MIND IS SOFTWARE
BODIES ARE DISPOSABLE
ONE OF US

SUPERHOT

A gauntlet by: u/Lord-Of_Rotten_Ham
V:1

Welcome to the superhot gauntlet, to complete the gauntlet you have to go through 32 levels, in which you kill a set of red dudes, and then move on to the next level. There's a catch though, if you take even one hit you die, and have to start that level over again (you have infinite respawns for the duration of the gauntlet, don't worry.) That catch has a catch as well though, time only moves if you do, and your enemies can also only take one hit. Take care jumper, for the only way to gain CP is through drawbacks. (For a synopsis of what to expect, go to the notes.)

ORIGINS:

You're a guy/gal sitting in front of your computer, with a VR headset, your friend just sent you the cracked version of superhot which you need to play to progress through the gauntlet.

PERKS:

(You have 2 discounts for any perks from below)

The Basics (Free)

You have a talent for death, you have an instinctual grasp of how to use any commonly available weapons in the 21st century, along with the ability to use most other weapons with at least basic proficiency. This also boosts your reflexes, agility, and strength appreciably, leaving you on the level of an experienced combatant. Finally, you gain enhanced situational awareness, allowing you to keep track of about 5 threats at once.

Aesthetics (Free/100CP)

You also have the toggleable ability to make everything look like a level of superhot, with everything being made of white concrete substance, living entities made of a red vitreous substance, and you and anything you can use being made of a black vitreous substance. This effect is purely visual, and this will make distinguishing allies from enemies a bit tricky. For 100CP, you may apply these aesthetics to any items you own, as well as the warehouse, this effect *isn't* purely visual, but won't impede the functions of anything, this effect is also toggleable.

Shatter (100CP)

Things tend to shatter around you, even if they wouldn't normally, that leather wallet you just through at someone? Shatters in their face. That empty pistol you just threw to block a bullet? Also shattered. A teddy bear? I think you know by now. This also makes the enemies weapons very fragile, and a good bullet will generally shatter it in their hands and stun them. Any of your or your companions weapons may have this applied to them at your or their discretion, and CP backed items that are shattered will regenerate twice as fast.

Throwing Arm (200CP)

Most household objects are not meant to be thrown, this obviously won't stop you though, any thing you pick up, from a throwing star to a teddy bear, will be perfectly weighted for throwing, anything you through will also automatically angle to do the most damage. So that katana you just threw is guaranteed to land blade first.

"Slugs" (300CP)

When you toggle this perk, any projectiles launched in a mile radius of you are slowed significantly, enough to make most bullets dodgeable, this includes your projectiles, though you can pay an extra 300CP to have them slowed down by much less.

Killer (500CP)

Your combat abilities are highly enhanced, you can use almost any weapon you pick up aside from the truly obscure or esoteric with skill equivalent to a few years of diligent study, your agility and reflexes are enough to dodge most projectiles provided they aren't moving faster than your eye can track, and your situational awareness allows you to track up to 20 threats reliably.

Psy Pawłowa (500CP)

Pavlov's dogs are well trained, but you are no dog. You extremely resistant to all forms of hypnotism, mind control, hive mind integration, etc. If it involves wresting control of your body and mind from you, then you are able to resist it with ease, this also comes with a general willpower boost, nothing supernatural, but enough to resist things such as addiction. For an extra 300CP, this grants total immunity to anything that would wrest control from you, and enough willpower to shake most other things that would alter your mind in some way, such as an addiction

Fwing! (700CP)

Your reflexes are nigh un-matchable, but only when it comes to deflecting projectiles. Whenever you seek to deflect/slice-in-half/otherwise neutralize a projectile that is about to strike you, your reflexes and speed are boosted dramatically, enough to slice a bullet in half, going at normal speed, this only works for projectiles though.

Thrall (900CP)

Your combat abilities are almost superhuman at this point, any weapon you pick up, you will wield with the finesse and precision of a master who has trained for decades with it, your reflexes and agility are enough to dodge a flurry of slowed bullets from all sides, and your situational awareness allows you to track up to 80 threats reliably. Dance, dog.

SUPERHOT (Free for this jump, 1000CP to keep, no discounts)

This is what you clicked on this jump for, isn't it? Time only moves when you move, sound good? Well slow down there murderer, there's a few catches we need to get out of the way first. This ability can only be used once per decade, though it will last for the duration of the battle you use it for, and time doesn't truly stop when you use this ability, you would need to stay *perfectly* still to do that, and that is impossible. While the decade cool-down may seem somewhat prohibitive, there are ways to work around it, for every challenge you complete, you may A) reduce the cooldown by a significant amount, (see notes.) B) Add a unique modifier to the ability relating to the challenge. And D) if you complete the “HERCULES” or “GONE” challenges, then you can discount this perk.

ITEMS:

VR Headset & PC (Free)

Required to progress through the gauntlet, the PC constantly updates to have the latest software, and the VR headset allows you to interface with any game, and post-jump allows you to take external powers into games.

Republika (Free)

The assorted works of the polish rock band Republika, in CD, MP3, and vinyl format.

Last Resort (50CP)
A random household object, made from the black glassy substance everything else in superhot is made of, it is called to your hand when you need it, and is guaranteed to be lethal when thrown. Regenerates after the battle is finished.

Pistol (200CP)
A pistol of the same substance that comprises everything in superhot, headshots with this thing do ten times the normal damage. The pistol accepts .380 or equivalent ammo.

Shotgun (300CP)
A double barrel shotgun made of that black shit from superhot, anything hit by this things full spread will be thrown back in blatant disregard for newtons third law. This won't move anything bigger than a small pick-up. It uses 20 gauge shells or equivalent.

Assault Rifle (300CP)
You know what this is made of. Any bullets fired from this gun will act as the most favorable type for it's intended target, AP for armored targets, HP for soft targets, you get the picture, this won't make up rounds on the fly though, these need to be actual established ammo types for them to be used. This accepts 7.62mm or equivalent.

Katana (600CP)
Weeb. This katana (made of black shit) is special, in that the harder you swing it, the sharper the blade will act, at 50mph (see notes) the blade will b as sharp as a freshly sharpened katana, 100mph it will be about twice as sharp as the last, at 100 mph it will be about four times as sharp, and so on. This has no upper limit, but the sharpness will start to level out at around mach 10.

CHALLENGES:
Challenges take place after your main "playthrough" of the jump and only 2 can be taken alongside a special challenge. Taking a challenge grants an extra 300CP

NINJA – You are a ninja, you move faster, but you can only use a katana, and throwing stars. No no punching as well.
Reward: You now have the ability to summon a katana or set of throwing stars at will, and you gain a 1.5 multiplier to your speed. When you activate SUPERHOT any bladed weapons you hold gain the characteristics of the katana (detailed above,) and you gain a "replace" trick, which allows you to substitute a nearby item with yourself, which will take a hit for you.

THROWING – You can only throw things, and your punches are much softer, but throws are instant kills.
Reward: Your ability to throw shit is legendary, if you had the strength, you could hit a target the size of a melon moving at 60 miles per hour from a mile away. When you activate SUPERHOT, your throwing arm is strengthened considerably, anything you throw is guaranteed to be lethal to baseline humans, and will do significant damage to anything stronger.

FULLSTOP – With superhot active everything stands still, however enemy bullets move faster, and guns you pick up will only have one bullet/shell in them.
Reward: You gain the effects of the "SLUGS" perk free, and have gained the ability to stand perfectly still, not useful in everyday life, but with SUPERHOT active, this allows you to freeze time completely.

GHOST – You start every level with the ability "hotswap" active, and your punches are lethal in

one shot, as opposed to three, however, you cannot pick-up or use any weapons, for the duration of the challenge.
Reward: Your stealth abilities have been boosted considerably, you could stalk someone through the woods, a crowd, or even their own home, with them being none the wiser. In SUPERHOT mode, you have gained access to the "HOTSWAP" ability, allowing you to abandon your body, and invade your enemies, you can select a target, and take control of their body for as long as SUPERHOT is active, you can bounce from body to body with this, and any body you leave will suffer a bad case of exploding head. Once SUPERHOT has been deactivated, or your host has died, then you snap back to your real body, if your real body dies during your hotswap, you may stay in you new one, jump chan 'oughta fix it next jump, right?

HARDMODE – Why does everything hate you? Your punches are softer, you need to punch someone 5 times to kill them as opposed to 3, bullets fly faster, your guns have less ammo, and generally everything sucks.
Rewards: You gain the "Killer" perk free, and gain an extra discount on anything you choose, (aside from SUPERHOT.)

SPECIAL (Only one of these can be taken, alongside 2 normal challenges, these grant 400CP)

SYSTEM SHOCK – The system, a strange, alien intelligence, it's motivations: unknowable, it's intelligence: smarter than you, it's goals, alien as they may be, seem to involve copious amounts of bloodshed, and a gestalt consisting of the players of SUPERHOT. Whatever it wants, it's pretty safe to assume that it isn't good. The gauntlet no longer ends with your brain being uploaded to the core, you must find a way to destroy the system, and free or mercy kill all those it has ensnared, how are you going to do this? Beats me.
Rewards: You gain the effects of upgraded Psy Pawłowa free, as well as knowledge of computer science and programming equal to that of a doctor of computer science, you also gain a corrupted copy of the source code for the system, though this code is heavily corrupted and incomplete, you can probably reverse engineer it for your own use.

NO RESTART – The same as HARDMODE, but you only get one shot at this, if you die, you fail the gauntlet, and go home empty handed.
Rewards: You gain the effects of "Thrall" free, and may select up to 3 additional discounts (still no SUPERHOT though), this also grants you a 1-up.

SUPER SPECIAL (Cannot be taken with other Challenges, grants 800CP)

HERCULES – You see all those normal challenges? I wonder what would happen if we mashed them together? You now have to go through 5 different runs through the gauntlet, the first one is a normal one, the second one is governed by the ruleset of one challenge of your choice, the second one is governed by the rulesets of *two* challenges, at once, yeah, so on and so forth until you finally complete them all. And just for the additional pain, if you die on one playthrough, you have to start at the beginning of that playthrough.
Rewards: All of them, all of the regular challenge rewards, along side one from the special challenges. I think you've earned it after what you've been through.

GONE – You've already been integrated into the system, your absolutely screwed my friend, you now have the same victory conditions of "SYSTEM SHOCK", aside from the fact that your currently a brain washed drone with no sense of individuality, hmm... Well, to ensure that your not COMPLETELY fucked (and that this won't be completely boring), you have a tiny bit of individuality left in you, this cannot be extinguished by any means. Yeah, thank me later.

Rewards: You gain the rewards for both of the special challenges, and you gain a copy of the system and the core, fiated to be completely loyal to you, the core is how the system runs and broadcasts orders to those under it's influence, you also gain the source code for superhot.

DRAWBACKS:

Boot – You keep getting booted out of SUPERHOT.exe, this isn't really going to hinder you in any meaningful way, but it's still annoying. (+100CP)

Treedude – Dude... Dude! *Dude!* What are you doing? Is that treedude? You have a VR game that allows you to reenact every fantasy that you had while watching the matrix, and your playing goddamn *treedude?!* Good, *god!* Are you addicted or something? If this keeps up Jumpchan's gonna send you home! (+100CP)

Glitch – SUPERHOT.exe keeps glitching while you're in the midst of battle, this generally won't be super annoying, but it may break your concentration. (+200CP)

RUSH – You know that time slows down when you stand still right? Just... Just checking. You seem to constantly forget/ignore/otherwise neglect the fact that you have an ability that makes time slow down when you do, you might use it occasionally when you really have to, but that's beside the point. (+200CP)

Susceptible – For the duration of the gauntlet you are highly susceptible to mind altering effects. (+200CP)

BODIES ARE DISPOSABLE – Whenever you die in-game, you don't actually feel it in real life, or you wouldn't if you hadn't taken this drawback, whenever you die in-game, you *feel it.* Hope you know what you're doing. (+300CP)

Fool-ish – Your tactical sense is severely lacking, expect to die a lot. (+400CP)

MIND IS SOFTWARE – Your mind just doesn't agree with the VR headset that you use, it causes migraines, vertigo, and vomiting, to name a few of the things you're going to have to put up with. (+500CP)

ONE OF US – Bad news, 8 of your most trusted companions have been imported into the jump with you (they gain 500CP to spend if you feel like it), however they've been integrated into the system, now alongside needing to complete your 32 allotted levels, you need to find a way to free your friends, and cannot leave the jump until you do so. (+800CP)

SUP-

Oh, wait um…

REWARDS:

You gain:

AMMO – A lifetime supply of ammo, all kinds. all the time.

WEAPONS – An armory full of any weapon you could find in Superhot, these lack the special properties of the buyable versions, but it’s nice to have right?

PRO GAMING SKILLS – You can play just about any game on a competitive level.
THE ENDLESS ARENA – An arena fashioned to look like a level of Superhot it spawns endless waves of red dudes who try and kill you, and SUPERHOT mode is always active in there, only one person can use it at a time, but people can watch you in "real-time" from the outside. (Anything native to the arena cannot be taken out of it.)
AND THE GREATEST PRIZE OF ALL…
a copy of superhot – same as the real world equivalent, you can play it for shits and giggles I guess.

NOTES:
THE PLOT Over the course of SUPERHOT, the main character is slowly brainwashed into becoming a mindless drone for the system, uploading their brain into "the core" at the end of the game. This is what happens to you over the course of a normal run through the gauntlet, of course, you're a jumper, you're probably going to make the system your bitch, but that's the baseline.

THE SYSTEM What "The System" actually is, is ill-defined in the game proper, so fan-wank away.

SUPERHOT Taking one challenge reduces the cooldown for superhot to a year, two challegnes reduces it to a month, the special challenge + two regular challenges reduces it to a week, and the super special challenges reduce it to a day.

THE KATANA I was unable to find the exact swing speed of a katana or even a general sword, but I did find one guy (citing baseball players of all things,) saying that it might be about 50mph, if you have better statistics than that please give them to me, and I'll edit them in. Since the blade is not going to be swinging at uniform speeds, the speed counted is the median speed across the entire blade.

CHANGELOG:
V:1 Made.