might have gained here, save for general memories. For the duration of this Gauntlet, death is not the end, and will instead merely result in a new Loop starting right after you died.

Length

You must select one of four possible durations. You will either gain or lose CP based on this choice. Shorter loops provide bonus CP, as you will have less time to explore or perform whatever task you need to do.

1 Hour (+200 CP): Each loop will last for exactly 60 minutes.

1 Day (0 CP): Each loop will last for exactly 24 hours.

1 Week (100 CP): Each loop will last for exactly 7 days.

1 Month (300 CP): Each loop will last for exactly 31 days.

Loop Count

You must select one of four possible loop counts. You will either gain or lose CP based on this choice. Fewer loops will provide bonus CP, as you will have less chances to actually break the loops.

10 Loops (+300 CP): The loops will only repeat 10 times before ending.

100 Loops (+100 CP): The loops will repeat 100 times before ending.

10,000 Loops (0 CP): The loops will repeat 10 thousand times before ending.

1,000,000 Loops (200 CP): The loops will repeat 1 million times before ending.

Task Difficulty

You must select one of five possible difficulty levels. You will either gain or lose CP based on this choice. More complex difficulties will provide bonus CP, as it will be more difficult for you to accomplish whatever task is required. The difficulty selected here will also affect the prize that you gain at the end of your Gauntlet, as specified in the Prize section.

For each difficulty level, the only assurance you have is that the task given will be performable by an ordinary human being in your setting within the time limit of a single Loop, if they started with full knowledge of what was required when the Loop began. The task will also be something that would be a net positive for the world in general. You do not start with any clues as to what your task might be, but there is a Free Perk you will gain that can assist with that.

Simple (400 CP): You must accomplish a specific task that is fairly trivial and straightforward. For example, the task might involve picking up a bird nest in a nearby park and placing it back within the branches of the tree or preventing a neighbor from mailing a letter that would have embarrassed them to have sent.

Moderate (200 CP): You must accomplish a task that is moderately challenging and can include multiple steps. For example, you could be required to run in a local marathon and achieve a respectable time, or to prevent a pair of drunk drivers that will be swerving through your neighborhood from injuring anyone, including themselves.

Hard (0 CP): You must accomplish a task that is quite difficult, and which may be somewhat open-ended. For example, you could be required to rescue everyone from a near-inevitable wildfire, prevent a popular candidate from being elected on Election Day, or ‘become a better person’ by addressing wrongs in your past and convincing other people to forgive you.

Complex (+200 CP): You must accomplish a series of half-a-dozen simple, moderate, and/or hard tasks that must be completed in a general order. There will be some flexibility, but one or more tasks may rely on other tasks having been accomplished previously.

Rube Goldberg (+400 CP): You must arrange for several dozen tasks, ranging from simple to hard, to all be accomplished in a very specific order and with exact timing. Many of the tasks will rely on prior tasks being accomplished in precisely the correct way at the correct time to then snowball into the other tasks being accomplished.

Drawbacks

You can take drawbacks to gain CP. Some Drawbacks can be taken multiple times, to increase the challenge they provide. You can only gain +1000 CP in total through drawbacks. CP gained from the nature of the loops does not count against this limit.

Uncertain Durations (+100 CP): *Can be purchased up to two times*. Ordinarly, each Loop will start and end at the exact same moment every time. Now, however, the start and end times for each Loop are a bit more loose. With **one** purchase, the start and end times of each loop can be shifted by up to 15% of the total duration. This means that an hour-long loop could start or end up to 9 minutes earlier or later than it normally would, while a day-long loop could start or end up just over 3 and a half hours earlier or later. With **two** purchases, the total number of resets is also variable, in the direction of fewer overall loops, with the overall loops possibly losing up to 20% of their total number of resets.

Strange World (+100 CP): *Can be purchased up to three times*. Incompatible with Supplement Mode. The world you are in is no longer simply an ordinary version of Earth. Now, some strange element has been added, such as magic or aliens or psionic powers. On the one hand, this means that it may be possible for you to learn from or gain some of these powers for yourself. On the other, it also means that the world is now that much more dangerous and complicated, and it opens up an entirely new set of possibilities with regards to whatever you have to do to 'solve' the Loops. With **one** purchase, a single area, such as magic or psionics, has been added, and the overall level of power is fairly weak. With **two** purchases, three or four areas have been added, and the power level is higher, entering into the street-level comic book tier. With **three** purchases, many areas have been added, and the tier of power is average comic book level. Note: Regardless of power level, external entities are not going to be able to help 'solve' the Loops for you.

Release the Butterflies (+100 CP): *Can be purchased up to four times*. Ordinarly, things in the Loop will not change unless you directly intervene with them. A newspaper blowing down the road will fly in the exact same way and land in the exact same spot unless you go out and step on it or prevent it from being printed. Now, however, things will change from Loop to Loop. With **one** purchase, they are fairly small cosmetic changes. Someone wearing a different color of shirt, or choosing not to jingle their keys when pulling them out of their pocket. With **two** purchases, it takes the form of small deviations from routine, such as someone taking the stairs rather than the elevator or skipping purchasing coffee one morning. With **three** purchases, they are much larger changes that can have larger and lasting impacts, such as someone choosing to go bowling rather than go into work like normal or rejecting a marriage proposal they would normally accept. Finally, with **four** purchases, the changes can echo backwards to have happened prior to the Loops beginning, causing the start of each Loop to be different.

No Hints (Variable): *Can be purchased only once*. You no longer gain the Clue Sense perk, leaving you to stumble across the solution via luck. It is possible for you to logically deduce what sort of actions might solve things, as they will generally be actions that can happen during the timeframe of the Loop and which will make the world 'better' in some way. The CP gained from this will depend on the Difficulty selected. For **Simple** and **Moderate**, you gain **+100** CP. For **Hard**, you gain **+200** CP. For **Complex**, you gain **+400** CP. For **Rube Goldburg**, you gain **+600** CP.

No Sign (+200 CP): *Can be purchased only once*. Ordinarly, you would receive a clear impression when you managed to 'solve' the Loops, and would be given the choice at that point to end the Loops early if you so desired. Now, however, you do not gain any such impression or choice. Instead, you simply have to wait until the end of the Loops to find out if the solution / solutions you tried were actually the proper solutions.

Memory Fog (+200 CP): *Can be purchased only once*. Ordinarily, you can recall the events of a prior loop as if it happened yesterday. In other words, the events of each loop are just as clear as your normal memories. However, now that is no longer the case. Each time you restart, your memory of the prior Loop will be fuzzy and dreamlike, with the effect growing more and more pronounced the further back you try to remember. Perfect memory Perks and the like are reduced to merely making your memory a bit sharper, with details still slipping through the cracks as the Loops continue.

Lasting Impressions (+200 CP): *Can be purchased up to two times*. Ordinarily, your body is reset to exactly the state it was in at the beginning of each Loop. Now, however, negative physical changes, such as pain, injuries, poisons, and diseases, will persist between reboots. The two exceptions are that your age resets to what it was at the start, and if you die and then reset, the specific injury or poison or other source of death will be completely removed. All other negative physical changes will remain. With **one** purchase, the kept changes will be somewhat reduced, cuts being less severe, diseases being weakened, etc., after each reset. With **two** purchases, the kept changes are just as bad as they were at the end of the prior loop, and lethal injuries are kept in a reduced form, not removed entirely outright.

Rival (+200 CP): *Can be purchased up to three times*. You are not alone. There is now another person going through the Loops alongside you, in your local area, and unfortunately, they have the exact opposite task as you. They will discover hints about what the goal is at the same rate as you do, and they will have the task of preventing whatever you are trying to accomplish. If you are trying to prevent a death, they will need to cause it. If you are trying to fix up a broken down park, they will be trying to keep it broken. And they are not afraid to kill you to do it. With **one** purchase, this is a single person with 400 CP worth of perks. With **two** purchases, there are three people, who are generally willing to work together, with 600 CP worth of perks shared between all of them. With **three** purchases, there are a total of eight people, acting as a well-oiled team, with 800 CP worth of perks shared between all of them.

Death Flag (+300 CP): *Can be purchased only once*. Ordinarily, dying within the Loops will simply cause a new Loop to start, effectively ending the prior Loop prematurely. Now, however, death marks the end of the Gauntlet, and will cause you to move onward as if you failed to 'solve' the Loops, losing all purchases. When this is taken in Gauntlet Lite Mode, you will end up reset to the starting point of the Loops, with all purchases from this Gauntlet lost, and time continuing normally from that point.

Crawling Horror (+600 CP): *Can be purchased only once. Requires Strange World or Supplement Mode*. The Time Loops have awoken a strange being, that exists outside of normal space-time. The force of the loops can keep it contained for a time, but as it awakens, it will gain the ability to travel across the Loops, altering and twisting time and reality as it does so. Your only hope is 'solve' the Loops before it fully awakens, but it is anyone's guess how long that will take. You only know that the more things you change, the faster it awakens.

Perks

Perks are available to help assist you in discovering the proper key. You will need to gain CP before you can take any non-Free Perks.

Clue Sense (FREE/200 CP): For the duration of this Gauntlet, upon seeing, hearing, reading about, or otherwise detecting some object or location that is part of your key task, you will find your attention drawn sharply to said object or location. For example, if your task was to prevent a kid from being bullied, your attention would be drawn to the kid, his bullies, or the location where he would end up being bullied / had been bullied. It is up to you to determine what is required with the objects or locations your attention is drawn to.
For an additional 200 CP, the key objects or locations will be faintly outlined in a color of your choice, and you will retain this sense in future Jumps, highlighting key objects or locations that are required to complete some task when you are focused on said task.

Acting (100 CP): One of the key skills that anyone trapped in a time loop needs to have is the ability to interact with people. And you have that skill. You are greatly skilled in the basic tenets of interpersonal communication. You know how to get people to talk to and confide in you, as well as how to craft and maintain a persona that you might need to deal with them. Want to be a sympathetic listener? Or maybe a strict motivator? You can project the image you want people to see (though nothing is preventing you from being genuine while you do so).

Timing (100 CP): You have an innate sense of timing, always being aware of the exact local time down to the second, as well as being able to keep perfect time in your head for time-sensitive actions. You have an enhanced sense of proprioception and body control to be able to have your body react when your plan says it needs to, though you still need to train to have the muscle or coordination to react properly. During this Jump, you will also have a constant count of the number of Loops that you have been through.

Remembering (100 CP): You will need a keen memory to be able to properly take advantage of the time loops, and this will help with that. Your memory is now photographic, capable of remembering clear details of what you've sensed without degrading, and it can function like a computer's memory, capable of being indexed, searched, sorted, and even hidden for more traumatic memories. It has immense capacity for storage, capable of handling multiple lifetimes of intense memories before even approaching capacity, and this capacity can build on any other memory or mind-enhancements you have.

Learning (100 CP): Despite appearances, you don't actually have all the time in the world, and so being able to learn and improve quickly is essential. The effects of practice and repetition on your learning process are massively enhanced, with regular practice allowing you to improve several times faster than your average talent. What's more, so long as you are honestly trying to improve, you won't have to worry about making poor technique into habits, as flaws in your approach will be self-correcting over time.

Isolator (200 CP): Time loops can be lonely, even when interacting with people, as they will stay the same even as you are changing over time. This will help you to deal with that in two ways. First, you will be resistant to the negative psychological effects of solitude and loneliness, capable of enduring them for much, much longer than the average human being, and even minor contact with 'someone new' can be enough to help you 'reset yourself'. Second, for those that you care for and have an honest connection with, you are always able to maintain your enthusiasm for your relationships and continue to see them as people, and not just people-shaped objects going through the motions.

Moral Fortitude (200 CP): It can be very tempting to let go of your morals and simply do what you want without consequences, when any repercussions will be wiped away by time resetting. Now, however, no matter how tempting, you can maintain hold on your personal morals and convictions. This can protect against moral temptations from consequence-free time loops, as well as other sources of moral degradation, such as demonic temptations, charismatic brainwashing, or spiritual corruption.

Iterative Improvement (200 CP): If you go lift weights for an entire Loop, you'll start the next one free of pain, but no stronger than you were before. Now, that isn't the case. Physical improvements that you make to yourself, from training or otherwise, can now pass along through the Loops. So long as you put in time and effort, you can keep growing stronger through the loops. And speaking of time and effort, there are a couple of other side benefits. First, time is slower to degrade skills and strength if you stop training. This won't fully protect them, but you would lose benefits at a slower rate than before. Second, diminishing returns diminish much less over time for physical improvements. Your rate of improvement may slow down, but it won't truly stop, allowing you to always squeeze just that much more out of your body via training.

Auto-Pilot (200 CP): Solving the Loops will often revolve a great deal of trial and error, changing little actions to determine how that alters things on a larger scale. And it can be frustrating to deal with trying to do something only to flub the actions that came before. Now, once you have performed a given action or set of actions, you can set a mental script for your body to follow, pieced together from said actions, which your body will follow as long as it is capable of doing so. You can pause this script at any time to improvise or change an action, but you must have actually succeeded in performing an action to make it part of the script, and your body won't be able to adapt for mistimed actions on its own.

Undo Button (400 CP): It can be very frustrating to have gotten through an entire Loop, only to just barely miss the one change that you were trying to test out or make. Now, up to three times per 24-hour period, you can ‘retcon’ a single action you made within the last minute, altering time so that you made a different action instead, with reality updating to follow the ‘new’ timeline instead. You alone will maintain memories of both versions of events. Once per Jump, this ability can activate automatically in the event of your death to alter your choices enough for you to avoid death instead. Note: This ability cannot alter uses of itself, so you cannot choose to undo your choice to undo some different action.

Memory Manipulation (400 CP): It can be difficult to convince others about the time loops, when only you carry memories into new iterations of the loop. Now, it is possible for you to carry memories of others along with you. When touching a willing being, you can scan and copy their memories into yourself. If you lack a form of memory improvement, this process can result in incomplete or semi-inaccurate copies, though the basic concepts will still be there. If you were to come across another version of said person, you could then share their memories with them at a touch. If you try to use this ability on an unwilling being, it will require a contest of wills to access their memories, and the conflict can result in only partial or fragmentary memories being retrieved. This access can also be used to alter memories in other ways, such as helping someone to recall repressed memories, helping to hide memories they wish to repress, or even implanting false memories.

Items

For the most part, items will be less useful to you, as you can't really bring items with you between Loops. These purchases can change that, with several of them being able to carry changes between Loops. Unless otherwise specified, objects will reappear within 1 week if lost or destroyed, or at the start of a new Loop, whichever happens sooner.

Memento (FREE): A small, handheld keepsake or charm. It will always appear in your hand when you wish it to, and by sitting and focusing on it, you can calm your thoughts, helping to bleed away stress, confusion, panic, or other mental afflictions.

Journal (100 CP): A simple journal with a pen stored inside. The journal seems to have an unending number of pages, both blank pages and pages set up as calendars for recording schedules, and the pen will never run out of ink or get lost, always appearing within the cover of the journal when needed. The contents of this journal follow your personal timeline, so whenever you open it, it will contain whatever you last wrote, even if time has looped itself.

Clothes (100 CP): The timing of your loops may not allow for a lot of time spent on personal hygiene, but these can make up for that somewhat. A set of plain looking clothes, consisting of a shirt, pants, underwear, socks, and shoes. When donning and wearing these clothes, you will always be instantly cleaned as if from a good shower, and they can change appearance at a thought, allowing you to replicate the appearance of any mundane outfit needed.

Energy Drinks (100 CP): A set of six cans, each of which can provide the nutrition of a very basic meal and the energy of a short nap. The cans will refill 24 hours after being used (or at the beginning of a new time loop, whichever comes first).

Handy Wallet (100 CP): A small billfold wallet that can hold an infinite amount of money, transforming it into whatever denomination of cash or coins is required, including exchanging between different currencies at an exact exchange rate. The contents of the wallet are time-proofed, remaining in existence even after time has been rewound or changed. Only money can be stored in this wallet, however.

Storage Boxes (Variable): *Can be purchased multiple times*. Each of these boxes can store more than its physical dimensions should allow, and the contents of each of them is tied to your personal timeline, meaning that upon opening the box, its contents are whatever was contained when you last closed the box, no matter when that closing happened in the timeline. A small box costs 100 CP, with a 1 cubic-foot exterior, and an interior nine times that size. A medium box costs 200 CP, with an exterior the size of a larger storage bin, and an interior the size of a walk-in closet. A large box costs 300 CP, with an exterior the size of a medium sized cabinet, and an interior the size of a large suburban garage.

Tracers (200 CP): A set of three high-tech looking discs. When placed on someone, they will turn utterly invisible and intangible, while remaining connected to them, transferring between outfits as needed. While they are connected to someone, you will have a constant sense for that person's location relative to you. These discs can remain connected between shifts in time and reality, meaning that when a Loop resets, they will remain attached, allowing you to follow where someone was prior to you meeting them in a previous loop. You can recall these discs to your hand at any time, de-synchronizing them from their current target, and they will reappear in your possession within 24 hours if they are somehow lost or destroyed.

Supplement Mode

This Gauntlet can be applied to another Jump in the form of a supplement. This can be done in one of two ways: True Gauntlet Mode and Gauntlet Lite Mode. This Jump is not compatible with Jumps that feature time loops or time travel as a primary plot element (Doctor Who, Time Braid, Edge Of Tomorrow, etc.), and therefore cannot be applied to said Jumps in either mode. For Jumps that feature time travel as an incidental or side element (Harry Potter, Pokemon, Naruto), said time travel will simply not function within the confines of the Time Loop, and trying to force it would simply trigger a new iteration. If there are tasks or scenarios that the other Jump requires you to perform, they must be performed after the Loops have been 'solved' or outside of the Loops entirely.

True Gauntlet Mode: All of the rules described in the introduction of this document are in full effect. The duration of the Loops from the Gauntlet overrides any other durations, such as the 10 years normally allowed for Jumps, or any form of duration extension or shortening. You will still gain the CP from the other Jump as normal and powers purchased there are not locked out by this Gauntlet, but you cannot gain CP in the other Jump from any form of power loss drawback or other drawbacks that mimic the basic rules of this Gauntlet or from any drawbacks that mirror drawbacks taken in this Gauntlet. If you should fail in breaking the Loops before the end of the selected duration, you will lose all purchases or freebies in both this Gauntlet and in the attached Jump, and are simply pushed on to the next Jump.

Gauntlet Lite Mode: You will no longer lose powers from prior Jumps, with the only exception being that time manipulation powers will still be suppressed during the course of the Loops themselves. You can either select to have the Loops happen at the very start of the Jump, or you can have them start randomly at some point during the course of the overall Jump, with the time spent in the Loops not counting against the normal duration of the other Jump unless you wish them to. If you have any Companions you have imported, you can choose whether they will be involved in the Loops from this Gauntlet or not, but they will not gain purchases from this document either way. If there are drawbacks in the other Jump that are similar to drawbacks in this Jump, you can take both and gain CP in the respective Jump or Gauntlet for both of them. If you fail to 'solve' the Loops before they end, you will simply lose the purchases from this Gauntlet, and will otherwise be able to continue your Jump as normal. However, you will also **not** earn any prize from 'solving' the Loops in Gauntlet Lite Mode.

Ending, Prizes, and Notes

If you manage to succeed in ‘solving’ the Loops, by accomplishing whatever key event was required, you will get to keep all purchased perks and items, as well as gain a prize, based on the difficulty of the key event you selected. Note: In Gauntlet Lite Mode, you will not gain any additional prize beyond keeping all purchased perks and items.

Simple: No additional prize.

Moderate: You gain a sense for when time is being manipulated, especially when said manipulations are affecting you, and you have a strong resistance to all time-based effects.

Hard: Moderate Prize + You are generally immune to time manipulations, alterations, and paradoxes, unless you specifically choose to allow them to affect you. This can allow you to ‘break free’ of time loops simply by choosing to continue rather than looping when the loop would end, as well as allowing you to shift, unchanged, into new timelines when they are formed by time manipulation in the past.

Complex: Moderate Prize + Hard Prize + Three times per jump, you can create a time loop that can affect a single person. This can either be yourself, a Companion, or someone that you have spent at least 24 hours in close proximity to. Only one such loop can be active at a time, each loop can loop over a period of up to 24 hours, and can last for up to 10 iterations, though you can set a criteria for it to end early if you wish. Every five jumps, you can choose to increase the number of uses per jump by three, the amount of time covered by 24 hours, or the number of iterations it can last by 10.

Rube Goldberg: Moderate Prize + Hard Prize + Ten times per jump, you can create a time loop that can affect multiple people. Up to one dozen people can be affected at once, and they can include yourself, your Companions, or anyone who you have seen in person and know the name of. Only one such loop can be active at a time, each loop can loop over a period of up to 7 days, and can last for up to 100 iterations, though you can set a criteria for it to end early if you wish. You can choose for time travel or other time manipulations to be blocked within the time period covered by the loop. Every five jumps, you can increase the number of uses per jump by 10, the amount of time covered by 7 days, or the number of iterations it can last by 100.

Finally, once the Gauntlet ends, you have the choice to either Return Home, Stay Here, or Move On. If you fail to ‘solve’ the Loops, you are forced to Move On by default, unless you are in Gauntlet Lite Mode.

Notes

Tasks: As noted, the tasks that you will need to accomplish to solve the Loop will be something that is possible for an ordinary human to do, if they started the Loop in your exact position, and knew what they needed to do. They will also be generally local, probably within the confines of your city, though if the Loop lasts for a week or a month, they could be a bit further afield, and it is possible they could involve interacting with people farther away via phones or the internet.

Clue Sense: Your clue sense can operate via any and all senses, and will grow a bit stronger if time passes and you haven't stumbled on clues, potentially drawing you to what you need to work with from farther away. It only pulls you to the objects or locations, it doesn't tell you what is important about them, so, for example, it could pull you to a newspaper, and it would not give a clear distinction between the specific newspaper being important, or the person shown in a picture on the newspaper being what is important.

Clue Sense and No Hints: As noted, No Hints removes Clue Sense from play. If you purchased the upgraded version, you would still receive it when the Gauntlet ends, it just would do you no good while the Gauntlet lasted.

Strange World: Effectively anything that would be considered bizarre and unusual can qualify for being added in this, though less-specific additions will be weaker than the average power given by the number of purchases. So, for example, adding "magic" would make the resulting magic weaker than if you added "demonic pacts", and adding just "aliens" would have the aliens be generally weaker or less 'supernatural' than if you added "Asari". Three purchases can add dozens of different effects, and basically makes the world a mashup. That said, any powers gained in any 'Strange World' would not be CP-backed, and so they would suffer from the same limitations as other non-fiat backed powers when you travelled to different worlds.

Rival: The Rival characters cannot be taken as Companions. It is possible, albeit very, very unlikely, that you could manage to reason with them and convince them to let you do whatever task you are trying to do. As an important note, even if you have picked the Lasting Impressions or Death Flag drawbacks, they will not be affected by them.

Death Flag: This Drawback is effectively revoking the defense against death that the nature of this specific Gauntlet would normally provide. This Drawback does not alter the normal rules of death in other Loops, so taking it via a Drawback Keeper or similar supplement would not allow you to 'change the rules' to simply kick you forward on your chain when you die rather than failing.

Moral Fortitude: Moral Fortitude will not prevent you from changing your moral values by your own decision, it simply prevents outside forces or pressures from altering them or swaying your decision beyond the level of being swayed by pure logic. So, if a hyper-charismatic person gave

you a convincing argument for your morals being wrong, you could ignore their charisma to just examine their argument alone, and could still decide to change your morals based on their reasoning. Similarly, this would prevent someone from PtVing you by saying the right combination of words to get you to think the way they wanted, at least with regards to your moral values.

Auto-Pilot: Auto-Pilot makes you move and react *exactly* the same way as you did previously. The most that things can change is something like shifting your weight slightly to maintain your balance or autonomic responses like swallowing or breathing. So, it will have less use when trying to patch together a response to a new and never encountered scenario, and in such a case, would be better served being used to create really short scripts to do something like execute a specific sword swing or recreate the exact motions needed to cast a spell.

Undo Button: The retcon caused by this can only affect your own direct actions. It can't be used to make someone else act differently. The most you could do is decide to tell someone to do something differently, or choose to use a different ability to force them to act a certain way.

Memory Manipulation: To start with, this power will not let you transfer memories directly between different people. If you try, it will simply result in gibberish for the person receiving the memories. However, with practice, it can be possible for you to gather a memory from someone, and manage to 'translate' it into the proper 'format' for someone else to be able to read it. The Remembering perk would be a big help in this regard.

Storage Boxes: Note that, if you have some CP-backed or Fiat-backed items, placing them within your storage boxes will not cause new versions to appear at the start of a new loop. More 'ordinary' items (for a given value of ordinary) can certainly be duplicated by this method, however.

Hard Prize: The nature of your time-effect-immunity can allow for you to keep memories across iterations of future Time Loops you might be stuck in. Below, a couple examples will be given about what will happen if you choose not to use that, and simply allow the time loops to wipe away your memories, either with your Prize-given Time Loops or other people's time loops.

Complex & Rube Goldberg Prizes: The Time Loops that you can create can either start at the moment that you choose to create them, or at a set point within the next 24 hours after you decide to make them. If you choose to exclude yourself from the time loop you make, you will be able to detect that it is happening, but each 'version' of you within the Loop will only be aware of the events of that specific Loop, as well as how many loops have happened since you started it. So, for example, if you set one of your Companions to loop for 24 hours, during the 'third' Loop, you would be aware that two loops have already happened, and of the events that were 'currently' taking place. Any 'version' of yourself during these Loops can choose to end them early, resulting in that 'version' becoming the real you.

Note: You can have death reset a person within the Time Loop, sending them to the beginning of the next Loop. However, for yourself, such an effect can only be used once to avoid death as far as preventing it from ending your chain. That said, your control over your own Time Loops can allow for a given Loop to be reset just before you would die, and if you have chosen to exclude yourself from the Time Loops, your death within them would be irrelevant as far as your chain is concerned, because you yourself are not truly linked to the events in question.

Changelog

Version 1.1 - Iterative Improvement Added. Various spelling fixes and clarifications.
Version 1.0 - Created