

South Park: The Stick of Truth Gauntlet
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Version 1.0

Deep in the lands of Zaron, the humans of Koopa Keep struggle to stay alive as they are attacked by the wicked Drow Elves of Larnia. Darkness falls as the humans beg their king to save them, a noble king, known only as the Grand Wizard.

For a thousand years the battle has raged, with only the bravery of the Grand Wizard to protect his human followers but even though the wizard king is so undeniably cool, the drow elf armies continue their attacks. They seek the humans most treasured relic: The Stick Of Truth. But the tides of war will soon change as news of a new kid spreads throughout the land. In order to save the humans the Grand Wizard must get to the new kid before the drow elves can manipulate his mind and use him to take the sacred relic from human hands, for whoever controls the Stick, controls the universe.

You will arrive in South Park as the new kid, who has just moved to South Park with your parents and moved into the house next to Butters', as foretold by a Coldwell banker.

We had a stash of Cheesy Poofs (CP) for you but it looks like a certain fatass ate them all.
0 CP to Start.

Drawbacks:

As this is a gauntlet, all outside perks, powers and items are locked off till the end. The Gauntlet ends after the normal events of the game are over, normally 3 days from now when the stick has been willingly thrown away by the boys after the arduous battle to vanquish the army of darkness.

Emergency Stash (+1000cp): Oh looks like you found Cartman's emergency stash of Cheesy Poofs. By taking it you turn this from a gauntlet into a regular jump, lasting 10 years and restoring all your powers and abilities, however you miss out on the reward section.

Douchebag (+100cp): For the extent of the gauntlet everyone, except your parents, will call you Douchebag.

What, Are You Fucking Mute? (+100cp): Yeah pretty much. You'll be functionally mute for most of your time here, unable or unwilling to say anything to anyone unless it's directly related to a quest and even then you'll only say the bare minimum. At least the girls think it's hot.

Hoarder (+100cp): You can't seem to ever let anything go, all those little things you find, from mementos of the boy's adventures in South Park to literal trash you'll end up either stashing them in your room or lugging around with you. At least Woodsy Owl won't be after you.

Collect Them ALL! (+200cp): A popular anime series from a few years ago that had a large toyline, a toy line that you must now collect one of each. There are currently 30 known toys, at least one of each is available for free somewhere in the town, though you may find well hidden extras.

Extra Enemy Encounters (+200cp) It seems the other factions have been recruiting heavily or have some really good clerics hiding somewhere, as now you'll be running into double the normal amount of enemies. Unfortunately if you betray your faction for another, suddenly their numbers will take a dive and your former faction will gain proportionally.

Friendship Is Magic (+200cp): Friendship strengthens us all, and for you that's a little more literal than it should be. In addition to XP you'll need to have roughly 7 to 8 facebook friends for every level you gain.

Level Locked Gear (+200cp): Well it is a game after all. You'll find weapons, armor, weapon strap ons and equipment patches all have level requirements, the more powerful the item or effect the higher the level required to use it.

Irritable Bowel Syndrome (+200cp): Due to some oversensitive nerves in your gut, healing items are only half as effective on you. Cure potions and revive tacos still work as advertised.

Doppelganger (+400cp): There's another new kid in town, seemingly from the alternate 'evil' universe. They'll join the game, always on the opposite side from you.

ManBearPig (+400cp): He's real this time, having escaped from imagination land and he's out for blood, specifically yours. If you do manage to kill him, Al Gore will reward you handsomely, likely with a signed copy of his book and friending you on facebook.

Gentleman's Oath (+0Cp, Mandatory with magic): You solemnly swear to never fart on another man's balls. You may only break this oath under the most dire of circumstances as the consequences otherwise will be most severe.

Class:

Everybody has to have a class, so you may choose one from the following four.

Fighter: *A Fighter has courage, honor, and the ability to kick fucking ass.* A Fighter is a class in which a person is able to give and take a large amount of physical damage, without much need for special attacks.

Mage: *A Mage is like a wizard, only not as cool.* Physically weak, the mage excels at using abilities to deal damage and has a large amount of power points to use them.

Thief: *A stealthy class that requires intense skill and sneaky feet.* Bit of a specialist, relying on status effects and their vicious Backstab ability to deal damage, though they can't take nearly as much in return like the Fighter.

Jew: *Jew, huh? So I guess we'll never really be friends.* Support class that has abilities to buff allies and debuff their enemies.

Perks:

You get one discount per price tier, with 100cp perks becoming free.

Turn Based Combat (Free and mandatory for here): Just like the olden times, everybody here takes turns in combat, first one side then the other. Both sides may use one item or 'unique' ability per person per turn, even when its people that aren't playing the same game as the kids, like say Aliens, Underpants Gnomes, wild animals or 'Taco Bell Employees'. As you defeat enemies and complete quests you'll gain XP, with enough XP you'll gain a level and become more powerful. You start at Level 1.

Dirty Fighter (100cp): You can imbue your attacks with something a little extra, like burning, bleeding or gross status. Post Gauntlet this turns into adding roughly 10% of your attack as an element, like fire, ice or something similar.

Little Nose Job (100cp): Oh my god is that David Hasslehoff? The locals certainly think you're as good looking as the Hoff himself. Great for getting discounts at local stores and gaining new vain friends.

Mini-Game (100cp): When faced with what should be a complicated procedure, such as disarming a nuclear bomb, or messing with an alien computer, you can instead turn it into a basic simon says minigame. It might not turn out the best, especially if you screw up, but at least it's a chance you likely didn't have before.

"Magic" (Free for here, 200cp to keep): Your control over your asshole is the thing of legends. You can easily learn all the "magic" fart attacks in this world like a master. If purchased you can take this skill into other worlds, and learn new types of attacks.

Inventory (200cp, Free for here with the Hoarder drawback): Where the hell are you keeping all this stuff? You have a pocket dimension you can keep an absolutely massive amount of stuff in, and can summon anything you have inside with just a thought.

Protect Your Balls (200cp): When the going gets tough, you just get tougher. When you are critically injured, your body becomes much harder to damage, reducing any incoming damage by half as long as you are under 25% health.

Lay On Hands (200cp): Much like the stalwart Paladin Butters, you have the holy ability to heal mild to moderate wounds with just a touch and some kind words. You can only do this once per turn. Post Gauntlet this is every 10 seconds or so.

Plus Four Medicine (400cp): Much like Tolkin Black of the KKK, your skill with healing is nearly unmatched across the lands of Zaron. Any healing you perform or receive is twice as effective as before.

Clothes Whore (400cp): You'll find that many clothes in South Park provide some bonuses when you wear them. With this perk any bonuses that you would get are enhanced an additional 25%, and if you wear all of the same 'set' an additional 25% on top of that.

Done Before Bedtime (400cp): Canonically the New Kid manages to go from a fresh face to King all in the span of three days. You'll find yourself a little extra time every day, just enough to get any of those outstanding side quests finished, even if it takes a trek to the other side of town to do so.

Dovahkiin (400cp): Legends speak of one of untold power, one whose very existence can turn the tides of countless wars. They speak of the Dovahkiin, the Dragonborn! Dragon shouts? They have the power of something greater! The power to…make friends really easily on social media! Yes, and now that power is yours! You'll find factions seeking you out offering great riches for you to champion their causes. Unknown to others though is the true power, the every friend you have you gain a tiny fraction of their power, a few dozen friends would be imperceptible, a few million and you would be equal to a certain wall crawling superhero.



Class Based Perks:
You get 50% off all matching class perks but may purchase any other class skills at full price.

Fighter:

Armored Up (200cp): Armor is life, armor is love and brother do you have a lot of love. Armor is twice as effective on you. You can also share this ability with someone else, though it only works on one person at a time, and while your ally is strengthened, your armor is reduced to normal.

Corporal Colorado (200cp): You can do this all day! You regenerate roughly 10% of your HP a turn, twice as much when you're in critical condition. Post gauntlet this is a steady form of regeneration.

Knight Breaker (400cp): Knowing how to defend yourself has taught you the weaknesses of shields and armor, allowing you to exploit them much more easily than most. Doubles the amount of damage dealt to shields, ignores half of armor?

Thief:

Ad-venture Capitalist (200cp): Nothing ventured, nothing gained! You find twice as much as loot. Lady Luck also smiles upon you when it comes to risky ventures, like the stock market or gambling.

Five Finger Discount (200cp): A true thief can rifle through a target's pockets with just a second's touch. You have learned how to mug a target you're attacking in melee and take a single small object or 10% of the cash they have onhand. Out of combat you're much better at shoplifting or pickpocketing and with practice and a little luck you can take bigger items without notice.

Assassin (400cp): You may be called a thief but truly you are an assassin, the blade in the dark. When you attack an unawares enemy you do twice as much damage, and leave deep bleeding wounds.

Mage:

Counter-Spell (200cp): When your enemy targets you or an ally with a spell you can counter them with a fraction of the power they need to use. This also works well when enemies begin to channel their power for stronger abilities, allowing you to stun them.

Arcane Bloodline (200cp) The blood of great magic users flows through your veins. Your mana and power points are self refilling, and you may use one pool of energy to fuel another.

Archmage (400cp) Your magical abilities have been enhanced after much study and focus at the knowing guidance of the Grand Wizard. Or maybe you had taco bell for breakfast. Or you're just special, who cares. Anyway your magic is half again stronger then it should be.

Jew:

Jew-Jitsu (200cp): The secret sacred art of the Jewish People. Also known as Krav Maga, you've learned to integrate this martial art into your attacks, allowing you to transfer any status effects from yourself to your enemies and take their buffs for your own.

Holy Warrior (200cp): Your attacks gain holy damage, especially damaging against evil foes or the undead. Doubly So against the evil undead, like Nazi Zombies. Not sure why that would be relevant but that's what the script says.

The Chosen of the Chosen (400cp): You gain power from your suffering. The more debuffs you are under the stronger your attacks and abilities will become, though this has a soft cap of 400%.

Items:

You get two floating 50% discounts, with discounted 50cp items becoming free.

Smart Phone(Free for here, 50cp to keep): A 2014 smartphone with facebook already installed. Oddly this version of facebook also tracks a few extra things, like your character level, collectables, quests and has a nifty built in map. The smartphone itself is unbreakable and never runs out of energy, though any attempt to use it as armor or an infinite power source will fail.

Energy Drinks (50cp): A seemingly endless pack of Red Balls, which when drunk will refill a large chunk of power points. Post Gauntlet this will work for all your various powers and ability pools.

Passport (50cp): This might save you some time later in the adventure, what you have here is a fully legal passport with your photo that will let you pass the border station. In future worlds this acts as a legal identification and permission to enter and exit any country.

Supply Pouch (100cp): 10 of each kind of healing item, as well as 3 revival tacos. Just shove the taco into whatever passes for a mouth (or if they lack it entirely, just slam it into their remains) and it will bring them back to life, though they will require additional healing to restore them to full strength. It will refill at the end of every day. Post gauntlet, these provide nutrition in addition to acting as healing potions, though it will refill only once a week.

Storage Chest (100cp): A modest sized foot locker that can store a warehouse's amount of stuff, as long as you can get it past the lid anyway. Post gauntlet this connects directly to your warehouse if you have one or can function as it does here.

Strap Ons and Patches(100cp): No not the kind that Cartman's mom has! These are attachments to your weapons and armor that give you boosts, like extra fire damage, more armor and regaining power points when performing an attack. You'll gain a few every day, with the more powerful ones being rarer. As a bonus any enemies you defeat have a chance of dropping more.

Currency Converter (200cp): Small lunch box shaped container with a small keyboard embedded on top next to a slot. Simply type in the currency you wish to convert your money to and then insert it in the slot and it will be selected currency will be dispensed.

Sparkly Unicorn Sticker (200cp): Jealousy guarded by the girls, this patch will slowly restore your Power Points during battle. Post Gauntlet this will refill any sort of energy you require for your abilities, such as Ki, Mana, or Chaukra.

Summoning Item (200cp): Jesus, Mr Slave, Mr Hanky and Mr Kim are all willing to help you out in battle once a day with this purchase. They generally will kill one enemy and scare off the rest, though they won't help during boss battles. Post gauntlet you may choose to summon four allies each once a day to help in battle where they will unleash terrible damage upon your foes.

Knightly Attire (400cp): A suit of armor, tailor made and fitted for you. It has 2 empty equipment patch slots on each piece, for a total of 6. The armor will always be slightly stronger than normal for your level. Post gauntlet it will grow with you.

Jesus Loves Me Patch (400cp) A equipment patch that will revive you once per battle while here, outside this gauntlet it provides a single one up per decade. Does not have to be actually equipped to be used.

Sweet Katana (400cp): Oh man what a sword! A thousand fold Japanese steel katana from that shop in the mall, it cuts and destroys armor like wheat before the scythe. This sword grows with your strength, even outside this gauntlet it will still be immensely strong.

Companions:

Old Friends (50cp): You may import one companion for 50 cp, they'll gain a class of their choosing and half the cp you do from drawbacks.

New Friends (50cp): Some of the local folks may be interested in coming with you on your adventures, for 50cp a person you can take them with you, so long as they agree.



Rewards Section:
By completing the Gauntlet and Recovering the Stick of Truth you gain 100cp for every 100cp you gained from drawbacks to spend here or on from the main document.

Taco Bell (100cp): It's too bad the whole largest Taco Bell in the world thing turned out to be a government coverup for a crashed UFO. So as a consolation prize you now have the ability to summon any amount of Taco Bell products, from anything that has been served on their menu now, in the past or in the future. Any uneaten food and any trash will disappear after a few hours.

Gnome Dust (100cp): Small bag of gnome dust, just take a sniff and you can shrink down to about an inch tall, perfect for exploring all sorts of places like vents, behind the walls or a gay man's rectal track. Never seems to run out.

Real Chimpokomon (200cp): Oh hell, where did you find this? You have here a real life version of a chinpokomon, safely inside its capture ball. You may choose any Chinpokomon, or any non legendary Pokomon to be inside. They all start at their basic evolution, and at level 1. If they require a special item to evolve, you'll receive one when they have either learned all their moves or they reach the required level.

Patch Kit (200cp): With this sewing kit you can add equipment patches to existing clothing and armor. Amount of patches scales with the quality of the item, off the rack clothing only gaining one slot, while something like a custom made suit gaining two. Patches can be found in future worlds, either for purchase, in a random container or rewarded for your deeds.

House (200cp): Four Bedroom two bath two story house with attached garage. Comes with all the utilities, and all taxes are paid off.

Alien Goo (400cp): A barrel of the glowing alien goo, often mistaken as taco bell green sauce, that has a very strange effect on biological creatures, turning them into…Nazi Zombies. They can be controlled rather easily by you but the stronger willed the person was before they were transformed the easier it will be for them to break it. Lucky just being bitten or killed by an infected doesn't spread the goo, only direct concentrated exposure, roughly a vial's worth, to the mouth or open wounds will infect them.

Rewards: The Stick of Truth
He who holds the Stick, controls the universe. With this reward you can institute a similar game to the one the kids are playing.

The Realm of Zarton is secure, and the kingdoms of humans and elves have made peace following the battle of Craig's Backyard. Now you have a choice to make

All Hail King Douchebag!: Stay here. I heard some of the boys talking about playing superheroes next.
Screw You Guys: Go Home
New Game?: Continue Jumping



Notes:

The max level in the game is 15, though there is no level 15 equipment.

Friendship is Magic: There are 121 friendable people in the game, but in reality theres several hundred people, you just have to look for them. Losing friends wont level you down, it just means you'll have to find more to make up the difference to go to the next level.

Little Nose Job: Does not give any fiat backed discounts outside the events of the gauntlet, it's just a beauty perk, so you *could* get some discounts if you played your cards right.

Counter-Spell: In game its counter-fart but that's a little limiting (and gross) to use out of universe, so it extends into being a power point ability instead of strictly mana.

Jew-Jitsu: yes I know theres a ability for the jew class with the same name and krav maga doesnt actually do anything like that but I was drawing a huge blank on what to give them for that slot. Anyway since cartman is giving you the class of course he's mistaken of just about anything to do with the religion.

Holy Warrior: Mechanically a 50% increase in damage vs either Evil or Undead, 200% against Evil Undead. Insperation taken from both Paladin class in DnD and the Mossad Knife you can get in the game.

Strap Ons and Patches: consider these swappable enchantments both in the gauntlet and after. They can be rendered invisible post gauntlet.

Knightly Attire is a level 14 endgame armor that's arguably one of the best overall in the game, only truly beaten out in armor by the Crab People armor (and much better looking than that). It normally only has 1 patch slot for all three pieces. The armor gives 150 armor 10% damage boost to two handed weapons and a perfect attack deals 2 hits on shields. The helmet adds 80 armor and you gain a 2 hit shield when you knock out/kill an enemy. The Gloves add 50 armor and 20% damage boost to two handed weapons.

The sweet katana is similar to the one found in game, however it starts out slightly stronger then a normal weapon equal to your level, if you hit level 15 it's even stronger then it would be in the game. Normally it's a level 14 weapon that does 1350-1875 (x3) and destroys 200 armor on a perfect attack.

I totally stole the idea for the rewards section from the Dark Woods gauntlet, I thought it was an excellent idea and provides a good reward for those who risk more by taking drawbacks.

Real chinpokomon: near legendaries are fine. I was mostly struggling with finding rewards that fit and werent over powered.

Version HIstory:

Version 1.0 First release.