# Generic Superintelligence Gauntlet

v1.0
By cliffc999

Many tales have been told, both in science fiction and in fanfic, about a lone superbeing - almost always some form of advanced intellect - coming into existence on a mundane Earth and how they either changed society or were brought low by their own hubris or hunted down by the powers that be. In this Gauntlet, Jumper will get an opportunity to be the protagonist of their own story of this type.

As this is a Gauntlet you will of course lose access to all out-of-jump powers and abilities save those that could already function on an entirely realistic Earth, 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.

## +0 CP

## Origin

You will arrive on a relatively realistic contemporary or near-future Earth, at a reasonable location of your choosing unless a Drawback mandates otherwise. If you have not yet received your Body Mod you will still be inserted into a healthy and reasonably attractive and athletic body, barring Drawbacks. You may choose to import as a person with a backstory or as a Drop-In with all the legal documentation you need to exist, as you prefer, but any identity will be limited by your **Starting Kit** and/or **Influence** and **Resources**.

## Goals

You will choose which Goals you are required to achieve in this Gauntlet before you can leave, and be paid CP for them accordingly. You may select more than one Goal if you wish, but Jumper is cautioned to avoid getting in over their head because *all* selected Goals must be finished before the Gauntlet is successfully completed.

**Freedom** (+0cp, Mandatory) - The Gauntlet will not end so long as you are imprisoned/enslaved/etc. by someone else. If you have selected no other goal then the Gauntlet will not end until you have maintained at least one continuous year of freedom.

**Money** (+100cp/+200cp/+300cp) - For +100cp, you must achieve a net worth that solidly places you in the top 0.1% of individuals. For +200cp you must achieve a net worth among the top ten individuals. For +300cp you must become the richest person in history.

**Power** (+100cp/+200cp/+400cp) - For +100cp you must become a highly influential figure, the sort of person who could call in heavy favors from or become a highly valued advisor to a major head of state. For +200cp you must *be* a major head of state, or have

non-governmental influence equivalent to that (such as the CEO of a cyberpunk megacorporation, or the leader of a major world religion, or similar). For +400cp you must outright conquer the world - whether it be as a messianic leader, a shadowy conspiratorial mastermind, or a conquering supervillain, you must somehow achieve such power and influence that every Great Power nation in the world has its policies ultimately dictated by you.

**Uplift** (+100cp/+200cp/+400cp) - For +100cp you must make at least one substantial improvement to the world that helps the lives of millions (such as curing cancer, ending a major war with a lasting peace, or solving a significant social problem). For +200cp you must make an *epic* improvement to the world, something that substantially improves the lives of most people on Earth or defines a new historical era (such as inventing unlimited clean energy or starting the interplanetary/interstellar age). For +400cp you must achieve full-on Utopia, and not the mind control or Matrix kind either.

**Vengeance** (+100cp) - You must destroy a significant threat to either the world or yourself, and do so so thoroughly that they will never be a threat again in the foreseeable future. This *can* be the same hostile entity or entities from **Hunted** - you are being paid extra for the increased difficulty of not just being able to escape them but also being required to turn the tables and end them.

**Quit** (Gauntlet failure) - You may end the Gauntlet at any time, but unless you have already achieved all the Goals you selected then this will be treated as a failed Gauntlet.

## Drawbacks

**Rubber Science** (+0cp) - By taking this toggle you can insert into a setting that allows for more fantastical or speculative technologies than OTL, possibly even things that verge on comic-book tech. Just remember that everybody *else* in the world also potentially has access to this stuff and that quantity has a quality all its own.

**They Know** (cannot be **Zeroed**, +100cp/+200cp) - Normally these kinds of stories start out with nobody knowing that a miraculous brain expansion has occurred until the protagonist starts taking dramatic actions that come to the attention of other people. However, for +100cp you can start out with several people already knowing. For +200cp your abilities are publicly known, and society will react accordingly. People will not necessarily be hostile unless first provoked or alarmed, but they will be curious and/or wary.

**Hunted** (+200cp/+400cp) - You start out already on the run from people who not only know who you are and what you can do but who already have hostile intentions. For +200cp your hunters are *either* a relatively small group without great influence (although we're still talking something on the scale of a terrorist group or a PMC here) *or* are a larger, more powerful group who only wish to imprison/study/enslave you but won't kill or seriously injure you except in self-defense. For +400cp your hunters are a major national government or equivalent, people who have the law on their side and/or can send an army against you if necessary, *and* they will want you dead. This Drawback can be mitigated if you somehow

find a way to either make your hunters give up their intentions or else destroy them, but doing either of those things will take significant effort.

**Black Site** (requires **Hunted**) (+200cp) - You start out already in the custody of the people in your **Hunted** Drawback. If your **Hunted** is at the 'kill you' tier of hostility then your execution is scheduled for the near future and you will have only a short time to escape.You do not get the freebie **Starting Kit**, as you are a prisoner with no resources whatsoever.

**Hard Mode** (+200cp) - You are now in a timeline significantly more dangerous to live on than OTL. This could be due to it being a cyberpunk world, or a world in the midst of a world war, or one that's already been conquered by the Nazis or suchlike, or even some type of apocalypse/post-apocalypse scenario. Be careful about choosing this one in combination with certain Goals, as they might be more difficult or impossible to achieve without a functioning worldwide society.

**Live Long and Prosper** (+100cp) - Your intellectual augmentation has had a significant effect on your ability to comprehend or feel normal emotions. You now operate as a being of strict logic, and can often be wrongfooted by the unpredictability of irrational, emotional behavior. With sufficient time and experience you can eventually relearn some of the 'human element' that you've forgotten… assuming you bother to make the effort. This does not affect your morality unless you wish it to.

**Penniless** (cannot be taken with **Black Site**, +100cp) - You forfeit the **Starting Kit** or any possible **Resources** or **Influence**, and start out with nothing but the clothes on your back and $100 in 2020s US$ or its equivalent purchasing power for the setting and time.

**Physically Challenged** (+100cp) - Forget what was said earlier about importing into a healthy body. You now have a significant health condition of some kind, one that substantially interferes with your ability to work. Think 'Social Security Disability qualified' level of disabled. Drawback-fiat will not prevent you from curing this condition yourself with sufficient effort, but it cannot be one for which a cure is already available in-setting.

**Purist** (+100cp) - These stories are usually distinct from more general transhumanist fiction by the fact that the superintelligences look like ordinary people. You will respect the trope by refusing to augment your body in any way that would exceed the capability of commonly available prosthetics or substantially change your appearance. Forge your legend with only the sheer power of your mind, your humanity, and your (external!) inventions.

**Speedrun** (+100cp/+200cp) - For +100cp you must achieve all of your Goals within 10 years or fail the Gauntlet. For +200cp you must achieve all of your Goals within 1 year or fail the Gauntlet. You cannot take this Drawback unless you have at least +200cp worth of Goals.

**Those Whom The Gods Would Destroy** (+200cp) - ... they first make proud. You are prone to overconfidence and underestimating 'mere humans', for are you not gloriously superior? And while you might or might not actually be as superintelligent as you think you are, hubris is the number one legendary defeater of gods for a reason. Here's hoping you're superintelligent enough to survive anyway, even if you are notably disinclined to play it safe or humble.

**Unlucky** (+100cp) - Against Murphy, even the gods sometimes contend in vain. You are now more prone to unlucky and annoying events than you would be otherwise, and occasionally even the best plan or most carefully-researched situation will still throw in a black swan event out of nowhere. Jumper is advised to invest more effort into contingency planning and backups.

**Zeroed** (+100cp) - You import with no backstory and without any documentation or records that would help prove your legal existence. This may involve a complete lack of legal rights in some settings, such as cyberpunk milieus. This Drawback cannot be taken in settings where this would not be a limitation, such as the post-apocalypse. If you are **Hunted** then your hunters still know who you are, what you look like, etc., and may use that information as they see fit.

## Intellect

This is the reason you came here. All Jumpers will gain the default level of **Genius** for free, and may purchase additional tiers of heightened intellect with CP. Higher tiers are presumed to already include all the abilities of lower tiers when applicable, you do not need to purchase more than one.

The following tiers are guidelines, not exact and finite lists of intellectual ability, If you can think of a superintelligence trick or power stunt that isn't explicitly covered by another tier or perk here, and it would reasonably fit in at the tier of heightened intellect you possess, then you may presume you have it.

**Tier 0: Genius** (free) - Your intellect is increased to the highest levels that your species could naturally attain on your birthworld. This includes but is not limited to such things as perceptiveness, reaction time, coordination, pattern recognition, learning speed, and creativity. You do not merely have heightened technical aptitude or some other narrow depiction of 'intelligence', but a holistic, well-rounded g-factor intelligence that is equivalent to low-end comic-book genius. If you choose to remain at this Tier it is strongly encouraged that you buy at least some Perks to augment yourself, or else this isn't really a 'super' intelligence story now is it?

**Tier 1: Augmented** (200cp) - Your intelligence includes everything in **Genius**, but boosted to outright superhuman levels. You think and mentally react multiple times faster than is humanly possible, to the point that you can see the world in 'bullet time' even if your physical capabilities are still mostly baseline. Your learning speed is much faster than normal, you can multitask several things at once, and what normal scientists would require mainframe computers to calculate is simple mental arithmetic for you. You are at the mythical 'IQ 300+' tier, even if that number doesn't actually mean anything on the conventional IQ scale. You are multiple times more brilliant than even the greatest geniuses in real-world history. A good example of someone at the 'Augmented' tier would be an NZT user from 'Limitless'.

**Tier 2: Hyperbrain** (400cp) - Your intelligence has advanced to a level almost beyond human comprehension. Your thought processes run at supercomputer speed, you assimilate

new knowledge and skills almost instantly, and your faultless brain simply never slips, fumbles, or makes unforced errors. Your multitasking can easily fork dozens of complex processes while simultaneously processing all of your sensory inputs without strain. The accuracy of your thought processes is limited only by available data and (where applicable) chaos theory. A good example of someone at the ‘Hyperbrain’ tier would be a supercritical person from ‘Understand’.

## Perks

**Meta-Stable** (free) - A mind as powerful as yours would be far too dangerous if allowed to slip into Malign Hypercognition Disorder, so your Benefactor will provide you with a free immunity to insanity and idealized mental mechanisms for processing and resolving trauma and stress. Your superintelligence will not change your personality in any unwanted ways, you will suffer no loss of empathy from being vastly greater in mentality than those around you, and you will be immune to boredom. Barring Drawback-fiat you will never lose control of your emotions unless you choose to.

**Perfect Memory** (free) - As a bonus, your Benefactor will upgrade the more 'normal' photographic memory available as part of the general boosted intelligence package to a Jumper-grade perfect memory with all the trimmings. Unlimited storage, instant recall, perfect indexing, tamper-proofing, fully retroactive, 'hidden storage', all of that. After all, you came to this Gauntlet to prepare your brain for the jumpchain.

**Hardened** (100cp) - Your augmented intellect now has rigorous fault-detection and anti-subversion countermeasures. You are immune to mind control or unwanted mental influence of any kind, even that which comes from supernatural charisma or social skills.

**Hypersensory** (100cp) - While sufficient intellect can already let Jumper gain the maximum amount of acuity and perceptiveness possible from their sensory organs, including capacities that unaugmented humans don’t normally use, this perk allows Jumpers to outright cheat beyond even that extent. Scent like a bloodhound’s, vision like a hawk’s, hearing that can sense heartbeats over a room away through a noisy crowd, echolocation using ambient sounds… you’re essentially a non-blind version of Daredevil. You will never have any problems with sensory overload.

**Mind Over Body** (100cp) - Your augmented intellect has adapted to have full awareness of and total control over all of your body’s functions and every individual muscle fiber. Your heartbeat, respiration, metabolism, and everything else now function on optimized neural algorithms that can run autonomously or under your mind's conscious direction as you choose. Simple tricks like blocking out pain sensation, maintaining physical fitness without exercise, consciously channeling bursts of adrenaline, or resisting disease and speeding the body's healing are child's play to you. You possess flawless aim, perfect balance, ideal kinesthetic sense and timing, and make every physical motion with the precision of a supercomputer-controlled cyborg (even if you aren't one).

**Probabilities** (100cp/200cp) - Although any superintelligent entity can perform very complex math in their head, chaos theory mandates that many complex or highly dynamic situations

can still defy mathematical prediction even with an arbitrary amount of computational capacity devoted to the job. However, these realistic limitations are often bypassed or ignored in many stories and now they will be for you as well. Your ability to calculate probable outcomes from available data will defy conventional limits, allowing you to make accurate predictions even from incomplete data sets. For 100cp this predictive ability will function on either a tactical scale *or* on a strategic scale. For 200cp you will have access to both functions.

Tactical-scale predictions can do things like foresee an enemy's next sequence of moves in the near future or the immediate outcomes of events deriving from Jumper's recent actions, while strategic-scale predictions will operate more like psychohistory or precognition. Skimpy or fragmentary data will still allow for probability estimates that have a reasonably high chance of being correct, and this will scale up further with the amount and quality of available data to allow for almost-perfect predictions when all relevant factors are known. This is not Path to Victory, however, and there will always be at least a slight statistical chance of error. This is a savant ability that functions largely independent of your intellect tier, although higher tiers will be able to more easily gather and collate larger and more obscure data sets and thus make more detailed predictions more quickly.

## Items

**Starting Kit** (free) - Unless you took a Drawback that prevents this, you start out with a residence and a vehicle appropriate to a working-class person, the basic sundries necessary for life, and several thousand dollars in savings. If you took **Zeroed**, or simply if you choose this option, then you instead start out with a travel bag full of clothes and essentials and twenty thousand dollars in 2020s cash (or equivalent purchasing power for the setting).

**Resources** (100cp) - You will start this Gauntlet with substantial financial resources, sufficient to place you in the top 0.1% of wealth for the setting. Taking this item reduces +CP gained from **Wealth** goals by one increment.

**Influence** (100cp) - You will start this Gauntlet already in a position of significant influence, such as a high government official or a corporate CEO. Taking this item reduces +CP gained from **Power** goals by one increment.

## Reward

At the successful completion of the Gauntlet, the Jumper will receive this perk.

**Intellect Infinitum** - Your intellect is continuously increasing at an exponential rate as your mind learns, adapts, and evolves. Your intellectual growth is entirely uncapped and unbound, and soon enough you will reach a point where even Matrioshka Brains, Culture Minds, or Greater Archailects would be humbled by you. Your computational capacity will be limitless, your speed of thought instantaneous, and your mental faculties well-rounded in all aspects. Save for things that are forbidden by Drawback Fiat or that are locked as post-Spark content by your Benefactor, there will be essentially nothing that your intellect cannot comprehend or achieve with sufficient effort and time.

This intellectual growth may be softcapped, throttled, or toggled to whatever the Jumper is most comfortable with, although intelligence already gained cannot be ‘given back’ once possessed. Jumper will be immune to anything that might strip him of his intellect or its Infinitum-granted growth, and if something (such as Drawback-fiat or entering another Gauntlet) reduces his intellect anyway then the ‘stepping down’ will occur in such a manner that Jumper suffers the minimum of distress or disorientation.

## Notes

The lack of Goals for dealing with a rival superintellect or intellects is deliberate. For people who want superbrain PvP the “Understand” Gauntlet already exists, and it does a better job at that.

**Probabilities** is the most potentially abusable perk in this entire document. Please fanwank responsibly, and failing that please at least fanwank entertainingly.

If you choose to go transhumanist you will have fiat-backing for any augmentations you make, upgrade, or install for yourself with your perks and genius, which most Jumpchains assume as the default anyway.