Generic Do-Over Gauntlet

v1.0
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The ‘Peggy Sue’ is a classic story trope where someone is given a chance to go back and re-live their life all over again. And now, by the grace of your Benefactor, Jumper will be given the chance to do that with their own life.

As your Benefactor intended this jump as an avenue for self-improvement and a chance to ease old regrets, not a cause for fresh guilt, for the duration of this Gauntlet you will enjoy a limited anti-chaos-butterfly and timeline preservation shield. Your actions will tend to avoid harmful rebounds that spiral into historical disasters - unless you deliberately or recklessly *try* to cause such, of course. Likewise, your attempts to avert such things may succeed or may discover that some such events are fixed points in time and cannot be substantially changed, but either way you will rest assured that these things were not your fault and you bear no responsibility for them.

On a more personal level, during this Gauntlet the people you really enjoyed meeting and forming bonds with will still tend to recur in your life-redo even if you altered your own personal timeline.

As this is a Gauntlet you will lose access to all out-of-jump powers and abilities save your Body Mod and anything that could function entirely without fiat-backing, as well as lose access to all Items and your Warehouse. Failing this Gauntlet will have you continue onward with your Chain but you will forfeit all your purchases here.

Now here, take this.

+0 CP

Body Mod

If this is the first jump in your chain then the Jumper has the option of making Generic Do-Over Gauntlet be their *only* Body Mod. If the Jumper chooses this option, then they receive a +400cp starting bonus.

Origin

There is only one origin – **Yourself**.

You will be imported back into the timeline you originally came from and into the life you left behind when you started your Jumpchain, but at an earlier age of your choosing. The allowable age range is anywhere between the age your brain first started storing permanent

autobiographical memories (typically between age three to five) and the day before you started your jumpchain.

Jumper's appearance will be set to their pre-Jump self's, as possibly adjusted by the perks on offer in this document or their Body Mod. If necessary, Jumper will be placed in an alt-form for the duration of this Gauntlet to allow them to seamlessly blend back into the world they came from.

Scenario

There are only two ways to fail this Gauntlet, and that is to either die with significant regrets or to just give up. Whether you came here to fix your life, prevent a historical tragedy, or just have another chance to spend time with your loved ones before they died, your goal in this Gauntlet is entirely personal and up to you. So long as you are reasonably satisfied with your time here and it didn't end prematurely, you will succeed at this Gauntlet… even if you do get unexpectedly run over by a truck right after you finish doing what you came here for.

Once Jumper is reasonably satisfied with their re-do then they may end it at their discretion or stick around a while longer.

As a merciful exemption, dying honorably in the line of duty or good citizenship (usually in the context of a hazardous-service career such as soldier or first-responder, but a 'good Samaritan' situation would also qualify) will be treated as automatic Gauntlet success. You have to be sincere about it, however. Don't try to cheat this for an easy out, your Benefactor will know.

Goals

The Goals system allows Jumper to take on an amount of CP debt of their choosing, a debt that must be paid back before the Gauntlet can successfully end. The Jumper is not required to select in advance exactly which Goals, or even how many of which tiers of Goals, they will achieve. For example, a Jumper who took on 300cp worth of debt would achieve Gauntlet success by eventually completing one Tier 3 goal, or 3 Tier 1s, or any other combination that added up to at least 300cp.

Tier 1 (+100cp) - A Tier 1 goal is any personal ambition that would still take a reasonable amount of effort but would not involve significant risk or more than a couple years of time. Learning how to play the piano, completing a bucket list of world tourism spots you always wanted to visit, graduating high school on the honor roll, etc.

Tier 2 (+200cp) - A Tier 2 goal is a personal ambition that would require either a substantial investment of time, significant personal risk, or is something difficult enough that many people wouldn't succeed even if they tried. Successfully completing a military career, or becoming a professional athlete, or getting elected to Congress, would be some examples of ambitions of this difficulty tier.

Tier 3 (+300cp) - A Tier 3 goal would be a personal ambition that very few people in the world succeed at and which would require heroic effort, exceptional aptitudes, and/or extraordinary good fortune to have any chance at all. Ambitions of this tier would be things like winning an Olympic gold medal, or being elected President, or becoming a billionaire, or etc.

Quit (Gauntlet failure) - You may end the Gauntlet at any time, but unless you have already paid back all the CP debt you incurred from Goals and achieved a satisfactory life then this will be treated as a failed Gauntlet.

CP value is scaled to how difficult the task would be for the Jumper, not for someone else.(Of course, the Jumper should be just a fairly capable baseline human as this is a Gauntlet, but some of you may have exploits to smuggle more power into your Body Mods.)

Drawbacks

All Drawbacks may be taken even if you originally had these same problems in your original life. After all, you're going to have to suffer through them either way so you might as well be paid for them.

If you had a situation equivalent to such Drawbacks in your original life but did *not* take them for this Gauntlet, then you will import with minor timeline 'ripples' already in place to explain why things are a little better now.

Discretion (+0cp, Mandatory) – Your Benefactor does not want the existence of the Jumpchain to become known to anyone else in your home timeline, so you will be unable to communicate this knowledge to anyone. No attempt to communicate this knowledge to anyone in any way will succeed, and they won't even be able to remember that you tried to tell them anything.

You *are* allowed to mention future knowledge from your home timeline, or even to reveal that you're a time-looper of some kind… if you want to risk that kind of fallout.

Rule 63 (+0cp) - If you've ever wondered how your life would have gone if you'd been born as the opposite gender, this optional toggle will now allow you to experience that. The timeline will of course be adjusted so that you were always that way, and Jumper will have not have any dysphoria or problematic adjustment to the change.

You may, at your option, make this a permanent reassignment of your gender and/or orientation that also carries over into your Body Mod.

Hazard Rating (+100cp/+200cp/+300cp) – For 100cp, you start out in an area with a higher than average crime rate and a diminished or 'unfriendly' law enforcement presence. For +200cp you live in an *extremely* rough area, bordering on dystopian conditions. For +300cp you start out in violent and anarchic conditions the likes of which are virtually never seen in the First World, a place that's had a near-total breakdown of society and/or is actively in the

middle of a war zone. Regardless of exactly what flavor of disadvantage you import into, it will not be something you can escape without effort.

Health Problems (+100cp/+200cp) – If you want to forfeit the benefits of **Tune-Up** below for the duration of this Gauntlet then for +100cp you will import into a body with minor problems that most Body Mods scrub away (such as bad eyesight, tendency to obesity, generally unathletic, etc.) For +200cp you will import with *significant* health problems – permanent disabling injury, diabetes or other chronic disease, etc.

Money Problems (+100cp/+200cp) – For +100cp your family (or you yourself, if you are an adult) start the Gauntlet with strained financial resources. Forget about going to college without a scholarship or living well, and God help you if any emergency expenditures are necessary. You're going to have to struggle and strive to get out of this one. For +200cp you are straight-up destitute and homeless. Better hope that wherever you are has social services that actually care.

Perks

If Jumper already had the benefits of these perks in their original life (if they were already highly athletic or attractive, for example), then they do not need to purchase them again here to maintain those benefits in this Gauntlet.

Insertion Insurance (free, mandatory, this jump only) - The 're-do' concept in fiction always requires a minimum amount of plot armor to even work in the first place, so your Benefactor is taking care of that. During this Gauntlet a limited perception filter will be in place to help keep people from noticing anything 'odd' about the much older mind in the body of their younger self, provided that you at least make some effort to stay in character. This will also smooth over any minor timeline ripples caused by the Jumper no longer having the health problems of their younger self or other such effects that may have been caused by your Body Mod or the perks on offer in this Gauntlet.

Mind-Guard (free) - Going from an arbitrarily powerful godlike being back to powerless mortality is always a rough adjustment, and even more rough when it's re-inserting into your younger self. Therefore, anything that would fundamentally alter your core personality on a sufficiently deep level if taken away from you (such as intelligence perks, self-control perks, willpower perks, etc.) will be considered part of your Body Mod. And unless you willfully *refuse* to you will be able to overcome any mental trauma in a reasonable amount of time, in a healthy manner and without PTSD or other permanent mental scarring.

Tune-Up (free) – This should already have been taken care of by your Body Mod, but just in case you didn't have one yet, are taking the Body Mod option for this Gauntlet, or you had a non-standard Body Mod then your Benefactor will throw in a handy physical and mental health reset for this Gauntlet. Whatever health problems and/or unwanted psychological conditions your pre-Jump self may have had are now gone.

As a bonus Jumper will have perfect fertility control and other minor, related buffs.

Athletic (100cp) – You have a high amount of talent for all forms of physical activity, with the potential to be world-class in one or more aspects given sufficient effort and time. Your health and fitness will basically ignore any unhealthy lifestyle choices on your part, so long as you consume enough sustenance to survive.

Attractive (100cp) – You did *much* better in the looks lottery this time around. Your features are now an 8 out of 10 minimum, being the ideal appearance possible from the most favorable genetic combination of your parents' DNA. You still look like you, but it's a much *better* you. Your health and fitness will basically ignore any unhealthy lifestyle choices on your part, so long as you consume enough sustenance to survive.

Charismatic (100cp) – Some people look good, but you are *smooth*. You are one of those people who just naturally 'gets it', with an intuitive understanding of basic human psychology and high social intelligence. You lose any and all social anxieties, awkwardness, or similar problems that you may have possessed and have great natural talent at all forms of socializing, diplomacy, public speaking, seduction, etc.. This is not mind control or anything similar, just natural charm.

Dedicated (100cp) – You have peak willpower and mental discipline by real-world standards. You resist temptation, persevere through pain, and keep control of yourself in the most trying circumstances. You can easily motivate yourself to put your full effort into even boring or unpleasant activities.

Insightful (100cp) – Learning from your mistakes – *really* learning - is often the hardest thing that people can do, but it wouldn't be much of a do-over of your life if you weren't able to do that. You now have excellent common sense and are able to determine when you're about to do something stupid. Also, you are now able to re-examine your own actions and decisions and their consequences without ego or bias. This allows you to effectively address and deal with your guilt, self-delusions, or self-hatred and more readily improve yourself as a person.

Intelligent (100cp) - Your intelligence is raised to the 99.9th percentile by real-world standards (approximately IQ 150) if it was not already higher. This includes but is not limited to things such as powers of observation and attention to detail, mental reaction time, learning rate, and pattern recognition. In addition you now have top-tier study habits and time management, and a peak 'normal' human memory. Post-Gauntlet, this will upgrade to a perfect Jumper-grade memory in all aspects.

Lucky (100cp) – Nothing reality-breaking, but life just goes smoother for you now in a million different little ways. Most days are 'good days' for you, with bad ones few and far between. Random chance tilts in your favor more often than not, and you will never experience any fate that could end your chain solely due to bad luck.

Tough (100cp) – You are resilient on a level more appropriate to an action hero than an average person. You essentially 'walk off' all but the most serious injuries, laugh off infections and diseases, and recover quickly from virtually anything that didn't kill you without any permanent scarring or impairment.

Reward

Successfully completing this Gauntlet will make all of your purchases part of your Body Mod. In addition, Jumper will receive the following perk for free:

Eternal Dawn (free) - Jumper's mortal existence has now been adjusted to be comfortably compatible with the vastly extended lifespans possible on a Jumpchain. Your memories will never fade into the 'fog of ages', your emotions will never become dulled or burdened by the weight of eternity, you will never suffer unwanted value drift, and you will retain the capacity to find joy and satisfaction in everyday life regardless of how long you have endured.

Notes

This Gauntlet was inspired by the 'Life Reset Jumpchain' on Reddit, which had an interesting concept but was *far* too OP and ungrounded to be a serious examination of a Peggy Sue in a mundane timeline. And so I created this Gauntlet, intended to be a much more feet-on-the-ground approach to such an experience.

Yes there is a minor redundancy between **Athletic** and **Attractive**, so that people don't have to buy both unless they want to.

Drawbacks will have to be applied with common sense where applicable. For example, the +300cp tier of **Hazard Rating** is effectively impossible to find anywhere in the contemporary First World and was placed there for Jumpers who wanted to start out in (or who already lived in) active conflict zones or Third World unstable nations. If Jumper's original life was somehow from another world entirely, fanwank suitable adjustments to local conditions.

I specifically put in an 'dying honorably' exemption precisely to allow Jumpers to do things like enlist in the military at all, as otherwise it's basically penalizing any Jumper who didn't want to turtle. After all, this is a Gauntlet so most other Jumper strategies for not drawing the low card and getting killed can't be used, and it's just not fair to make Jumpers choose between forfeiting an entire category of life goals or not playing Russian roulette with their Gauntlet. .Originally this was just written for hazardous-service professions, if Jumper just wanted to be something like a high school teacher and then ends up dying to save a student's life from a school shooter or a fire then they really don't deserve to be punished with Gauntlet failure either. Just really don't try to cheese this for an easy out, your Benefactor will know whether you were sincere or not and judge you accordingly.

If anybody's unclear on the 'avert historical disasters' part of **Insertion Insurance** that's because some people are going to want the timeline to be butterfly-proof so that they are off the guilt hook for not wanting to make their story about changing history and some people are going to want to change history, and the only way to accommodate both was basically to say 'your Benefactor will have it work out one way *or* the other, and probably not tell you which in advance, but you'll be okay with the result'. In other words, the single player experience will be tweaked to not hose the Jumper excessively because one size doesn't always fit all.

Jump-authors are asked to please remember that contemporary politics is a very sensitive topic and that the rules of most of the discussion forums that host Jumpchain threads prohibit such discussion outside of specific sub-forums. This Gauntlet was created to fulfill a specific need on the part of some authors to have an effective tool to tell Peggy Sue stories with, but since we are talking about Jumpchain adventures on OTL then the topic caution needs to be mentioned. Please handle all such topics with sensitivity and tact, and within the appropriate forum rules for what particular venue you might happen to be in.