

Ghostrunner Gauntlet v1.3 (The Genji Simulator 2020 edition)
by GoodOldMalk

Introduction

Welcome jumper, to a version of Earth unlike our own. In the perhaps not so distant future, humanity has been driven to the edge by an apocalyptic event that resulted in the world being blanketed by toxic dust. With the surface barren and impossible to survive, mankind has been forced to live in massive megastructures that serve as cities for the last bastions of the human population. Of course, no amount of technological advancement can uplift humanity's true nature, and so this world is rife with social inequality, tyranny and oppression.

You will enter this gauntlet as the eponymous “Ghostrunner”, the last of a group of cyber-warriors that once helped maintain peace in the city-tower of Dharma, before the tyrannical “Keymaster” Mara decided that humanity needed a fresh start. The purpose of your stay is to defeat this Keymaster and her Keys by battling through the original 16 levels of the game.

For this gauntlet, your normal loss conditions will be waived. Instead, any time you die or become incapacitated you’ll be rewound back to the nearest checkpoint, where you must once again try to complete your objective. You may restart at any time, or give up and return to your regular chain, but giving up will make you forfeit any purchase and free perks you’ve gained from this document.

You start at the bottom of Dharma Tower in the Base District, having sustained a critical fall and being painstakingly put together by the Climbers, the now defunct resistance movement. You’ll remain in this world for as long as it takes you to kill the Keymaster.

You gain +0 CP

Age and Gender

You may choose your gender freely, and your age to whatever makes sense to you. You are a ghostrunner after all.

Origins

Ghostrunner (Drop-in): You are a ghostrunner now. A biomechanical cyber-warrior created to serve the will of the Architect. Whether that means that you retain your base human form inside the cybersuit or become a digital AI piloting an android chassis is entirely up to you. Regardless of your form, you begin in this world with no memories of being a ghostrunner whatsoever, with only a curious voice inside your head trying to guide your actions.

Perks

Sorry Jack, no discounts here.

The Basics (Free) - You are a ghostrunner, jumper. An enforcer designed to maintain peace in the Tower, either by patrolling the streets, protecting high-profile targets… or assassinating them. It wouldn't be any good if you don't know the basics for your kind. This purchase grants you all the skills and experience needed to match a ghostrunner in terms of swordsmanship, combat tactics, and parkour abilities. In addition to this, you also possess basic knowledge about how to interface with technology in this world.

> **Advanced Course (50 CP / Requires The Basics) -** On top of your ghostrunner training, you now possess the skills and experience pertaining to law enforcement, being a protection officer or bodyguard, business arbitration, forensic investigation, criminal psychology and assassination. These are skills that a ghostrunner would need before the coup occurred.

Enhanced Physiology (Free) - Besides their martial skill, ghostrunners are infamous for their inhuman capabilities. Being biomechanical cyber-warriors, they are significantly faster and stronger than the average person. With this purchase, your physical capabilities are increased to match those of a ghostrunner. At the bare minimum, you now possess the strength, speed, reflexes and resilience on par with the best humanity can offer. You also possess an infinite amount of stamina, and can perform extreme physical activities without your condition being the worse for wear. As a safety measure, you are also immune to radiation and no longer require breathing, making you immune to the toxic dust that plagues the outside world.

> **Increased Awareness (50 CP / Requires Enhanced Physiology) -** Dashing around, dodging bullets, wallrunning from one surface to another. All of these acts require not only an impressive amount of coordination, but an exceptional spatial awareness to keep track of everything that's coming at you. You now possess these necessary qualities and more, allowing you to keep track of hundreds of enemies, deadly projectiles, terrain layout and other important spatial information without breaking a sweat. Additionally you can instinctually parry projectiles. As long as you become aware of them at some point and can move fast enough to deflect them, no projectile will ever hit you.

> **Digital Body (50 CP / Requires Enhanced Physiology) -** Ghostrunners are unique digital entities encased in a highly advanced biomechanical body. Being a digital entity, they do not suffer from the same ailments than a purely biological human would. Now you too possess this trait, and have become immune to sickness, disease, infection, and other maladies. This applies to any ailment that specifically targets the body, from mundane sources such as poisons, viruses or bacteria, to more strange pathogens such as magical diseases or nanites.

Air Control (Free) - Your body is like no other jumper. While normally the laws of physics would not permit you to change your trajectory mid-air without external means, you now possess an uncanny ability to make minor corrections to your trajectory while on free fall with just some conscious effort. This doesn't allow you to blatantly disregard gravity by any means, but you can accelerate horizontally as if you were walking in the middle of the air and perform horizontal wall runs for a longer duration that would otherwise be normal. As an added bonus, bystanders that observe your movement would not find this feat strange, but would not feel compelled to emulate you.

> **Safe Fall (50 CP / Requires Air Control) -** There's no denying that the Tower is as tall as it is dangerous, but luckily for you, you won't have to worry about the ground under your feet. With this perk your body can now withstand any fall from any height allowing you to land safely without injury. The ground where you land is an entirely different story, but such collateral damage is needed to make a superman landing look awesome.
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> > **Long Jump (50 CP / Requires Safe Fall) -** Within this world, Cybervoid terminals can be used by ghostrunners to temporarily disable their limits and achieve feats that would otherwise be impossible. With this upgrade, your ability to jump vertical distances is drastically enhanced, allowing you to jump as if your leg inhibitors were removed with no danger to you whatsoever. This ability can be toggled at will and will help you cover distances as high as 5 stories or around 25 meters.
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> **Magnetic (100 CP / Requires Air Control) -** See one of the problems of wallrunning is that the kick from your feet pushes you away from the wall while gravity pushes you down. The net effect makes it impossible to sustain a wall run for any length of time, since, once your horizontal momentum dies, there's no way for your feet to grip the surface. With this perk you no longer have to worry about your grip, and as long as you can maintain one limb on a surface you can stick, slide, climb, or run alongside it. This is a smart effect that adapts to your needs seamlessly.

Accelerate (Free) - Accelerate is an ability all ghostrunners have that allows them to temporarily overclock their actuators to push their speed to the absolute maximum. Not only that, but they can perform this feat in the middle of the air, allowing them to propel themselves in any direction for a very modest distance, or even sidestep as if they were standing in solid ground. Regardless of your form, your body gains this innate ability, allowing you to accelerate to your top speed in a single step and push yourself in the air in any given direction as if you had taken a single step. Your ability to Accelerate recharges every 3 seconds, while your ability to Accelerate mid-air recharges as soon as you grip a surface.

> **Dash (100 CP / Requires Accelerate) -** Your ability to Accelerate is boosted considerably, allowing you to cover 10 of your normal steps instantly, or launching you in any direction for an equivalent distance while in mid-air. With this level of acceleration, you could kill your momentum

instantly or do a complete 180 without needing to slow down. Not only that, but your recovery time is considerably smaller and you could Accelerate every second.

Armored Charge (100 CP / Requires Dash) - Your Dash can now block incoming bullets and projectiles, allowing you to shrug off gunshots and energy shots for the duration of your charge. With this you could dash into a hail of projectiles and come out unscathed.

Sensory Boost (50 CP / Requires Accelerate) - On top of increasing your physical speed, Accelerate now allows you to overclock your sensory and mental abilities, allowing you to perceive time as if it was flowing at half of its normal speed. This effect is automatically applied while you are using Accelerate to move in any direction.

Time Slow (200 CP / Requires Sensory Boost) - While dangerous, a ghostrunner is capable of slowing perceived time considerably by making use of Cybervoid uplinks. By disabling safety limiters, a ghostrunner can move in between turbines or parry every bullet of a fast firing, fully-automatic gun. With this perk, your body is now capable of such feats without the use of these uplinks, making you so fast that time seems to flow at half of its normal speed, at no risk to your wellbeing at all. You could even use Accelerate while slowing time to further increase the effect. You can toggle this effect on and off at will.

Focus (Free) - Ghostrunners are machines of focus, commitment, sheer will. More importantly, ghostrunners are capable of using their “focus” to empower all their innate abilities, allowing them to blink attack, project force from a distance, generate energy blades, and even remote control other machines to serve them. You now have access to this resource pool, generating one use of a ghostrunner skill every 30 seconds. This also gives you a large pool of willpower to draw from and an incredible resistance to pain, allowing you to power through painful experiences without flinching.

My Name Is Jack (50 CP / Requires Focus) - Make no mistake jumper, a Ghostrunner is more than just a machine, more than just a mere tool, and the trials and tribulations you’ll experience will give you an insight to your true nature. No matter what form you take, no matter what powers you wield, man or machine, you now possess an inviolable sense of self that allows you to remain true to your convictions and retain that core personality that makes you who you are. Only you can change who you are, where you are going, and what you want to be.

Energized (50 CP / Requires Focus) - Your focus now regenerates through actions. Attacking an enemy, deflecting a projectile, even killing multiple enemies with a single activation of your abilities, each of these combat feats allow you to generate focus at a faster rate, lowering the remaining time needed to use your abilities in half for every combat action performed.

Lightning Throw (100 CP / Requires Energized) - Cybervoid uplinks can allow ghostrunners to temporarily boost their bioelectrical reserves to help them project lightning from their hands. You now possess this ability without the need of an uplink. Whenever you become Energized from performing a combat action, you may discharge a single

lightning bolt from your fingertips that could kill or incapacitate a regular human adult at your discretion. You can store up to 10 of such bolts for later use, and can even change their appearance to mimic shurikens, throwing daggers, kunais or whatever else you fancy.

Best of All Worlds (200 CP / Requires Energized) - While useful to a ghostrunner, focus is an incredibly limited resource. Because of its fixed pool size and limited means of regeneration, it pretty much acts solely as a cooldown, forcing a ghostrunner to rely on their abilities only in exceptional situations. With this purchase, you may now substitute any resource pool that your body possesses with another. This could be anything, from mana, to chi, to blood, to spell slots, to cooldowns. In addition to this, whenever you have one or more skills, items, perks, or powers on cooldown, you may apply the effects of Energized to one of them, allowing your actions to reduce its remaining cooldown in half during combat.

Cortex Interface (Free) - All ghostrunners possess a neural interface that helps them interact with the digital world around them. You too now possess access to this interface, allowing you to retrieve basic information about your body, including a focus meter, a radar and a simple objective tracker. You could even use this to share sensory information, such as what you are currently seeing over a network, or accessing the Cybervoid through the use of specialized terminals. This neural interface can connect to the local internet network, is entirely intuitive and customizable requiring no specialized knowledge such as programming or hacking to use, and always displays information in a format of your liking. It can also integrate with other perks and powers to act as a single, unified interface, allowing you to combine data from different systems, including magic or job systems. Upon purchase, you may freely choose if this neural interface exists physically inside your body or manifests as an intangible power.

Secure Connections (50 CP / Requires Cortex Interface) - Neural Interfaces are by no means safe, even for ghostrunners, and with the proper knowledge someone might even be able to dominate their minds and possess their bodies through it. Not any more. With this perk your mind and body become immune to any attempt to be dominated, swapped or possessed, be it through direct access to your neural interface or through more esoteric means. As an added bonus, you are also immune to computer viruses, kill switches, and memetic hazards that would harm you if you were to interact with them.

Receptive Implants (50 CP / Requires Cortex Interface) - Implants, augmentations and grafts can be a genuine pain in the ass if you are ever in the unlucky circumstance where your body rejects them. For you, this will no longer be a concern, as all body modifications performed to you with your consent will be naturally accepted by your body. This also gives you an unnaturally fast recovery and assimilation rate for these modifications, allowing you to go back into the fight without problems.

Limited Technopathy (200 CP / Requires Cortex Interface) - Your neural interface now grants you a small degree of technopathy, allowing you to project your will into any electronic device you can see without the need of cables or specialized input and giving you intuitive understanding of a given machine's capabilities. While you could “hack” a secure system with this power, autonomous systems such as AIs or other Neural Interface users would still be able to fight your influence in the digital space. In addition to this, you have the ability to create simple standalone programs intuitively, without knowledge of programming, computer science, or system architecture, with more complex programs requiring mastery in the aforementioned fields.

Spectral Field (Free) - Ghostrunners are unique entities in the tower. Only 100 of them were ever produced and despite their unique status and prestige, every single one of them could blend in their surroundings with ease by projecting a spectral field. You now possess this unique trait. Despite not being invisible, you no longer register to microphones, cameras, CCTVs and other traps or surveillance devices, technological or otherwise, that would automatically trigger an alarm or automated defense upon detecting you. In fact, unless someone just so happens to be looking at your exact location, it would be impossible to pinpoint your position using such methods. You can toggle this effect at will.

Ghost (100 CP / Requires Spectral Field) - Your ability to disappear just got upgraded to a higher level. On top of being invisible to all traps and surveillance methods, you no longer leave any traces behind that can be followed back to you. Digital records are altered or deleted, your footsteps fade away immediately, traces of DNA decay and disappear and objects that you interact with return to their original position. This even applies to any trace that could be generated by your powers. From now, the only ones that can give accounts to your whereabouts are those who physically saw you. You can toggle this effect at will.

Skills

Common skills available to all ghostrunners. They are free for the duration of this jump, but you must spend 50CP to keep them afterwards.

Blink (Free / 50 CP to keep) - A special application of Accelerate that allows you to disappear and cover 20 of your normal steps in the blink of an eye when targeting an enemy. While blinking, you are able to strike all opponents across your path with your weapon and can bypass any of their defenses, including shields and force fields. You could even cut through a stream of projectiles in this fashion. While using blink your weapon's reach can exceed its physical dimensions by up to twice your regular range.

Tempest (Free / 50 CP to keep) - A special ability that is created from the mechanical vibration of the ghostrunner suit. This skill allows a ghostrunner to project force in a wide area, crushing enemies with a force not too dissimilar to the impact of a concussion grenade. The explosion is stronger near you and can travel a short distance away from you. This ability can deflect projectiles back to the attackers when used defensively.

Surge (Free / 50 CP to keep) - A skill that allows you to channel focus through your weapon, unleashing a devastating strike that travels through the air. This strike can pierce through shields and force fields with ease. The range of this ability is considerably larger than that of Tempest, making it an excellent option for long-range engagements.

Overlord (Free / 50 CP to keep) - A technological skill that allows you to temporarily control your opponents and turn them against each other. While this ability can overpower lesser minds than your own without problems, it still relies on the presence of electronic components, neural interfaces, or similar implants, and cannot be used against purely biological opponents. Lasts 10 seconds.

Unique Skills

Not all ghostrunners were made the same, and now you too can customize your performance.

Flash (50 CP) - A special ability that can stun enemies around you. This acts both as an EMP and Flashbang grenade combined, allowing you to temporarily disable electronics, implants, energy weapons and overloading the sensory input of your enemies. Effects last 15 seconds.

Invisibility (100 CP) - A skill enhanced by the full body ghostrunner suit. With this ability you can temporarily become invisible to all frequencies in the light spectrum and muffle the sound of your movements. Attacking or performing a combat action breaks stealth. Lasts 30 seconds.

Items

Ghostrunner Cybersuit (Free) - A rather unique form of power armor that covers your entire body from head to toe. This particular suit works as a second skin, enhancing all your senses to peak human abilities, enabling low-light vision, and boosting your physical capabilities, including speed, strength, reflexes and resilience, to at least peak human level. This suit is always connected to a secure local network, does not require energy to operate, self-repairs, and can provide breathable air and radiation immunity. This item will be digitized with you if you ever enter a virtual reality.

Carbon Composite Katana (Free) - A state of the art sword made of carbon fiber and steel. Completely unbreakable. This particular katana has the uncanny trait that it cannot be wrestled away from your hands without your consent, preventing you from being disarmed by either force, supernatural compulsion, or legal regulation. This doesn't stop you from twirling and playing around with it though. This item will be digitized with you if you ever enter a virtual reality.

Grappling Hook (Free) - A long-reach energy whip that works like a grappling hook. With this you can hook onto special surfaces and pull yourself towards them to maneuver the environment. This particular whip can be digitized, materialized and launched from the cybersuit with an incredible precision, allowing a ghostrunner to access remote areas and drastically increase their vertical movement. It can handle surprisingly large loads, up to a 1-metric ton of force. This item will be digitized with you if you ever enter a virtual reality.

Drawbacks

You may take up to 1000 CP worth of drawbacks freely. After this amount, drawbacks you take only give half of their base points.

Aesthetics (+0 CP) - Don't fancy the neon aesthetics of this jump? Well it's a good thing you are wearing that highly advanced cybersuit isn't it? If you accept this drawback, your cybersuit will modify your visual sensors to process information in any style you fancy, be it Karlson 3D, Furi, Windwaker, Transistor, Ruiner or anything you can think of. Looks matter after all. You may retain this toggle even after the gauntlet finishes if you've taken the Jump Mode drawback.

Simulation (+0 CP) - Normally, every person you meet in this world would be a regular human being, full of hopes, dreams and ambitions, at least for this bleak world standards anyway. If you don't feel like having their blood on your hands, you can take this drawback toggle to make all violence in this jump virtual. That's right, all those random thugs you are killing are just NPCs in a highly realistic video game. They even repeat the same lines over and over again. It does work much better with a change of aesthetics.

1 HP (+100 CP) - You'd think that ghostrunners would be incredibly resilient to damage given their technological superiority and biomechanical composition. I mean how difficult would it be for you to strap a shield generator on your back. Regardless, this won't be the case for you during your stay. Be it from a melee attack, a gunshot or a close encounter with an open furnace, any time you are damaged you'll be forced to retry again. Don't worry, this won't hurt.

Range Impaired (+100 CP) - It would be so easy for a ghostrunner to just pick up an energy pistol or energy rifle and go to town against these thugs. Not anymore though. For the duration of your stay here, you are incapable of using ranged weapons besides your Ghostrunner powers and skills.

> **Skill Impaired (+100 CP / Requires Range Impaired)** - Now you can't even use your Ghostrunner skills to deal with your enemies. Don't worry, this gauntlet won't be impossible and you can still use your other perks like Accelerate. I hope you have trust in your swordsmanship skills.

Time Attack (+200 CP) - You are now racing against the clock jumper. You must complete each level in the fastest time possible or will otherwise be forced to repeat it. This is not a loss condition and you may

complete the gauntlet first before going back to repeat any level that is not under the specified time. See notes for more details.

Your Keymaster is in Another Tower **(100 CP Per Run / Max +600 CP)** - You did it, you killed the keymaster, you saved the day, it's time to move on. Or so you thought. It turns out the person you killed is just one of the many keys that blindly follows the keymaster. Every time to complete the gauntlet you will be forced to climb a new tower, and hopefully find the Keymaster you are tasked to kill. You may take this drawback up to 6 times, each time forcing you to climb a new tower from the Base District. If taken with Hardcore Mode, you'll have to redo all towers again if you fail.

Not Alone **(+100 CP Per Boss / Max +600 CP)** - You are no longer the only unstoppable killing machine in this world. And I'm not talking about the cheap ghostrunner replica that Mara attempted to create. This is the real deal. Each one of these ghostrunners are fully functional and could give you a run for your money. You may take this perk up to 6 times, and each time you'll have to fight an additional ghostrunner in a boss fight during your gauntlet. Don't worry, you won't have to fight them all at the same time.

The Long Climb **(+100 CP)** - For a megastructure housing millions, Dharma tower is not particularly impressive. Now this is not the case at all. The tower is now significantly more imposing. Expect to take a week of running and jumping everywhere to go from the Base District all the way to the seat of the Keymaster. This drawback doesn't affect the actual levels, but traveling in between them will be a pain.

> **Unskippable Elevators** **(+100 CP / Requires The Long Climb)** - Normally, as soon as you finish a level you can move on to the next immediately. Now you have to wait patiently while you ride the elevator to your destination. Even if you tried to climb the tower with your own means, you'd still find yourself taking the exact same time as an elevator. This adds on top of the increased dimensions of the tower to make it a truly frustrating experience.

Hard Mode **(+100 CP)** - Normally whenever you die during the gauntlet, you get to pick yourself up and start again from a conveniently close waypoint. Now this is no longer the case. Should you die, you will restart all the way back from the beginning of the level.

> **Hardcore Mode** **(+200 CP / Requires Hard Mode)** - Did I say the beginning of the level? I mean from the beginning of the gauntlet. That's right, any time you are forced to restart, you will do so all the way down at the bottom of the tower, in the Base District.
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> > **Ironman Mode** **(+300 CP / Hardcore Mode)** - No do overs anymore. You die once, that's it, jump over. As long as you fail during the gauntlet it won't count as a chain failure, even

if you've taken Jump Mode, but you will no longer be able to return to this world until you spark, and you will not get to keep any perks if you fail.

Jump Mode **(+1000 CP)** - If you want to experience this world with the full suite of your powers, you can pick this drawback to turn your adventures here into a regular jump. You'll still have to complete the base gauntlet with all the special conditions and drawbacks, using only things purchased from this document, but at the end of your trial you'll revert to a regular jump, without any drawbacks, and having regained all powers and access to your warehouse. You will remain in this world for a total of 10 years.

Rewards

Congratulations! It seems you have succeeded in clearing this gauntlet. As a reward you can now both **Digitize** and **Materialize** your ghostrunner cybersuit, your grappling hook, and your carbon composite weapon at will, allowing you to summon or dismiss them at any time you want. Just in case, they'll re-adapt to your body dimensions every time you do so.

You also get the **Blueprints** needed to produce **Ghostrunners** of your own, including their **Cybersuits**, **Carbon Composite Katanas** and **Grappling Hooks**. It's not exactly easy to assemble bio-mechanical humanoids, but these fearless cyber-warriors will be unconditionally loyal to you, and those you create from scratch gain all the free perks and basic skills in this document, even if you decided not to keep them. Ghostrunners you create are considered regular followers, or can alternatively be piloted by an AI companion. Do try to be more considerate to them than the Architect originally was.

Of course, if you've made any long lasting friends in this jump, you have the option of bringing them as **Companions** on your travels. They may not get any direct benefit from this jump, but you could always set them up with some of your newly acquired tech.

And finally, you gained a limited form of **Power Protection** for all your perks, items, abilities and powers when inside **Virtual Realities**, **Pocket Dimensions**, and **Digital Worlds**, ensuring that you can use your powers inside such places without any loss of potency or skill, even if that location actively suppresses them. This won't protect you from any other form of power loss, but it's perfect in case someone wants to drag you away from your original jump destination to strip away your powers.

Notes

This is a very quick gauntlet, and should take you about 1 day to complete, barring drawbacks. It is designed to be beaten with just the freebies provided in the document. Anything you want to add is extra.

Air Control is a really small power, allowing you to accelerate by about 1 m/s^2 horizontally while in the air.

Because of its cooldown, you can't achieve flight just by using Accelerate, or even Dash, while in mid-air, but you could apply Accelerate to a Flight ability to reach your maximum speed in an instant.

Depending on your interpretation, the fact that invisibility lasts 30 seconds and has a 30 seconds cooldown could either mean that you get to sustain it indefinitely, or it could mean that you must wait 30 seconds between activations. Either way, fanwank responsibly.

Yes, you still have to do the gauntlet if you want to take the Jump Mode. If anything, think of it like a way for you to not be a complete Drop-In in the world.

Technically the gauntlet ends with you killing the Keymaster, so you won't have to deal with the Architect. Even if you have to, such as when using the Jump Mode drawback, your free Focus perk will allow you to overpower him without needing the Secure Connection perk. Then again, better safe than sorry.

You can either make Ghostrunners from scratch, in which case they gain the free perks as part of their bodymod, or give your companions and followers the items, such as the Cybersuit, to enhance their abilities to the level of a ghostrunner. That's why the cybersuit abilities are so redundant compared to the free perks.

The Skill Impaired drawback only applies to purchases under the skill section. Your perks, such as Accelerate, still work as normal.

Check the Google Doc if you have any suggestions!

Time Attack Times (Based on this Hitless speedrun with no skips)**:**

1. An Awakening: 2:00
2. A Look Inside: 4:00
3. The Climb: 7:15
4. Jacked Up: 4:00
5. Breathe In: 8:00
6. Road to Amida: 8:30
7. Run-up: 2:15
8. The Gatekeeper: 3:15
9. Dharma City: 2:50
10. Echoes: 5:30
11. Faster: 3:00
12. In Her Own Image: 2:15
13. The Forbidden Zone: 4:00
14. Reign In Hell: 7:30
15. Things You Wouldn’t Believe: 6:45
16. The Summit (Keymaster): 4:00
17. The Monster: 4:00

Changelog

Changes v1.3:

- Added clarifications to certain perks and drawbacks, fixed some engrish.
- Reworded Spectral Field to better indicate that you are not invisible.
- The Invisible unique skill now breaks upon taking a combat action, and has a note added.
- Added a toggle to Spectral Field.
- Added a companion option to the gauntlet rewards.

Changes v1.2:

- Added My Name Is Jack as a perk.
- Removed sleep, drink and eating benefits from Enhanced Physiology.
- Reworded Digital Body to now explicitly cover poisons.
- Reworded Magnetic to reflect that you can move along surfaces more freely.
- Reworded Best of All Words to reflect that you require to participate in combat to reduce cooldowns.
- Renamed Ghost to Spectral Field, and Untrackable to Ghost, to be more in-line with the lore.
- Reworded Accelerate to clarify how the cooldown works.

Changes v1.1:

- Added Receptive Implants and Flash as perks.
- Added the Aesthetics and Simulation drawback toggles for fun.
- Added Time Attack times based on a hitless run with some padding.
- Added a clarification for the Secure Connection perk, as it's not mandatory to complete the gauntlet.
- Added more fluff and notes.
- Fixed Accelerate cooldown recovery.
- Fixed Drawbacks to have a consistent format.

- Fixed the Skill Impaired drawback to reflect restrictions.
- Removed reference to the Long Jump from the Time Attack drawback, as it won’t affect the gauntlet.

Changes v1.0:

- Jumpable release.