Crisol: Theatre of Idols Gauntlet

by QuinnxcaliburWillow



You have been tasked by the Sun God to venture to an island that holds the seal that imprisons the Sea God and seal him back up before he can start the apocalypse. Is your faith strong enough to succeed?

Take this 0 CP to spend on this document and test your faith to the Sun

Drawbacks

Leave early (+0 CP)
You can leave when the story is done.

Less Resources (+100 CP)
During your time here, you will find fewer money and healing items.

Sunny Personality (+100 CP)
For some reason you are now annoyingly cheerful and much more likely to see things in a positive and hopeful way. This will clash massively with the events that are about to occur on the island of Tormentosa.

Ground-Bound (+200 CP)
You can no longer jump. You can still run, climb, or let yourself fall as normal, it's just that the concept of jumping is now completely foreign to you.

You'd Only Slow Me Down (+200 CP)
You work alone and have no problem being quite blunt at rejecting offers of help and assistance.

Never felt warmth beyond the flames of the Sun (+200 CP)
You took Vows. You chose this path of Celibacy. Not only are you a virgin warrior of the Sun God, you're also completely against anything even approaching a romantic relationship. Maybe it's because of your upbringing or maybe it's because of trauma that you've long chosen to forget.

Jumpscare (+200 CP)
Enemies often seem to get the drop on you, hiding in places you didn't consider could be used as an ambush, or somehow managing to sneak up on you while you're distracted as you're playing with levers and switches trying to solve the latest puzzle. These surprise attacks will never be so sudden that you can't avoid their attacks if you manage to keep your cool but they won't go easy on your blood pressure.

Broken Mags (+200 CP)
Your weapons' magazines slowly leak their ammo, forcing you to reload more often.

Puzzling (+200/+400 CP)
You will often find that the places you want to access are locked behind mechanisms that either require the right tool or otherwise solving a headscratcher of puzzle-based lock. For 200 CP you are allowed to bypass these through various means as long as you're strong or smart enough. For 400 CP these can no longer be bypassed no matter how strong or powerful you are.

Tragedy (+400 CP)
This isn't a nice place. As you make your way around the island you'll be bombarded by the sad and tragic events that have already unfolded. You'll have to face the worst of human nature and how bad things get when religion and fanaticism go off the rails. I hope your willpower will be enough to let you keep fighting.

Hemophiliac (+400 CP)
Your wounds don't close on their own; you will need a healing item to close **any wounds on your body or risk bleeding out.**

Vampires (+400 CP)
Somehow, this world now has vampires. The Sun God hates these abominations and has tasked you with destroying them all. Any vampires in a mile's range will know where you are at all times (probably because you are shooting your blood around everywhere).

Dolores's Wrath (+600 CP)
Dolores will always know where you are, and she wants to kill you before you re-seal the sea god back in his prison.

Perks

Soldier (Free)
You are trained in the use of all firearms.

Sun God's Blessing (400 CP)
You have been chosen as His Champion. As such, you've been blessed with power over Blood, your own and that of others'. Your body automatically heals and erases wounds very fast at the cost of the very blood flowing in your veins. This means you're always at peak physical performance even seconds after someone slashed your neck open or just impaled you with a pitchfork. Blood essentially becomes your health bar and the only way to kill you is to drain you of it to the point you can no longer heal. Secondly, you can absorb the blood from corpses, be them human or animal and add it to your reserves without any risk of incompatibility or any other drawback. Blood can also be taken from the living in the same way but it entails a contest of willpower and mystical strength as you're forced to overpower your target's defenses and determination to live. The more someone is weakened, wounded, tired, defeated, and uncaring the easier this becomes, and it also scales with the difference in power between you and them. You might even be able to absorb the blood of a Demigod if they were weakened enough or if you were so much stronger than themif you become a vampire then you can use this as a way to feed on blood.. Thirdly, you can coat weapons in your blood. This will change their aesthetic and make them stronger as they're converted to run on blood instead of bullets. They will gain spikes that can be used to suck in blood in order to recharge and their bullets will become much more capable of damaging supernatural entities and constructs. This also works for melee weapons that become sharper and stronger than before. The power gained by weapons transformed in this way is based on how mystically potent your blood is, so these weapons will always be strong enough to be useful no matter how strong you become in the future. As an addition, the blood taken from others will often also contain echoes of memory that you'll be

able to access, sometimes involuntarily, for a variety of uses, like getting flashes of events from the past by entering certain relevant locations. (this perk makes you a pseudo vampire)

Master of Puzzles (100 CP)

You are very good at solving puzzles and figuring out the clues needed to understand what each puzzle requires.

Blood Transmutation (200 CP)

You have the ability to transmute blood into objects. These objects must either be something you understand the shape, composition, and structure of completely, or they must have a strong connection to the people whose blood you use to perform this. A metal seal made out of the blood of the descendants of the people who created the first version of that seal centuries ago is very much possible with little difficulty, as long as you manage to get enough of their blood. A clockwork grandfather clock on the other hand requires you already have a very clear picture of its every component, their size, shape, and location for this to work.

The Power of Money (200 CP)

They say that money is power, you're now living proof of that concept. You can now perform a quick and easy ritual that allows you to sacrifice currency and a few drops of blood in order to mystically empower items and objects. Increase the stopping power, the magazine size, penetration, or even the reload speed of a firearm, the defensive attributes or maneuverability of a suit of armor, the speed of a car, or even the processing power of a computer if you want. The larger the increase in power the larger the cost in currency but you can somewhat offset this by also sacrificing mystically powerful blood in this ritual.

The Essence of Power (400 CP, Discounted with Sun God's Blessing)

You can now absorb a form of ethereal Essence from every enemy you defeat or kill, no matter who or what they are. You can use this Essence to improve yourself in almost any way you want. Make yourself stronger, faster, sturdier, harder to detect, and a ton of other upgrades. The larger the improvement the more Essence will be needed, but at the same time, the stronger the enemies you defeat the more Essence you gain from them. For some reason, upgrades related to your blood or blood-related abilities cost much less Essence to perform.

Living Statues (400 CP)

Like the Sea God, you have the ability to bring statues to life to be your soldiers at the cost of a blood sacrifice. When these statues die, they burn to ash and can't be brought to life again. The strength of these statues is based on the materials they’re made of and the amount and potency of the blood used to animate them.

Blood Rain (600 CP)

You can perform a ritual to make blood rain from the sky over an area around a dozen miles all around you for a couple of hours. Until this rain is finished and while standing directly under it so that the blood droplets can soak you, any blood-related ability, ritual, power, and/or spells are boosted by an order of magnitude. Additionally, any abilities or weapons that use blood to cast or as fuel/ammo have unlimited fuel/ammo while out in the rain.

Items

Combat Knife (free)
It’s a standard issue army combat knife.

Silver Bulls (50 CP)
A pouch with about 1000 Silver Bulls, the local currency which can be used mostly only to pay for the services of a certain Witch, that replenishes weekly. In future jumps you still get the same coins instead of relative currencies, but please note that these are made of quite pure silver. Each purchase after the first increases the amount by 10x. You’ll get multiple pouches, each with a thousand coins inside, so if you go overboard you’ll also need somewhere to store them.

Guns (100 CP, first free)
You get a firearm of your choice. An example of the guns you can find here are a pistol, a sawed-off shotgun, a sniper rifle, a submachine gun, and a harpoon launcher that, when enhanced by your blood, works like a grenade launcher.

Blood Ring (100/200 CP)
This magical ruby ring is perfect for anyone who requires blood, for any reason. Primarily it connects to your own veins and acts as a surplus container for blood so that you can contain around 50 extra liters of blood more than normal. Consider that an adult body can normally hold about 5 liters of blood, this means a 1000% increase. Without the ability to absorb blood, or a few hundred transfusions, you will probably fill this at the normal rate your bone marrow normally generates blood, but once it's full you will be much less likely to die from bleeding out. For an extra 100 CP the ring starts full of 50 liters of perfectly compatible blood. Further purchases increase the inner size of the ring by an order of magnitude.

Plasmarine (100 CP)
This syringe full of a blood red liquid is a healing compound that can restore lost blood, post jump this can also be injected into a vampire to sate their hunger as if they had just fed on someone. You get 1 syringe per purchase. If a syringe is used or lost, you get a new one after a week. You also get the recipe to make more.

Sharpener's Motorcycle (100 CP)
This motorbike has a grinder on the back that you can sharpen any blade with.

Holy Blood (200 CP)
The provenance of this liquid isn't clear but its power is undeniable. A large vial of glowing blood-like liquid that provides an overall boost to everything the drinker is by making their blood mystically more potent. It's almost as if there was a miniscule sliver of Divinity dissolved within this concoction. And with stronger blood one also becomes stronger, faster, more durable. Everything about someone becomes better. Not by much in any individual aspect but taken together it's no trifling upgrade. You get one vial of this for each purchase that replenishes once every month.

Hideout (400 CP)
You get a hideout that is hidden under an abandoned carnival grounds, and you own the carnival that hides it as well.

Crystal Ball (600 CP)
A rather spectacular display of lights and smoky shadows can be seen inside this Crystal Ball and the power it possesses is no less spectacular. With a touch you can basically create a Save that can be Reloaded at any point you want in order to come back at the instant the Save was created. You maintain your memories of the aborted future and the knowledge and skills based on those memories but nothing else. This triggers automatically in case you die, acting as an 1UP. It can be used as many times as you need during this jump but only once per jump or every 10 years, whichever comes first, in future jumps. The Ball has only one Save slot so you'll need to overwrite the previous one if you want to change the point at which you can Reload. Further purchases increase the number of Save slots and how many times it can be used in future jumps.

Companions

Recruit (Free?)
As long as you can convince them to join you, take anyone from the Jump with you.

Import (50/100/200)
Bring your friends along! Import 1/4/8 Companions; they each get half the CP you got from drawbacks to spend on this Document the same way you did.

Gauntlet Reward
For dealing with the Sea God's attempt to drown the world and surviving this dreary place, you unlock a:

Bloody Spark of Divinity:
Maybe you're the Sun God himself, heavily diminished after centuries of trauma and repressed memories. Maybe you're just a mortal born with a piece of a God's Soul that has long shattered Himself out of grief and guilt. Even you cannot be certain as too much time has passed. What you do know is that inside your very soul now shines a small Spark of Divinity. And while it might have once belonged to the Sun God, this Spark doesn’t give you Dominion over anything related to them. No, your nascent domain is Blood! And as the ascending God of Blood, everything that has to do with the crimson liquid becomes both easier to perform and so much more powerful. Blood-related abilities are an order of magnitude easier to learn and perform, cost an order of magnitude less to power them, and are an order of magnitude stronger in almost every aspect. Your dominion over Blood even extends over the blood of others, making you a powerful Hemomancer. Your very blood regenerates at a staggering rate and is infused with a bit of that Divinity which makes it so much more potent, and thus making everything else about you better, as befitting a nascent God. On the other hand, you're not a true god yet, this just gives you a foot in the door. It will probably take a few centuries if not millennia to actually understand and cultivate this Spark into

an actual Godly Domain and achieve full Ascension. At least if you don't have any other Perks or advantages to speed things along.

Stay Here

Go Home

Move On

Notes

The only hemomancy seen in Crisol is transforming the guns and Absorbing Blood, so I expanded blood rain to cover all types of hemomancy

Bloody Spark of Divinity is intended to make you a rather powerful Hemomancer/Blood Controller as well as a hook for Jumpers to have a path to achieve Divinity in future jumps. It also comes with a moderate boost to all stats as a way to give a new Jumper a leg up, explained as a byproduct of having Divinity-infused blood flowing through their veins. In terms of overall power this alone doesn't make you the equal to the Sea God, the only Demigod seen in the game. But with a few of the other Perks available in this jump one can reach that level rather easily. Reaching full Godhood is intended to be rather harder, though, and something to be pursued through future jumps.

Fanwank responsibly!!!