Generic Sports Star Gauntlet

It's time for a trip to gauntlet land. Buckle up rookie, it's back down to body mod to you. Don't worry about any trauma from this even if you're normally a post human super genius, we'll smooth out any issues like that. So get ready for some sports! In particular this jump is designed for the big four American sports of football, baseball, basketball and hockey. Other sports can be tried but tweaks may be needed, but feel free to try. E-sports don't count for this gauntlet, they're their own thing.

In any case, you can choose what sport this gauntlet is about. It's up to you. Bear in mind the further you get away from the big four American sports, the more issues you may run into. Anyway, without further ado:

+0 choice points.

You get choice points from drawbacks as well as your choice of scenario.

The exact day and age this takes place in is up to you, Jumper. Feel free to choose but it has to stick to a mundane Earth in a mundane world. If you have a choice that's blatant power gaming cheese, no, you can't have it, stop that. It's a sports jump, not a no limits fallacy to play super power nuclear ball in year 5000.

Your location is up to you. Anywhere on planet Earth they play sports is fine. Most will start in the United States due to the focus of this jump.

You start this gauntlet at a suitable age to begin your athletics career. The early teenage years of 13 to 14, about 8th grade in America, is about right for most sports. Adjust as needed. You can choose to be a drop-in with a token family or foster family, or have a normal history here. Your call. You can even have a rerun of your original family if you want something familiar.

Your sex is up to you. This jump assumes male but if you want to be a woman in woman's leagues feel free. A few things may need adjustments if you choose this route, see the notes for more about this.

There are no origins in this jump.

Scenarios

You must choose one scenario. Each scenario awards choice points to spend. However, failure to complete the scenario results in gauntlet failure and thus you keep nothing from the gauntlet.

College Star (+200)

Forget the majors. You want to burn brightest in the college game. You must reach college level in a prestigious school for your particular sport and become known as one of the best college players of all time. As this is somewhat subjective, you must set at least three records at your school and one league record to qualify. Should your college or league have a Hall of Fame, you must be enshrined there. Fail to do any of those and you fail the gauntlet.

You leave this gauntlet once your college career is finished. You don't need to wait out the Hall of Fame requirement, Jump-chan will peek into the future to see if you make it or not. If you do, Jump-chan will fudge the rules so that you can have your enshrinement ceremony before you leave.

Should your sport lack a college league but have minor leagues or other developmental leagues, you can substitute those instead.

Pro Career (+400)

Your goal is to reach the big leagues for whatever sport you're in and play there. You have to reach that level and play at least five seasons there as a starter. In the event of injury you have to play the majority of games in a season (51%+) for a season to count. You don't have be great or even good at your job, but you have to be good enough to hold the position. It doesn't have to be on only one team of course. Fail to play for five seasons as described and you fail the gauntlet.

You leave this gauntlet once your pro career is finished. You can retire early so long as you've fulfilled the five seasons requirement and win the gauntlet, even if you could keep at it for longer.

Hall of Fame (+600)

Forget a mere five seasons as a starter. Your goal is to play in the majors and have a Hall of Fame worthy career. That's right, you have to be an all time great and enshrined in your sport's Hall of Fame. Nothing less, nothing more. You don't have to win championships but play well enough and there's a decent chance you'll score a few. Good luck.

You leave this gauntlet once your pro career is finished. Like with the College Star scenario, Jump-chan will peek ahead to see if you make the Hall of Fame or not, and subtly alter reality so that your enshrinement happens before you leave, if you do make it in.

It's All About The Rings (+800)

The Hall of Fame, who cares about that? What you're really here for is championships. Your goal is simple and difficult: You must reach the majors and win five championships there. You don't have to play, a roster spot is good enough, nor do you have to personally play in every championship if you're injured. Few players can claim that many rings. Most members of the Hall of Fame have at most a championship or two, and many have none. Good luck.

You leave this gauntlet once your pro career is finished.

Afterwards (+200)

You can take this scenario with any other scenario. The points from this scenario stack with the points from your other scenario.

Now some players slip into a quiet retirement, but not all. Some become coaches, others become analysts or otherwise involved with their sport in another way. This offers several career paths that you can follow as described below. There's no extra scenario to complete, the only cost is the time spent in your new career. You stay a minimum of 10 extra years and you have to pursue your chosen career. If you don't, Jump-chan will pull you out and gauntlet fail you. You can leave anytime after the 10 extra years are up, to a maximum of the Jump-chan enforced retirement age of 70. You're fiat guaranteed not to die of old age, disease or anything like that before then.

You'll get several opportunities to enter your chosen field of work after your career. Success is up to you, but you'll always find an opportunity unless you manage to make yourself unemployable.

TV Personality: A talking head on TV. You might be there for analysis, game day host duties, interviews or even color commentary for games.
Management: This covers any non coach management position, such as scouts, front office positions and general managers. This also covers positions with your sports league, player's union or similar organizations connected to the league.
Coach: This covers any and all coach positions.
Team Owner: Available only if you purchase the Franchise item. It's exactly what it sounds like. Enjoy your heaps and heaps of money.

Perks

Baseline Talent (0)

This grants you the physical gifts to be a player in whatever professional sports league you wish to play in. You have the talent to be an unremarkable, average player there if you put in the long hours of effort to get that far. Beware, for injuries and age can and will sap away at your potential. Like any other player, you're one bad injury away from the death of your dreams.

Team Of Your Dreams (0)

There may well be a professional team you want to play for above all others. This guarantees this will happen. They'll draft you when the time comes and you'll get your chance to play for your favorite. Be warned that if you're a high draft pick that your chosen team may have a rotten year the year before you hit the draft. After all, they have to be in position to draft you. Just don't let the fans know you're behind that, okay?

Education (0, this jump only)

Let's be honest. This jump will involve school and possibly college work, but it's not remotely the focus of this. This perk gives you the knowledge to coast through your education, all so you can play your sport in peace. When you begin a new class that you have to take as part of your school education or a college class you have to take as you participate in sports, you gain the knowledge and skills to coast to an A average in that class.

This perk's benefits only apply to this jump, but the knowledge you gain from it remains afterwards.

There's Things Besides Sports? (0, this jump only)

Look, this isn't a jump to worry about misfortune, politics or butterflies that doom the world. This perk provides three guarantees to ensure your experience here stays focused on sports.

First, you won't need to worry about accidents, illnesses or other such bad luck events that derail your career. No car crashes, no falls in the shower, nothing like that. This provides no protection against injuries sustained in sports, it's only a shield against unrelated misfortunes.

Second, world history will go more or less as scheduled, so you don't have to worry about the Cold War going hot or an engineered plague that wipes out humanity. No meteors, no apocalypses. So you can focus on your sports career without that worry.

Third and optionally, you can choose to ignore politics and real world issues and in turn be ignored by them. You won't get sucked into them at all. People will respect you're all about the game and won't push it. Should you choose to involve yourself in those issues this protection becomes null and void. An offhanded comment or two won't do anything, it takes serious action to do so. This applies to public politics, you're still allowed to have private opinions and discussions.

This perk's benefits apply only to this jump.

Coach Boost (100)

Coaches and how you mesh with them matters a great deal for your career. A bad coach can ruin a good player while a good coach can make an average player good. Fortunately, you now have a gift that helps you with your coaches. You're guaranteed to get talented coaches you're inclined to get along with. Your coaches understand your talents, which allows them to use you to your utmost as well as reduce problems from a scheme misfit. Coaches will realize when you're a bad fit for a team and not draft or trade for you, no matter how much your talent may lure them in.

Discipline (100)

Anyone who follows sports know that for all talent matters, discipline and willpower matter just as much. This gives you the work ethic and raw willpower to succeed as an athlete. You'll always find the resolve to psych yourself up and the drive to strive to be the best. While your willpower isn't limitless, you have a drive that few athletes can match.

Fast Healer (100)

Forget the normal human recovery rate. You now heal at triple the speed you would otherwise. Your injuries heal with a minimum of permanent damage and pain issues, so you lose little of your ability from injuries. Rehab is far easier for you and has better results as well. This same fast recovery greatly reduces the impact of age, which lets you play for longer at a higher level. Expect to get at least 5 more years of top production than you would otherwise before age starts to slow you down.

Injury Resistant (100)

You're lucky. The injury bug mostly leaves you alone. While you'll get the normal aches and pains that come from your athletic career, more serious injuries are rare. You may miss a game or two once in awhile, but it's never serious injuries. You don't need to worry about season ender injuries like broken bones or torn ACLs, nothing like that. You're also completely immune to concussions or similar brain trauma, and other brain traumas heal fast and with no damage or loss of ability.

This doesn't cover situations where someone wants to hurt you on purpose, such as combat. However, it does protect you while you play sports even if it is intentional. Plus if it's against the rules, the officials will catch the perpetrator and penalize them as they deserve.

All Natural (200)

You know what's hard about athletics? The constant work to keep yourself in top form. Not only physically but mentally, it's a constant fight. Long hours in the film room, practices every day and all the effort is a constant in a sport star's life. So have a boost to make all of this easier. You now learn ten times as fast and benefit from practice ten times as much. You can get as much from an hour of film study as a typical player can get in a day of it. This also helps with your diet. So long as you eat properly one day a week (by athlete standards) you can eat whatever you want the other six days with no drawbacks or unwanted weight gain.

Pay Me (200)

It's all about the money, isn't it? Whenever you sign a contract, accept a job or otherwise earn a salary, it'll always be on the high end for your skills and talents. For instance, if you're an average player, your contract will be one of the biggest ones an average player gets. Should you be a star player, expect your contracts to reset the market for that position each time. As a bonus, somehow this always works financially for your employer and doesn't hinder them. You can get paid even if a team couldn't otherwise afford you.

This applies to things beyond sports contracts, of course.

Safe Player (200)

You have an odd gift but one everyone who plays against you is grateful for. In particular, you never cause serious injury to other players. You'll bruise them just fine but nothing more than that. A hard slide into home won't hurt the catcher even if it's a big collision. You won't concuss other players even with the most blatant of helmet to helmet hits. In other words, play hard and play free from worry about other players.

Star Power (200)

You have it. The charisma and smile to be a star, the appeal that makes you more than another meathead athlete. You're good with people, a charmer and altogether the sort of person that everyone likes. It won't be hard to ride this to a career as an analysis or announcer after you finish your sports career, or even into a Hollywood career. This is near peak human potential. You may not be the best in the world at it with this perk, but you'll be in the top 50.

Born Lucky (300)

Some players get all the breaks. No rhyme or reason to it, they're flat lucky. This blesses your career with that same sort of luck. In addition to general good fortune in your sports career, this has several benefits.

You're guaranteed to quickly get a chance to be a starter on your team. Events will conspire that you're thrust into the spotlight. You may have to ride the bench for a few games, but that'll quickly sort itself out. Unless you play absolutely terrible, you'll keep that starter position too.

Penalties and official rulings go your team's way more than they should on average. It's hard to define but an impossible to miss advantage. The reasons vary why and any single game is completely innocent. Over time, however, there is an undeniable pattern that rulings and penalties favor you by a statistically significant amount. This isn't any sort of corruption, but a persistent sort of luck that continually benefits you.

Your opponents routinely have inexplicably poor games against your team, often the worst of the season for them. For some reason teams melt down against you when it matters. This isn't 100% but you'll have many a hard game work out simply because the other team sucks it up that game. Again, the reasons why will vary or have no seeming reason at all.

You're lucky with injuries. Not to the degree of Injury Resistant, but you're seldom injured. This provides no protection against serious injuries when you get hurt, but the rarity of your injuries gives you fewer chances to suffer a serious injury.

Simply put, things work out for you. You accrue honors and championships that probably should have gone to other players and teams, purely because fortune favors you.

Outside of this gauntlet, this perk works as a mild luck booster to anything that isn't covered here.

Coach's Mind (300)

It's said that the best coaches always work to understand the game. You now have a gift that helps you do just that. First of all your intelligence rises. This takes you to high end human, into the 99th percentile of intelligence. If you're already there naturally, this instead gives you a small but appreciable boost to your intelligence. You have a natural talent to understand your chosen sport, analyze it and innovate within it. You'll get the game on a level that only the greatest minds in it will ever approach.

While this is primarily useful should you wish to pursue a career as a coach after your time as a player, it'll certainly help as a player.

Once In A Century Talent (300)

You're now one in a billion. You're a once in a century talent for your chosen sport and position. You may well be the best player of all time if you push yourself and avoid the injury bug. You have all the physical gifts you need to excel and all the right instincts. The game comes to you in a way it does for no one else, completely natural to the point you're on another level. You'll still have to develop this talent and an injury could ruin it all, but you have an incredible advantage.

Once In a Lifetime Game (300)

Every athlete has that one game where they are at their best. The four touchdown game for a wide receiver or the five goal explosion for a winger in hockey. Now once per month on demand, you have a game where you're at that level. You're at your utmost and everything conspires so that you have a huge game. You're in the zone and almost unstoppable, the sort of game that can set records. The game flow will favor you as well so that you'll get plenty of chances to excel. Injuries won't happen to you this game and any injuries you already have hurt far less for the duration.

This perk recharges on the first day of each new calendar month. So you can use this perk on February 28th and then March 1st, but not on March 1st and then March 2nd. It doesn't matter when in the month you used it, and you can't store up uses of this. If you don't use this perk in a month, that month's benefit is lost.

You have to invoke this perk's benefit before the game in question begins.

Items

Memorabilia (0)

This is a collection of sports memorabilia centered around your career in this jump. While it starts empty, as you go through the ranks it'll fill up with trophies, awards, jerseys, sports cards and whatever else your career generates. Comes with a little add on room in your warehouse to properly store and display it all, as well as TVs to show your highlight reels.

Agent Access (50)

This is the services of a top notch agent who will manage your professional career. Don't worry about the bill, Jump-chan will pick it up since you paid choice points for this. You're guaranteed to like and get along with him, as will the people who negotiates with in your stead. He'll get you the best deals that he can.

He's aware of the Jumpchain and is happy to either stay or go with you afterwards if you like. If so, he'll be the best agent you want and doesn't count as a companion. He can be any sort of similar job to an agent and has all the local information and talent he needs to fulfill the job.

Cash (50)

$100,000 dollars, all legal and with taxes paid. No one will worry about where you got this money. It's a one time purchase, no refills, but it can make your life before you hit the pros way easier. Comes in the form of cash, a bank account, bonds or whatever else you like within reason.

College Pass (50)

It can be tough to get into a good college even if you're talented but in the wrong place at the wrong time. This is insurance against that. This is a full athletic scholarship in your sport to the college of your choice. You're guaranteed to get at least a fair competition to be the starter in your first year as well.

Sports Gear (50)

This is a collection of gear for your chosen sport. It's always of high quality and adjusts to best fit you. You get replacements of anything damaged or destroyed the next day. You shouldn't need this for most professional sports, but it may be helpful at the high school level.

Sports Bar (100)

This is a classic sports bar. It's in the style you most prefer and serves incredible food and drinks tailored to your tastes. In jump you get all the food and drink you can eat free and watch whatever sports you like here. Once this jump is over, you own it outright and can either insert it into a world and allow it to take a form that fits that world, or have it as a warehouse attachment for the jump. What's more, friends and acquaintances from other worlds will show up at times to catch a game and check in on you. You'll find the people you left behind have developed an interest in sports, even if you were sure they didn't like them before.

The visitors from other worlds can't leave the sports bar into other worlds and won't use their powers to help you, your companions or natives of your current jump. Sorry, Jump-chan's rules.

Oh, and Jump-chan will take care of the day to day business unless you'd like to run the bar yourself. You'll make some income off of this but that's more incidental. It generally turns a small profit but nothing more. You still get free food and drinks, though.

Stadium (100)

This can be any stadium you want, from a little high school stadium to the biggest professional one you like. You can choose any that exists or will exist in the jump for your time here. You now own this stadium. While you don't gain any benefit from it this jump, your ownership of it just doesn't come up no matter what and any profits are funneled into upkeep and the city it resides in, after the jump you can take it with you. It's fully manned and maintained by Jump-chan. In jumps where the stadium exists your copy overwrites it and you gain ownership of it. Expect to earn a good income from this. In jumps where it doesn't exist, it's a warehouse attachment for that jump.

Franchise (300)

You now own a sports franchise in the sport you play in. You can choose the franchise you own. What does that mean for your time here? Absolutely nothing until you finish your sports career. Once you do, within a few months events will conspire so that you come into ownership of your team. You can choose to take as little or as much as a role as you like as the owner, within the limit of league rules. Left to its own devices the team will be run competently and generally move in the right direction. You'll still have good years and bad, lucky and unlucky seasons, but the management knows what it's doing.

You also make gobs and gobs of cash from your franchise. How much you make depends on the time period, the exact franchise you own and the sport, but it's a lot. For example, the Green Bay Packers football team made around a 70 million dollar profit in 2019.

After this jump you own your team in any jump it exists in. All the benefits above apply. In jumps where your team doesn't exist, you don't get anything, so maybe save some cash for those jumps? In jumps where your ownership of a sports team simply wouldn't fit, you can choose to obscure your involvement entirely. This means you can't have any influence on your team, but your ownership will be hidden from all (except a few officials on the team who won't blab) unless you tell them yourself. Your income from the team is unaffected, though any or all of it can be shunted into an anonymous bank account so you don't have to explain why you have a huge income.

Drawbacks

Take as many as you want, there's no limit.

Arrogant (+100)

You're a sports star that's been raised on praise and adoration. Of course you're arrogant. You have a high opinion of yourself and a certain detachment from the finer points of normal life. Expect yourself to put in some work towards being a diva, though this by itself won't make you that bad.

Bad Reputation (+100)

You have a reputation that precedes you in your sport. Problem is that it's a bad one. Exactly what causes this is up to you, but it will happen and it will give you a bad reputation that dogs you for the rest of your career. You may be seen as a dirty player, as a cheater or perhaps everyone thinks you're a jerk. No matter what it is, you'll have to deal with a bad reputation.

PEDs (+100)

Now most sports have a banned substance list. This includes steroids, illicit drugs, legal but banned drugs, banned supplements and more. You're now guaranteed to be caught if you use any banned substances. Hope you don't mind fines and suspensions. Oh, and be careful what supplements and medicines you put into yourself too. Unintentional positives for banned substances can happen.

Should your sport have no banned substances or no tests for them, you can't take this drawback.

Penalty Magnet (+100)

The refs are more inclined to catch and call you for penalties, fouls and things like that. You also get phantom calls as well, just to make sure you're more than sufficiently penalized. Arguing with the refs at all is an instant ejection and expect fines and possibly suspensions to follow. Don't expect any sympathy from anyone in the media about it either, it's obvious to them that you're the bad guy.

Afterschool Special Bait (+200)

Here we go, Jumper. You're now guaranteed to get into a situation that ends up being a gigantic scandal. The details of it are unknown to you and will be a surprise, but it'll be huge. It'll be seen (and very well may be) a huge moral and professional failure on your part. Expect your name to be synonymous with this fiasco and for lots of lessons to be made that boil down to: Don't do what you did. Your career will be able to continue in spite of this, but you'll probably get a lengthy suspension. Also, forget any endorsements from then on out.

If you're on your absolute best behavior you might avoid doing anything to provoke this. In that case something will happen that makes everyone think you did something suitable anyway, and you'll never be able to clear your name. Not a person will believe you even with mountains of evidence otherwise. In fact, doing so will be seen in the poorest light possible and just make things worse.

Baby Mommas (+200)

You're one of those men who has no compunctions about sowing his wild oats. You do so with eagerness and the natural product of that behavior happens regularly. Expect to have lots of kids, and what's more, you have to pay all those baby mommas or expect all sorts of misery in your private life. Expect scandals to spill out into your public life. The courts will take their side too if it goes that far. No, birth control or condoms don't help at all.

Bad With Money (+200)

A sad fact is that many sports stars quickly tumble into bankruptcy a few years after they retire. Truth is that most stars don't grow up in an environment that teaches them to be responsible with money, and in fact glorifies wasteful spending. You exemplify that. Bling? Oh yeah, you got that. Fancy cars and huge houses? They're yours. A group of hanger ons you fund? For sure. Investment and savings? Who cares, the money train won't ever dry up. That's what you think, anyway. So you spend and spend and spend like no tomorrow.

You may think this is no big deal since scenarios end when your career does. So that you have to deal with the consequences of this, you now stay in this gauntlet 10 extra years.

You can't choose this drawback if you purchase the Franchise item.

Brawler (+200)

What can you say? You're a fighter. You're far more likely than the average player to get into a fight on the field. Sports gets your aggression up and you lash out. You're all but guaranteed to get into a few brawls in you career at a minimum, and certainly more if you don't resist these impulses.

This drawback is only worth 100 points if you're in a sport where fights are condoned with minimal penalties, such as hockey. This drawback is unavailable if you choose a sport where fights are the entire point, such as boxing.

Disaster Draft (+400)

Something terrible happens early on in your pro career. The team plane will crash and you'll be the only survivor. You'll come through uninjured, but expect loads of trauma and drama as you are the one intact and alive member of the franchise. Can you keep your career alive after such a tragedy? Will you even want to?

Are points really worth this?

Diva (+400)

Brace. You're a diva. The worst sort of sports star, an attention whore both arrogant and self entitled, mixed with a huge dose of vanity. It's all about you and everything else is a distant second, which includes your team. Expect constant drama in your life.

The arrogant drawback stacks with this drawback to make divas even more arrogant.

Tragedy (+400)

There's always a small chance things will go wrong in sports. A tiny chance that a game can turn into a nightmare from which there is no escape from in this life. For every year you compete in your chosen sport, there is a flat 1/500 chance you suffer a horrible injury. Namely a spinal injury that leaves you paralyzed from the neck down. While this doesn't make you fail the gauntlet if you've already done well enough to fulfill your scenario's requirements, you're now stuck here an extra year after you conclude your scenario. None of the perks here prevent this or help with the recovery from this injury.

Outshadowed (+1000)

Bad luck, Jumper. No matter how good you are at your chosen sport, you'll get a rival that is far better at your position. No matter how you excel they'll always beat you and collect all the championships and glory, while you continually come up short. Perhaps without them you'd be the greatest of all time in that sport, but thanks to them you're a distant second place.

To make it worse there's a few additional complications. If there's a team you genuinely dislike in your sport, your rival will play for them and lead them to a golden age. Your rival's team almost always crushes your own team when your teams play, 99% of the time guaranteed. To make matters worse, you absolutely loathe your rival on a personal level. This is a raw and miserable hatred that you can't resist, and one that your rival is happy to provoke, which always works out for him. Oh, and everyone will take his side in any beefs or disagreements you two have and your reputation will plummet each time this happens while his soars.

Life goes out of its way to constantly tell you that your rival is simply better than you. In case you get desperate enough to swallow your pride and join his team, you'll find it never works out. Should you try something violent beyond the bounds of your sport, expect to fail, get your ass kicked and spend the rest of your long life in a maximum security prison. You're in there until you die of old age and this death causes you to gauntlet fail, even if you fulfilled the conditions of your scenario.

Oh, and don't try to get him hurt or killed indirectly. It'll fail and you'll end up in the same prison and same miserable condition as the previous paragraph.

End

So you've made it to the end. If you failed to complete your scenario or died, you keep nothing from this gauntlet but the memories. Otherwise, if you completed your scenario you win and take all your purchases with you. Congratulations. Regardless of your success or failure, you only have one option: to continue on. Good luck in your next jump.

There's rewards for those who won this gauntlet. First of all Jump-chan fully heals you. All the aches and pains of an athlete's life are removed so that you're ready to go for your next jump. Secondly, while this jump has no companion options, you can choose to bring along a handful of close friends, teammates, coaches or loved ones. No more than five as non companion followers. If you do, you have to ask them after the jump concludes but before the next one. Jump-chan will bring them over and they have to agree to come along of their own free will. In future jumps you can import them as companions to make them companions if you wish.

Finally, you get a bonus perk to represent your victory.

Champion

In any sort of sports competition you are always at your peak. You perform at 110% of your maximum and always have the energy you need to play. You may not always win, but you'll always be able to put your best into it.

Notes

This is a low power jump. That's on purpose, if you want vast cosmic power you're in the wrong place. It's not a terribly difficult jump unless you make it difficult. You can with perk and scenario selections, but it's more meant as a lower stakes interlude or an easy first jump. Sometimes you need a break from being a post human jumper to play some sports, you know?

Body Mod

The right body mod choices likely make some sports far easier, let alone what variant body mods can add. A strength/endurance body mod build goes farther here than a shape build, just the way the breaks go. Any variant body mod likely stomps this gauntlet unless you didn't get any physical boosts at all.

Soccer

It's a thing but it's also not the focus of this jump (I admit I don't know a lot about it and have a personal dislike of it), so if you want that, adjust and adapt. You're on your own there so use your best judgment.

Other Sports

For sports that don't smoothly fit, feel free to adjust so long as it isn't cheese. For example, a boxer might satisfy It's All About The Rings if they hold the World Heavyweight Title for 5 years, rather than win it 5 times (and thus lose it 4 times).

Women's Leagues

The main problem is that most sports have much smaller women's leagues or no women's leagues at all. If you still want to go that path you're welcome to do that, but bear in mind this gauntlet wasn't written with that as the primary focus. Adjustments may need to be made, such as with the Baby Momma's drawback. Again, it's fine as long as it isn't cheese.

Education

If you need an exact time you gain skills and knowledge from this perk, say it's when the first day of class begins. So say on the first day you show up for high school civics, the moment the bell rings and the class begins, you get all the knowledge and skills you need for an easy A.

This perk does require good faith to work. As in if you take a class with the intent to drop it and walk away with the knowledge, you don't gain the perk's benefit for that class.

There's Things Besides Sports?

The third part of the perk is a courtesy if you're afraid you might step into political issues of the day. This may or may not be a concern, but it's there if you need it.

Team Of Your Dreams

As a general rule this perk follows the path of least resistance. It tries to change as little as possible to ensure you're drafted by the team in question. It won't impact you to change your draft position or anything like that, but your chosen team's fair game. Regardless, any changes made by this perk tend to self correct as much as possible in the future.

Drawbacks

A few quick notes. One, there's a line between cheese and cleverness. Where the line exactly is varies from person to person, but in general drawbacks punish and ignore cheese while they respect cleverness. Two, a few of the drawbacks are unfair and presuppose you get the worst assumed about you. Welcome to the media cycle. I hope you can tolerate your stay. There's been more than a few sports stars who get raked over the coals by the media and court of public opinion who it turns out didn't deserve it, so this is meant to be true to that reality.

Outshadowed

You're a masochist or insane to take this, but feel free if you want to. It's there for someone who wants a ton of points for the gauntlet no matter the consequences.