Rick and Morty A Way Back Home Gauntlet

V1.5

Welcome to the local multiverse, aka the Central Finite Curve, CFC for short. In this jump things are a bit different than what you're used to, you have a different goal than simple survival, though that is crucial. You will take the place of Morty Smith, one who has just been abandoned by Rick in another reality until his tracking chip is active, which will only activate when he's incredibly assertive. Your goal is simple but far from easy, find a way back to your home.

Tactic

Due to your mandatory origin as a Morty you instead choose your main tactic for getting home to decide discounts.

Desperate: You are desperate, you will do anything, submit yourself to any indignity to get home. I hope it's worth it.

Proud: You are proud, more importantly you are sick. Sick of Rick, sick of never having a say in your life, not anymore. You will get home your way, not anyone else's.

Manipulative: Similar to desperate you will do anything to get what you want, sacrificing others, their life and dignity rather than your own. Moreover you have become skilled in doing so.

Empathetic: The universe has hurt you, yet that seems to have only made you more open. You are naturally empathetic and easily notice how someone is feeling, and have an instinct to make that feeling good. You won't let this cruel world take away your kindness.

Perks

General

Universe Safety (Free): There are many dangers in the multiverse, yet nothing more dangerous than the destruction of the Universe you’re in. This freebie guarantees that this universe and all future universes won’t collapse while you’re there. From the Big Crunch, heat death, erasure of the timeline, to a Rick making a really big screw up you don’t need to worry. If, for some reason,

the destruction of the universe is integral to the ‘plot’ you, and all your companions, friends, and family, will be pulled aside until that same plot resolves itself. Note: This perk is lost post chain as it relies on your benefactor to make such guarantees.

Desperate

Pitiful (100CP): You are pitiful, so pitiful that most overlook you as both a threat or someone to put down. Most villains, criminals, even feral monsters will leave you alone, they really don’t think you’re worth the effort in killing you, just a matter of time til you die on your own anyway. This does not apply to people who are specifically targeting you or if you started the fight, otherwise you’re fine, walk through a horde of zombies and relax in a purge.

You Can Die When I Say So (300CP): You are someone others want around, either a slave, pet, or just an amusing toy. You just seem like the perfect servant. Your superior will not just want you around but will put in effort to keep you. Whether by literally dragging you out of danger, blackmail, bribery, or just making sure you’ll recover. You aren’t their number 1 priority but you are a priority.

Sheer Luck (600CP): You are one lucky son of a bitch. Whether it be fumbling your way into disarming a bomb, shooting your rescuer only for it to be part of their plan, or being sent to a nazi world where your crush is into you and the authorities would rather fuck you than kill you. You are so lucky that if you played russian roulette the gun would simply jam on the last shot.

Proud

Tough as Nails (100CP): As a Morty who is sick of following others you also were sick of your own weakness. You changed. Your body is now the apex of physical human potential. You might wonder why this is so cheap, but in a universe with time travel, the devil, sapient planets, and who knows what else, this isn't that impressive.

Who's Stupid Now (300CP): They are that's who. Whether it be through underestimating you or something else you are very hard to predict. Capable of catching the smartest man in the universe by surprise with your actions. Makes you near impossible to predict, though future sight will still work.

Rickest Morty (600CP): You are smart, almost as smart as Rick. You have Rick's potential, though it would take you time to study and research fields of science you are now capable of all of Rick's feats given time. This would let you build your own portal gun but it would take years of study and who knows how long in gathering the materials and mapping the multiverse.

Manipulative

Speeches Are For Campaigning (100CP): You are charismatic, naturally so. You seem to have a 6th sense in making sure any point you're trying to make get across. You are also skilled at making speeches for the general public.

I Tricked Rick (300CP): And you'll do it again. Where the last perk gave you a general aptitude for manipulating, this makes you skilled at tailoring your words specifically for a person. The more you know about them, the more you understand them, the easier it is to make them dance to your tune.

I Am Alive (600CP): You are you, nothing can change that. You are now completely immune to all mind altering effects that you don't consent to. No memory erasure, no drugs, no hypnosis, no insanity from everything turtle, the world isn't crooked, etc. Only mundane persuasion and experience can change you.

Empathetic

Complimentary Brainwaves (100CP): You have this aura around you that encourages and strengthens cooperation. Just being around you is enough to make people both feel and be better, you instinctively know how to cheer them up. If you were to work together you could accomplish much more than you could separately. Essentially you are the perfect partner in every sense.

That's My Grave (300CP): You have a way of making people shut up and listen, as well as a sense in knowing when you should do so. Explain why your sister shouldn't run away, why Rick isn't a hero, point out to Beth how she's like Rick, etc. This also comes with a good sense of when something goes against your personal ethics.

Soul Bond (600CP): An odd thing in of itself, souls exist in this universe? Yes apparently, and you can connect them. Beings you are close with you can bond with. This has a few boons, first it lets you telepathically communicate with them no matter the distance, even other dimensions, second the process results in a subconscious understanding of one another in a way otherwise impossible. Lastly any special abilities can be shared over this, super strength, magic, telekinesis, etc. Just keep in mind that you have to freely give your abilities and they freely give theirs, and it's only two way, can't share one person's power with yourself to share with another.

Items

General

20 Dollars (100CP): I know what you're thinking, but it's much better than you think. You get 20 Dollars an hour for 9 hours a day doing absolutely nothing.

Health Serum (300CP): A replenishing supply of serum that can and will heal all physical biological injuries of any biological species over the course of 24 hours.

Clone Vat(600CP): A vat that will clone a person over the course of a week with several functions. You can set the age of the clone, the clone can act as a backup body with the soul/consciousness being transferred at death, activated as a regular clone with the same personality but none of the original memories.

Desperate

Memory Gun and Helmet (100CP) A gun that can select and pull out memories from your head, storing them in labeled vials. If the vials are slotted into the helmet while it's worn the wearer receives the memory, living through it til the end in an instant in real time. Can pull out copies of memories if you want the recipient to keep them.

Gwendolyn (300CP): A sex bot. This gynoid is fully functional with a basic non sapient AI. It is humanoid and is designed with the ability to get pregnant with nearly any species. Comes with a maintenance manual as well as instructions to make more and customizations, such as a different shape, species form, and even male variants. Could house a fully sapient AI if you make or find one.

Save Point (600CP): A remote with only 2 buttons, a red save and blue load. At any time you can press save to save your spot in the space-time continuum, press load to send your soul back to your save. No need to worry about dooming alternate versions of yourself. It automatically loads when destroyed, not when you die however, you'll need to rely on someone loading you.

Proud

Bio-Tracker (100CP): This tracks the users bio information, such as muscle-fat ratio, metabolism, health issues, injuries both physical and illnesses,as well as provide ways to improve said health. Can be attuned to anyone an unlimited number of times.

Portal Pair (300CP): This is a pair of machines that when active create two linked portals. Can be turned on from either device and can work from any distance, even separate dimensions and even time if one is sent back or forth.

Morphizer-XE (600CP): The machine is built to change the appearance/structure of anything that is hit by its beam. It can enlarge and shrink an object or creature's body parts, turn its flesh inside out, or turn it into other materials. It also has a "normalize" function, which appears to change an object/creature to match its most prominent feature, like enlarge a person to match its largest body part.

Manipulative

Person Tracker (100CP): A tracker app that will scan and track the location of any person in it's database, even across dimensions.

Meeseeks Box (300CP): A meeseeks box, freely generates basic humanoids that will follow any one order and then cease to exist.

Microverse Battery (600CP): This car battery sized container has a micro universe inside it. The laws of physics are the same as this universe. You can freely design what's in it but it will generate ex-nilo any energy you need so long as you can siphon it. Infinite power, but only so much can be pulled at once. It's starts with no sapient life.

Empathetic

Space Car (100CP): This UFO shaped car is capable of leaving and entering the atmosphere, FTL space flight, and many high tech gadgets appropriate for the vehicle.

Elemental Rings (300CP): A set of 4 rings that contain the magical ability to generate and manipulate the 4 classic elements, fire, water, air, dirt. When all 4 are combined an avatar of the elements is summoned, one completely loyal and loving to you and you alone.

Simulation Room (600CP): This device is capable of scanning and making solid holograms to simulate nearly any possible scenario. Can generate a town at max but it can move the holograms so it would seem infinite in size.

Drawbacks

Bullied(100CP): You have a bully, one that keeps coming back no matter how many times you beat him. He is human though, and beat only means in a fight. If you kill him or find some other permanent solution it will work.

Blackmail(100/300/600CP): You will be blackmailed. For 100CP it will be Tricia who blackmails you just like in the story. For 300 CP it will be a Rick who makes you help him make a portal gun. For 600CP it will be evil Morty who will force you to help take down the Citadel of Ricks. You can stop them but what they're blackmailing you with also scales. Naked pictures, not the 'real' Morty, not from the CFC.

Homesick(200CP): The tracking chip Rick put also makes you want to get home. Though this can be overcome it will compel you to do things in line with this goal, even if they go against your morals.

Hyde(300CP): Split personality, one who is nearly the opposite of you. If you are kind they're cruel, if you are selfish they are selfless. You can overcome or find a cure for this but you will have only a vague recollection of what they do. Though you can notice you're missing time, and they are subject to the same rules, not remembering exactly what you do.

Stutter(300CP): Stutter,.you have one. It gets worse the more nervous you are but it's almost always their. Can be overcome, but makes it hard to communicate and can give self esteem issues.

Bad luck(400CP): You wait until everyone leaves the locker room and still get a naked photo taken, start having a good conversation with your crush and your bully starts looking for you, etc. This won't be constant but it will happen often enough that it's annoying.

Weak Stomach(400CP): You are uncomfortable around gore and the like. Can be overcome but until then you will be very hesitant to come in contact with it. It will be near impossible to kill someone.

Memory loss(600CP): You don't remember anything about the Rick and Morty series.

Low Confidence(800CP): You, like Morty, have genuine confidence issues and will find it hard to stand up for yourself and face your problems. Can be overcome.

Gauntlet Deactivated (1000CP): This is no longer a gauntlet and you keep your previous abilities. You do however forfeit any scenario rewards.

Scenarios

Lost and Found

You did it, you somehow overcame your personal obstacles and became assertive. Your tracking chip activated and Rick came and took you home. You pass this gauntlet and keep all purchases. You also gain this reward, Confident Morty: You have a strength of personality,

capable of facing any foe. Even broken and bleeding, faced with uncountable odds and with every choice seemingly to be death you will not give in. Becomes part of your bodymod.

Mapping the Multiverse

Create or help create a working portal gun and find your home dimension with it. A difficult but more reliable option.

Your reward is the Portal Gun: This is a brand new and more sophisticated version of Ricks portal gun, appearance customized by you and can open a portal to any and all dimensions. Dimensions refer to afterlives, realms, alternate universes, and post chain includes the entire omniverse. It however needs to be mapped, you could use math and calculate which dimension is what but the faster method is to just open a portal and catalog it. It has a memory of all previous locations and can make a portal with coordinates. Has a safety feature to not send you to the blender dimension or into lava unless you turn it off.

Lucky Find

Either find a portal gun or randomly get sent home.

Your reward is your incredible Luck: I could go into detail how lucky you are but it would pale in comparison to the fact that out of the infinite dimensions you just randomly got sent home when lost. That is literally 1 in Infinity odds.

Home

Your goal was to get home, not get to your original universe. A small but important detail. If you have made it home not by travel, but by making a new one, one you're truly happy in and have friends and family who are truly happy you're there and decide this is your new home you get arguably the best reward.

CFC, the Central Finite Curve: You get the entire multiverse you're in. You get to bring the entire thing, separate but connected to your warehouse. You can put certain universes on pause and visit whenever you want. All of the denizens are basically followers that retain upgrades, but will stay dead if killed unless you have ways to resurrect. Any and all of them can be imported as pocket dimensions and the people can be imported as companions in future jumps.