Je4sse



The world is full of magic. Winter turns to spring, small things become big, one thing always changes into another. Now it is time for you to change Jumper. While usually in a gauntlet I'd reduce you to your body mod, this time I'm going to be doing something different. Until you succeed, you'll be stuck in the body of a Kodiak Bear. I'll be spending this time hanging out with the spirits where the light touches the earth, if you meet me there I'll change you back and give you a reward, sound good? I'll tell everyone you're on your way.

+0 CP

Drawbacks:

The Ice Age Will End Before You Get Your Stuff Back (+100 CP): While you could easily move on from this gauntlet in a matter of weeks, assuming you know where you're headed, perhaps you want to stay a bit longer than that? While you'll still be stuck as a bear, you can extend your time here by a year per purchase, letting you enjoy the pristine wilderness. May only be taken up to four times.

I Don't Speak Bear (+200 CP): Well, this might be a problem. It seems that when I asked the spirits to transform you they forgot to give you the knowledge of the animal language. You cannot understand or speak to the animals here and your bear form doesn't have the vocal chords to speak any human language. I hope you're good at charades.

Never Try To Milk A Caribou (+200 CP): While all animals might share the same language, that doesn't mean they all get along. Various prey species gather in herds, and many of them will run at the first sign of danger. How unfortunate then that you are a bear. Expect to deal with stampedes at least once a month. If it happens more than that, well, what did you expect trying to milk a caribou?

Brother Bear (+300 CP): You've picked up a new family member! You know what that means right? You have to be responsible for more than just yourself now. Your goal is no longer just to reach the mountain yourself, now you have to escort your new baby brother there as well. Should you reach the mountain however, you're free to take him with you as a companion.

I Don't Blame The Bear, Jumper (+400 CP): Grief can make people do lots of terrible things. The deaths of Tsitka and Kenai drove Denahi to the ends of the earth for his vengeance, and now, he blames you for both of their deaths. Denahi's an expert tracker with a tremendous amount of willpower and skill with a spear, and now he will stop at nothing to hunt you down and end you.

Those Monsters Are Really Scary (+600 CP): Denahi isn't alone in his grief, no one ever is. Unfortunately for you, this means that the entirety of his tribe is now out for your blood. Hunting parties of four or more hunters will be constantly sent after you, while they aren't as persistent as Denahi, they more than make up for it with sheer numbers.



Perks:

I'm On My Way (Free): You're about to embark on one long roadtrip, it'd be a shame if you couldn't enjoy it because you were too jaded or annoyed with your circumstances. It would be fair to call you an eternal optimist now, always looking forward to the new friends you can make and the new places you're going to see. Blue skies are ahead, Jumper, along with good times to share.

Rutt and Tuke (-100 CP): These two friendly Canadian moose will give a comedic running commentary on your adventures. While they might fight a lot, they have their moments of profound wisdom and brotherly love. You can interact with them as commentators, but don't expect them to give any intelligent answers.

One Big Beaver (-100 CP): Maybe you don't fancy being turned into a bear, you still have to be turned into some animal, but you can pick what one. It can't be anything supernatural or sapient though, and you might want to rethink before picking anything aquatic given the task at hand. Beyond that though, go wild!

Fall Damage? What's That? (-200 CP): As a bear you're already pretty durable, but now you could fall off a cliff on a daily basis and be totally fine. Sure you might be a bit sore, but that's far better than the broken bones or death that such an event would cause a human.

A Raging Ball of Brown Fur (-200 CP): It looks like you've taken lessons from Koda. Given that he's just a cub, they weren't that effective, so here's a perk instead. You are an excellent combatant in your animal form, knowing just how to leverage your newfound strength and size.

Eye of the Shaman (-300 CP): You have an eye for the works of the spirits in this world. You are capable of plainly seeing what transformations someone has undergone, and what ones have yet to come. In practice this means that you can tell when someone has been magically transformed, and what kind of growth they've experienced throughout their lives, as well as what ideals and experiences would guide them to their full potential in the future.

Disappearing Act (-400 CP): Who knew that bears could teleport? Like many of the other characters in this movie, you are capable of disappearing from the area the moment that people look away. Even if someone was touching you, if they weren't looking you could still slip away unnoticed.

Items:

Totem (Free): This stone totem was transformed by the spirits into the shape of an animal that exemplifies the best parts of you. When you wear it you'll be reminded of what makes you who you are inside, strengthening your conviction. You may choose which animal the totem takes the form of, which is good because THERE IS NO TRADING!

Mammoth (-100 CP): This has got to be the weirdest thing a bear has ever done. With a few minutes of searching you can find this mammoth and it'll give you a ride to wherever you'd like. While this is excellent for avoiding making tracks that can be followed, it's also an exercise in balance. Don't expect the mammoth to take you all the way to the mountain either, they'll lose patience with having to carry you long before reaching that point.

Wall of Belonging (-200 CP): When each of us comes of age, the great spirits reveal a totem that guides us through our lives. Those who follow their totem to becoming an adult are given the honor or placing their mark upon this wall. When you place your mark, it will be a sign that you have fully embraced the responsibilities of being an adult in the tribe. This allows you to become a member of a tribe or group regardless of your species, being accepted fully by those around you as one of them.

Salmon Run (-300 CP): A combination water park, family resort, and unlimited salmon buffet. This has to be the most beautiful, the most peaceful place a bear has ever been to, and now it's all yours. You'll find a door in your warehouse that leads to the Salmon Run which is locked in a perpetual spawning season so that fishing will always be easy here.



Gauntlet Reward:

Where the Lights touch the Earth: An outcropping on top of a mountain is attached to your warehouse now. In future jumps you may place this on a mountain anywhere in the jump. When you visit this place you may speak directly to the spirits of those who lived before you in order to learn from their wisdom or ask for gifts of transformative power. It also makes an excellent place to just sit and observe the aurora that houses them all.

Ending Choice

Move On

While this trip through the Alaskan wilderness was fun, it's time you were on your way.