GENERIC FIRST GAUNTLET



aka Generic Third Jump
aka Alignment Grid Survey
aka The Punishment

By the Ever-Elusive SJ-Chan and Ursine, Warrior-God of the Bear People

Let's see, we've sent you on a first jump, where you experienced all sorts of genres… then on a second jump where you experienced even more genres, but this time naughty ones. And both times we allowed you to keep what you'd gained as part of your Body Mod. That's important. Why? Because now it's time to send you on your first Gauntlet. And we've got a doozy for you.

See, a Gauntlet is, quite frankly, a jump we expect you to fail. They're hard! They're challenging! And normally you'd come into one with nothing but the clothes on your back and the memories in your head… and your Body Mod to keep you nice and toasty warm… until the monsters attack and you die screaming. Okay, okay. Sometimes it's just playing Monopoly… but that's not much of a Gauntlet to be honest. The method of winning that one is pretty well known… and honestly, being eaten by a monster is probably more fun.

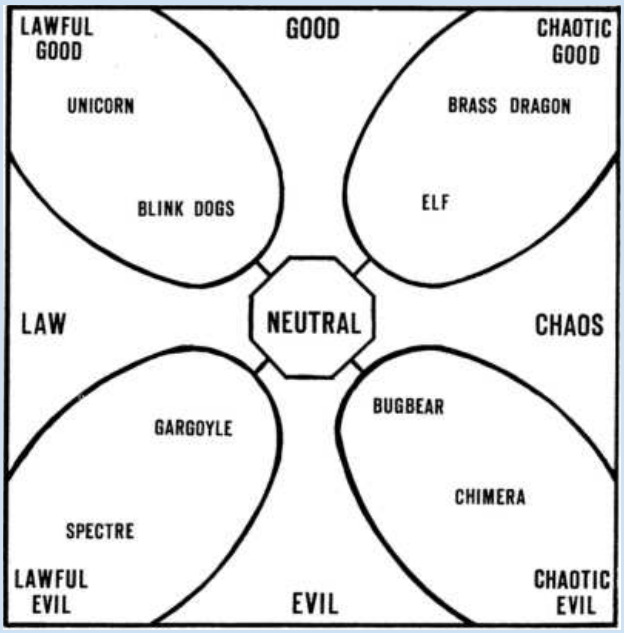
This Gauntlet? Well… it's a bit different. We still want you to experience some interesting places and have some really interesting experiences… but we want to challenge you as well. So this time, we're not just sending you to ten different mini-jumps. No. This time, we're sending you to nine different Mini-Gauntlets! You're still stuck in your Body-Mod however… all nine times.

Each Gauntlet will last (assuming you make it to the end) One Year, One Month, One Week, One Day, One Hour, One Minute, and One Second and takes place in any world / land / nation / place that D&D's Alignment grid has been published for. You'll get a cool countdown watch to keep track. This isn't a countdown to the end, but a time limit. You'll have a specific goal or goals you'll need to complete in that timeframe, and dying or failing to complete those goals will count as failing that Mini-Gauntlet… but not the jump! By completing the ***Super Simple Secret Surprise Task*** that will take the remaining nine days, you'll be guaranteed to have completed at least one part of this Gauntlet and thus get to keep all prizes you've won! Woo! Aren't you lucky!?

So yeah, each of the nine Mini-Gauntlets can be won or lost on its own. Failing one sends you on to the next… and yes, you can deliberately fail a gauntlet if you want to, though that is giving up that gauntlet's prize. It is technically possible to fail the ***Super Sim***… the ***SSSST***, but you pretty much have to be trying to fail, so don't worry about that. And once you've completed your goal(s) in each Mini-Gauntlet (MG), you can just kick back and enjoy the rest of your time until the next one starts. Isn't that fun?

Now, I'm certain we've got you curious. We've laid some pretty big promises on you so far, but given you very little information on what's actually going on. So… well, here's Zero CP (This is pretty standard for Gauntlets. You almost always start with no CP and have to get any CP you want to spend from Drawbacks!)... anyway, here's Zero CP to get you started and if you just move down to the next section, you'll see what you're about to face!

Pictured to the right is the traditional D&D Alignment grid. It divides sentient behaviour into two axes: Good vs Evil (the Moral Axis) and Law vs Chaos (The Ethical Axis). This is, of course, extremely oversimplifying, and the debates about exactly what each term means date back to before home computers. In general terms Good is selfless, Evil is selfish, Law is structured, Chaos isn't. Good tries to do the right thing, Evil tries to do the thing that best serves its own interests. Law tries to keep things organized, Chaos tries to be free of constraints. Neutrality tries not to get involved, or when it does, seeks to maintain a balance. *A decent Primer on Alignment*



BIG WORDS TIME

aka The List of Mini-Gauntlets!

Alignment, being a reflection of Ethics and Morality, is entirely about putting your beliefs into tangible actions, and so one of the primary ways you'll have to gain CP in this Gauntlet is to set a specific goal for yourself in each Mini-Gauntlet. Each MG has four progressively harder to achieve goals, plus two Optional Restrictions and a Thematic Hardship, most of which provide ***Prize CP (PCP)*** *which can be used to buy prizes or as regular CP. You may select one and only one goal for each MG, but if you fail the MG, you'll lose anything purchased with that PCP as well as losing access to the MG's* ***Victory Prize****.*

Please note, while these goals can be very difficult, they are NOT impossible and opportunities to achieve them will exist, if you look for them and are clever enough.

The actual setting for each MG can be any world / land / nation / place that D&D's Alignment system (or any variation of it) has "officially" spread to. Officially meaning a published RPG ruleset which should provide plenty of options for you given just how much was published under the d20 OGL. The d20 / OGL does not mandate the use of the alignment system, but for the purposes of this gauntlet, assume anything published under those systems is fine. Even Palladium stuff is fine.



Lawful Good! i.e. The Paladin Gauntlet!

Basic [0]: You must save the life of someone important and worthy. You cannot be the one who put them in danger nor have in any way contributed to them being at risk, either through action or inaction.

Intermediate [+100 LG-PCP]: You must be the protector and guardian of a large neighborhood or small town. You must find and eliminate all significant threats to the peace and prosperity of your wards.

Hard [+200 LG-PCP]: You must reform a lawless city, bringing order and stability to its streets and compassion and a sense of community to the hearts of its people. There will be significant opposition from people who have a vested interest in keeping things the old way and who, united, would be more than a match for you. Hopefully you can keep them from uniting long enough to bring law and decency back. At no point can you use methods that would be considered evil (mind control, blackmail, murder) or chaotic (guerilla tactics, terrorism).

Whooo Boy [+300 LG-PCP]: You are required to inspire and lead a Grand Crusade! You must be instrumental in destroying some great force for evil that is bedeviling society. You might wipe out the illegal drug trade, destroy racism, or bring an end to a powerful force for evil, such as the Axis powers of WWII.

Optional Restriction - Obedience to Higher Authority [+100 Lawful-PCP]: You must obey all legal orders, both explicit and implied, given to you by a lawful superior, an agent of the local government empowered to give one, or a respected (by you) moral authority. Even and especially if they are detrimental to your cause. You may bend your compliance, but may not outright ignore such orders.

Optional Restriction - First Do No Harm [+100 Goodly-PCP]: You may take no action that you even suspect might reasonably cause undue harm to anyone except in pursuit of your goal… and even then, you must do everything within your power to minimize that damage, especially to innocents.

Thematic Hardship - Stigmata [+200 LG-PCP]: You are marked with divine wounds on the palms and backs of your hands and feet, and a stab wound in your side. They constantly hurt and do not heal, but also will never kill you or weaken you. You will gain more such marks each time you violate the tenets of Lawful Goodness, though those additional marks can be removed through sincere repentance and atonement. Having twelve additional marks at any time will constitute Gauntlet Failure.

Neutral Good! i.e. The Good Priest Gauntlet!

Basic [0]: You must redeem a lost soul. Help them find the light inside them.

Intermediate [+100 NG-PCP]: We are often our own harshest critics. You must learn to forgive yourself, then attone for all your misdeeds, both in this new life and in your original life… plus, you know, anything you might have done in your previous jumps. This forgiveness must be genuine and heartfelt.

Hard [+200 NG-PCP]: Self-sacrifice is one of the noblest deeds a living being can perform, an act that civilization is built on. You must find a task worthy of giving up everything for, a truly selfless act, be that dying for a cause or dedicating every waking moment to for months on end. This task must not unduly harm anyone besides yourself, and, more importantly, is not bound by the paradox caused by your desire to complete this goal as long as the sacrifice is otherwise genuine. Dying in completing this task, if the cause was worthy, and the sacrifice necessary, does not create a failure state for this MG. While pursuing this goal, you will forget that death is not permanent for you.

Whooo Boy [+300 NG-PCP]: You must redeem an entire people. They will be a nation of at least half a million souls, dedicated to debauchery, criminality, sin, and using the most profane of arts in the name of their dark and cruel gods. You must guide them into seeing the error of their ways and lead a cultural revolution that sweeps away the old and ushers in the light of a bright new tomorrow for all. You fail if this leads to widespread slaughter… even of the guilty.

Optional Restriction - First Do No Harm [+100 Goodly-PCP]: You may take no action that you even suspect might cause undue harm to anyone except in pursuit of your goal… and even then, you must do everything within your power to minimize that damage, especially to innocents.

Optional Restriction - Weigh All Sides Equally [+100 Ethically Neutral PCP]: You must listen to all sides of any debate without giving either side your support or rejection until the debate is done. You may only initiate moral debates (Good vs Evil) or choice ones (Chocolate vs Vanilla) but not ethical ones (Law vs Chaos).

Thematic Hardship - Wounds That Don't Heal [+200 NG-PCP]: Evil is a wound that festers, and you would know that better than most. You cannot heal from any wound through any means, though your wounds will somehow not cause you to bleed out, and while they can potentially get infected, the infection will not spread beyond the wound itself.

Chaotic Good! i.e. The Ranger Gauntlet!

Basic [0]: You must strike back against a tyrannical government or organization in the name of the people and rally at least 100 downtrodden peasants (or equivalent) to rise up against their oppressors.

Intermediate [+100 CG-PCP]: You must free at least 500 people from unjust servitude or imprisonment. To count, they must reach a place of sanctuary beyond the legal reach of their captors, and must do so alive and (relatively) healthy and sane.

Hard [+200 CG-PCP]: You must organize a slave revolt, engineer a mass escape of political prisoners, or otherwise lead a large group of those unjustly imprisoned or bound by an unjust legal system. At least half those you lead must survive to reach freedom. To count, at least 50,000 individuals must be involved in a slave revolt or 5,000 prisoners (since, generally, prisoners are held in tighter security than slaves).

Whooo Boy [+300 CG-PCP]: You must bring down the tyrannical government and install the rightful and just heir to the throne. The usurpers who run the government will do anything within their power to stop you, and not only are their powers vast, you have no idea where the rightful and just heir to the throne might be and will have to discover their identity and save them from all the assassins that the government will no doubt send their way. Once the rightful and just heir is installed, you must stick around and ensure they don't (in turn) become tyrannical or corrupt.

Optional Restriction - First Do No Harm [+100 Goodly-PCP]: You may take no action that you even suspect might cause undue harm to anyone except in pursuit of your goal… and even then, you must do everything within your power to minimize that damage, especially to innocents.

Optional Restriction - Bound by None [+100 Chaotic PCP]: You are incapable of making any kind of deal, bargain, or oath that places you under the authority of another, nor of accepting any such deal, bargain, or oath.

Thematic Hardship - Cowardice [+200 CG-PCP]: It's hard to stand up for what's right and just and fair when you're scared all the time. This isn't paranoia, but rather cowardice, the unshakable belief that if you get into a fight you'll be hurt or killed. It is a belief that you cannot shake. You'll have to psych yourself up the hard way, using nothing but your native willpower, to engage in any kind of risky behaviour.

Lawful Neutral! i.e. The Judge Gauntlet!

Basic [0]: You must solve a mystery! A crime has been committed and you must, through logical and lawful means, discover the truth and bring the guilty party to justice.

Intermediate [+100 LN-PCP]: A horrible horrible war has just come to an end and you have been chosen to head the War Crimes Tribunal. You must ensure that the guilty pay for their crimes in just fashion, that the innocent are absolved of them, and that the entire gigantic mess does not devolve into a farce, a coverup, or a media circus. Only your calm levelheadedness and serious demeanor stand between justice and travesty. Warning, you will be exposed to absolutely horrific evidence on the regular in this MG. There's no such thing as a clean war-crime… at least not in your courtroom.

Hard [+200 LN-PCP]: You have been appointed Chief Justice of a newly founded nation and must create and install a working legal system for it, including criminal and civil courts, and establish a police force, whose officers you must personally vet. You have 30 days to accomplish this. You must successfully resolve all the many problems that arise over the course of the rest of this MG, and ensure as perfect a solution as possible is carried out. There will be many challenges to your authority, especially if you hand down unpopular or contradictory rulings. The people of your new land are not sheep and will probably want certain things to be legal that you think should be illegal and vice versa. While your rulings are law, if you cannot convince the people of your righteousness, they might just overrule you… potentially violently!

Whooo Boy [+300 LN-PCP]: You must establish control and dominance over a large scale organization of some sort. I am talking about a national government, a major organized religion, or a national corporation. This must be legal authority, de jure, not just de facto and your control must be publicly known and acknowledged.

Optional Restriction - Obedience to Higher Authority [+100 Lawful PCP]: You must obey all legal orders, both explicit and implied, given to you by a lawful superior, an agent of the local government empowered to give one, or a respected (by you) moral authority. Even and especially if they are detrimental to your cause. You may bend your compliance, but may not outright ignore such orders.

Optional Restriction - Take No Sides [+100 Morally Neutral PCP]: You may not interfere with the actions of others unless they directly affect you or something you are directly responsible for. You may only initiate ethical debates (Law vs Chaos) not moral ones (Good vs Evil) nor choice ones (Chocolate vs Vanilla).

Thematic Hardship - Hypocrisy [+200 LN-PCP]: It is all too common for those who espouse strong beliefs to fail to live up to those beliefs, either because they're lying about having those beliefs or because failure is all too "human". You have an unfortunate tendency to give in to the "flesh is weak" kind of transgressions, being all too easy to tempt with various vices. Not only does this make you vulnerable to blackmail, but it threatens your objectivity.

True Neutral! i.e. The Monk Gauntlet!

Basic [0]: This one is fairly easy. You must merely pass this time without having significant influence on anything/anyone. You can attempt to balance any impact made.

Intermediate [+100 TN-PCP]: You must have taken Fanatical Devotion to the Alignment of the Previous MG (or the More Extreme Alignments Drawback), whose Intermediate or Hard goal you must have successfully completed. You begin this MG having realized that, perhaps, such behaviour is wrong. You must transition, over the course of this MG, to a zealous embracing of your next MG's Alignment, which must be diametrically opposed to the previous MG's Alignment. Remember, this is actively shifting your belief system. You cannot just decide "Oh, I'm now CN." if you started as Fanatically LN. Life doesn't work like that. You cannot take Fanatical Devotion to TN for this MG. If you're operating under More Extreme Alignments or Extreme Alignments, those Drawbacks make this process harder and make backsliding more likely… much more likely with MEA, rather than giving you devotion to True Neutrality.

Hard [+200 TN-PCP]: You must successfully negotiate the end to a war between the forces of two nations or coalitions of nations involved in an ideologically driven conflict that has been raging for at least a century (or 150% of the average lifespan of the races involved). The two (or more) sides must each have a population of at least 10,000,000 and both must have established military hierarchies and functional governments. They need not have opposed ideologies.

Whooo Boy [+300 TN-PCP]: This is just like the Hard Goal except that this conflict must be at least 500 years old (or 800% of the average lifespan of the races involved), the nations / coalitions must each have a population base of 250,000,000… and there must be at least one ideological opposition (good vs evil, law vs chaos) involved. This can even be boosted to +500 TN-PCP if there are three factions, as long as each faction opposes at least one ideology of both of the others. (NG, CE, LE for an example of V pattern, or LG, LE, CG for an example of L pattern). Do not assume that two Good / Lawful factions will be more tractable than two Evil / Chaos factions.

Optional Restriction - Weigh All Sides Equally [+100 Ethically Neutral PCP]: You must listen to all sides of any debate without giving either side your support or rejection until the debate is done. You may only initiate moral debates (Good vs Evil) or choice ones (Chocolate vs Vanilla) but not ethical ones (Law vs Chaos).

Optional Restriction - Take No Sides [+100 Morally Neutral PCP]: You may not interfere with the actions of others unless they directly affect you or something you are directly responsible for. You may only initiate ethical debates (Law vs Chaos) not moral ones (Good vs Evil) nor choice ones (Chocolate vs Vanilla).

Thematic Hardship - Dementia [+200 TN-PCP]: You're losing your mind, and cannot be certain of your motivations for any given action, nor that your memories are 100% accurate.

Chaotic Neutral! i.e. The Rogue Gauntlet!

Basic [0]: Live free or die! Or, actually, live free or fail the Mini-Gauntlet. You must survive your time here without significant connection to any organization. This doesn't mean you have to be homeless or live in the woods. It just means you must be independent of outside control or influence in your everyday life.

Intermediate [+100 CN-PCP]: You must obtain a vast fortune without intentionally doing anything abusive or overtly harmful to those weaker than yourself, and without getting caught. The better off your starting position, the vaster the fortune must be, but as a metric, if you start off completely impoverished, without a penny to your name and just the ragged clothes on your back as possessions, over the course of this MG you must amass at least 10,000,000 USD (c. 2021). If you should inadvertently abuse others or cause harm through genuine accident you may make up for it appropriately.

Hard [+200 CN-PCP]: There's no honor among thieves and even less among tricksters. You must carry out six daring heists or pranks against the greatest criminals, con-men, pranksters, tricksters, or other CN individuals to prove that you are the greatest of all of them. You cannot kill any of the six marks, but before this MG ends, you must ensure that each of them acknowledges that you have bested them in some way. Yes, it is inevitable that the ones you go after first will try to get revenge on you.

Whooo Boy [+300 CN-PCP]: You must destroy any form of law or government in your region. Anarchy must reign and "Do As You Will" shall be the whole of the law.

Optional Restriction - Take No Sides [+100 Morally Neutral PCP]: You may not interfere with the actions of others unless they directly affect you or something you are directly responsible for. You may only initiate ethical debates (Law vs Chaos) not moral ones (Good vs Evil) nor choice ones (Chocolate vs Vanilla).

Optional Restriction - Bound by None [+100 Chaotic PCP]: You are incapable of making any kind of deal, bargain, or oath that places you under the authority of another, nor of accepting any in kind.

Thematic Hardship - Promania [+200 CN-PCP]: Pronoia is the belief (usually mistaken) that everyone likes you and is secretly plotting your success. You only want this to be true. In fact you have Promania, the obsessive need for others to like you and think well of you.

Lawful Evil! i.e. The Criminal Gauntlet!

Basic [0]: You must corrupt at least ten formerly upright pillars of the community. This does not have to be public, but you must gain kompromat on each of them that would destroy their public image and the trust the community has in them.

Intermediate [+100 LE-PCP]: You must exploit the existing law and governmental structure to achieve great power and wealth and to destroy your enemies, all without ever technically breaking the law.

Hard [+200 LE-PCP]: You must seize control of a major criminal organization and maintain that control for at least a month against all comers. The organization must be strong enough to withstand threats from other such organizations and the lawful authorities, who will notice the shift in leadership and assume weakness.

Whooo Boy [+300 LE-PCP]: You must transform a formerly law-abiding and virtuous philanthropic organization, or a law enforcement organization, into a criminal enterprise with you in a position of leadership… all without destroying the public's opinion of that organization.

Optional Restriction - Obedience to Higher Authority [+100 Lawful PCP]: You must obey all legal orders, both explicit and implied, given to you by a lawful superior, an agent of the local government empowered to give one, or a respected (by you) moral authority. Even and especially if they are detrimental to your cause. You may bend your compliance, but may not outright ignore such orders.

Optional Restriction - Look Out For Number One [+100 Evil PCP]: You are incapable of putting anyone's needs before your own. Anything you do must be a net positive for you, and (as far as you can tell) better for you than anyone else; at least in the long run.

Thematic Hardship - Weak Stomach [+200 LE-PCP]: You have a secret problem… you're unable to handle the stress of getting your own hands dirty. You won't be able to force yourself to kill or torture other people, though you'll still be able to defend yourself, though you'll be violently sick to your stomach afterwards. Expect to have to delegate a lot of the criminal acts and to suffer from an upset stomach, heartburn, or even ulcers if the stress gets too bad.

Neutral Evil! i.e. The Evil Priest Gauntlet!

Basic [0]: You must cause a good person to fall from grace willingly. They must abandon their morals and openly embrace vice and immorality.

Intermediate [+100 NE-PCP]: You must enslave at least 10,000 previously free people or cause a similar number of previously free people to become enslaved. This slavery need not be legal, but must be for a term of at least a decade and cannot be of the casual wage slave variety.

Hard [+200 NE-PCP]: You must bring destruction to sixteen large temples, monasteries, or abbeys dedicated to the forces of goodness. To qualify, each location must be home to at least a hundred priests, monks, nuns, paladins, templars, or other persons in holy order, or must be of major significance to the religion followed there, such as the temple where their deity first ascended. The destruction need not require killing these individuals, but must ensure that any rebuilding will take massive effort on the part of their organization. If metaphysics (i.e. divine magic) is a thing in this setting, you must defile the site and either destroy or convert all holy relics located within.

Whooo Boy [+300 NE-PCP]: You must engineer complete moral downfall in a city or region of at least a hundred thousand people. They must, en masse, embrace a dark cult or god and celebrate an evil festival to that faith in the streets of their city while burning down the halls of their previous faith.

Optional Restriction - Weigh All Sides Equally [+100 Ethically Neutral PCP]: You must listen to all sides of any debate without giving either side your support or rejection until the debate is done. You may only initiate moral debates (Good vs Evil) or choice ones (Chocolate vs Vanilla) but not ethical ones (Law vs Chaos).

Optional Restriction - Look Out For Number One [+100 Evil PCP]: You are incapable of putting anyone's needs before your own. Anything you do must be a net positive for you, and (as far as you can tell) better for you than anyone else.

Thematic Hardship - Soft Hearted [+200 NE-PCP]: Being effective at being Neutral Evil relies on ruthlessness and the willingness to crush your enemies and backstab your allies at the slightest need or hint of advantage. Except you can't really do that, since you find yourself unwilling to harm the undeserving or betray those who have their trust in you. You will not strike from ambush and won't take unfair advantage of your enemies. You might be evil, but you do have standards.

Chaotic Evil! i.e. The Assassin Gauntlet!

Basic [0]: You have to kill a specific high value target. This person will be a good person and be protected by fairly mundane but effective means.

Intermediate [+100 CE-PCP]: For the full span of your time in this gauntlet, no one can be permitted to harm or offend you and get away with it. You must wreak bloody, disproportionate vengeance on all who "wrong" you in any way.

Hard [+200 CE-PCP]: The Alliance of Assassins (or Deadly Viper Assassination Squad or some other vicious, bloodthirsty, criminal organization) has betrayed you. You must hunt every last one of them down and destroy them. Sure, they're just as evil as you are, but there is no honor among assassins. Unfortunately, there are a lot of them, and they know who you are and what methods you're likely to use. On the plus side… initially they think you're dead. This will last only a very short while unless you are exceptionally good at keeping off their radar.

Whooo Boy [+300 CE-PCP]: You have to destroy an entire Goodly Aligned Organization. They have resources and are not idiots. Remember, fighting evil while not using evil tactics means they are not just Good, they are Damn Good. Once you start moving against them, they'll start hunting you down. Removing all leadership and discrediting the organization should be enough.

Optional Restriction - Bound by None [+100 Chaotic PCP]: You are incapable of making any kind of deal, bargain, or oath that places you under the authority of another, nor of accepting any in kind.

Optional Restriction - Look Out For Number One [+100 Evil PCP]: You are incapable of putting anyone's needs before your own. Anything you do must be a net positive for you, and (as far as you can tell) better for you than anyone else.

Thematic Hardship - Towering Rage [+200 CE-PCP]: There are really two types of Chaotic Evil beings. The first (and more effective) are those willing to do anything at all to get whatever they want. One assumes you're normally of this type. The second are the destroyers, who don't really want anything besides to destroy and defile everything around them. While you're not normally in the first camp… you aren't are you?... whenever you get angry, you'll switch over to the second mode. And you will be getting angry. A lot. You now have a hair trigger on your temper and you go from utterly calm to a blazing pillar of fury in about 0.3 seconds… and stay that way until whatever triggered you is sorry, or dead, or cowering, beaten and bloody, before you.

Jumping's Greatest Team Ups

(Optional Rule)

If you so desire, two or three of your MGs may be combined into a larger MG. The first restriction is that there must be no opposed Alignments involved (CG, CN, and NG are a good example)... although a special exception will be made for Good, since it is a defining characteristic of Goodness that the Good can (occasionally) work together towards a Greater Good. Thus, a triple combination of LG, NG, CG is allowed… as long as it doesn't violate the second restriction, which is that the goals must not conflict. You will have two or three copies of yourself, each (potentially) with their own Alignment, restrictions, and powers, and if any of you get killed or fail your goal both / all three of you will fail… but you will have the combined time limit and can share intel and assets. For teaming up, you gain 50% more CP than you normally would get for Goals, as even goals that don't conflict do require divided concentration. Also, expect a double MG's goals to take each 50% longer, while a triple MG's goals will probably each take 75% longer.

Super Simple Secret Surprise Task

There are now nine versions of you, each dedicated to one of the nine core Alignments, but all of them exactly who you are, just having decided their Alignment is best for reasons entirely your own. All nine versions of yourself will be locked in a fairly large dungeon. Each of you has one of the nine keys to open the exit door. There are no other monsters in the dungeon, nor are there any hidden traps. What traps there are are obvious and designed to be nonlethal. There are many weapons scattered around the dungeon.

To complete this task, all you have to do is open the exit door (which you will have to locate). You have nine Days to complete this task or you will make Jump-Chan sad, with the only ways to fail being running out the clock or having all of yourselves kill each other.

The versions who exit the dungeon alive will combine back into one of you. Any versions who died may be resurrected and merged back into the gestalt if the survivors so desire.

All the versions of you have slightly different perspectives, since each of them lived through a different Mini-Gauntlet and don't remember the other Mini-Gauntlets very clearly. That said, they're all still you, having entered this jump as a single being. Once the test is over, all those memories are returned to full sharpness.

If, somehow, you actually do fail because all of you are dead or let time run out, you will be given the option of repeating the SSSST. If you choose not to repeat the SSSST, you can move on without the Parting Gift, without being able to keep the **Bare Minimum Requirements** or **Enough Information** Perks, and you won't be able to add this Jump's Freebies to your Body Mod or buy SSSST Prizes. All your selves will still be merged back together. Again, to accomplish this, you pretty much have to be trying to fail. If you fail more than once, you might want to examine why you can't work with yourself. You may retest as many times as you like.

The Rule of Nine

If all nine of you somehow survive to exit the dungeon and can, somehow, elect one member from among their number to become the ONE TRUE JUMPER, the others may (instead of merging back together) become companions. I don't know if you would want a CE or CN version of yourself as a companion, but it's here if you want it.

Note: Once you divide yourself into nine, you can't recombine yourselves, as you'll have begun to drift too far apart to really be the same person.



The Rule of One

(Optional Rule)

Instead of being separated into nine different versions of yourself, all participants of the task are all you… just you at different parts in your own timeline. Specifically, you will perform the SSSST nine times, once after each Mini-Gauntlet and, to prevent paradox, won't remember your actions in each once you have finished that part until the end of the Gauntlet. Essentially, the final result of the SSSST is held in a kind of Schrödinger's abeyance until the result is collapsed by the participation of all participants; or it just works on wibbly wobbly Doctor Who rules. Any killed participants are resurrected for their next level and, since there is no splitting or merging, no part of yourself may be severed in this way.

If all instances of you manage to die, or time runs out, you will lose the **Parting Gifts** and the **Bare Minimum Requirements** and **Enough Information** Perks and will not be able to add this Jump's Freebies to your Body Mod nor purchase SSSST Prizes. Each time you fail the SSSST, you may choose to restart the entire Gauntlet from the beginning, but may not change your goals, drawbacks, or initial CP purchases. This does not erase your past deeds.

Incompatible with **All Together Now, Jumping's Greatest Team Ups** & **The Rule of Nine**.

Stupid Alignments! DLC

(Optional Rule, Some Restrictions Apply)

This Gauntlet of the Year Edition of Generic First Gauntlet comes with 6 optional Mini-Gauntlets, though Installing this DLC is an all or nothing kind of thing.

Sign up for one, sign up for all.

This is a MegaDrawback.

You must pay for this Mega-Drawback by taking at least 2 Intermediate Goals or 1 Hard Goal from the six Stupid Gauntlets. You get to keep the Prize CP you gain.

All Stupid Mini-Gauntlets have Mandatory Drawbacks.

Still here? Okay. Don't say we didn't warn you.

In addition to the Standard, "realistic" Alignments, you have to deal with the stereotyped and overblown Alignments of Stupid Good, Lawful Stupid, Stupid Evil, Chaotic Stupid, Stupid Neutral, and True Stupid.

Each of these adds another Mini-Gauntlet to your stay and another version of you to the SSSST with their own key… upping the number of keys needed to get out to 15.

See the Stupid Alignment Mini-Gauntlets at the end of this document for details.

Tests Are Lame

(500 CP)

Requires the Stupid Alignments DLC

Sometimes you just don't feel like taking a test. We get you. We really do. If you so desire, you can spend 500 CP to get out of the SSSST… and all other tests you'll ever have to take. The Test Proctors will always have been bribed to give you a passing grade. Not the best grade, obviously. That might be checked.

No, a solid B- (81%) will have to do you.

You get full credit for having actually taken and passed the SSSST and all other tests you want to pass… and if you want to fail a test, all you have to say is "Tests Are Lame and [Insert Name of Test Here] is even lamer." and your grade will automatically be changed to a failing mark.

ORIGINS

*What kind of Jumper are you? How are you going to approach each of these Mini-Gauntlets? Why are we asking questions as if you can answer back? How much wood would a woodchuck chuck if a woodchuck would chuck wood? Paper or plastic? Would you like fries with that? You'll gain a new identity, background, local body, and (optionally) memories for each MG. To go Full Drop-In take the **Bare Ass Naked** and **Ignorant & Foolish** Arc Drawbacks. Pick one… and only one.*

Fursona

It's you! The furry you! The Fursona You is you, but… well… an animal. A mostly human animal, but an animal (3 on the chart below). More primal, more in touch with their emotions, more… more. Also furrier. Or scalier. We won't judge. The Fursona You doesn't have your inhibitions or hangups. It does all the things you're scared to do and flirts with people way out of your range.



You, But Better!

It's you! The you that you would be, if only you were the you that you always wanted to be but never became because becoming them was just too hard for you. Your potential, unleashed!

You With A Goatee

It's you! You evil bastard. The evil you that you would be, if only you were the evil you that you always wanted to be but never became because becoming them just wasn't in evil you. Your evil potential, unleashed! EVIL! With a Goatee. Facial hair is mandatory for the duration of this jump.

Dropped In On Your Head

(+0 CP Drawback)

It's you! Well, probably. Normally, being a drop-in means you don't have any local memories or connections. Well, this is you as a drop-in… except you landed on your head and now you're not at all certain what being you actually means. Your memories are all scrambled. Some might be real, some might be fiction, some might be local, some original! You don't know! Are you on a jumpchain? Or is this a game show? Who can say? Not us! Possibly you!

ARC DRAWBACKS

These drawbacks will last the full duration of the Gauntlet, through all MGs and the final SSSST unless otherwise noted.

Randomized Order
(+100 CP)

Instead of picking which order you will take these Mini-Gauntlets, they'll come in random order and you won't know which MG is next until after you complete the last one. The sole exception to this is if you took the Intermediate Goal for your True Neutral MG. In that case, you will know what the next MG will be and the True Neutral MG is guaranteed to be neither the first nor the last MG.

Cannot be taken with **The Long Slow Descent!** or **That Annoying Miley Cyrus Song!**, so don't even try.

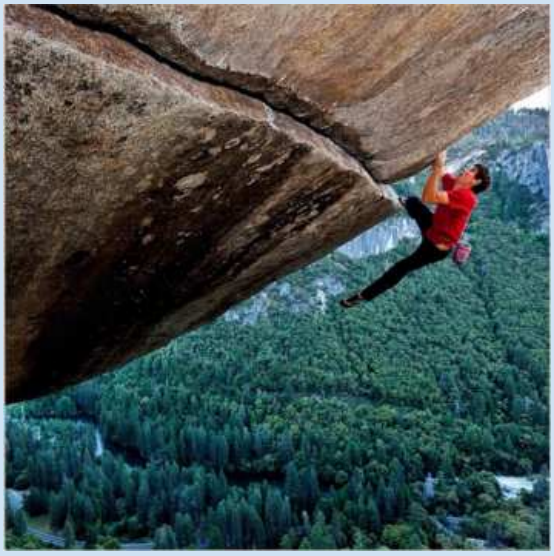
The Long Slow Descent!
(+200 CP)

Starting with Lawful Good, you will proceed through these MGs in a set order, ending up at Chaotic Evil. LG, NG, CG, CN, TN, LN, LE, NE, CE. Can you say Slippery Slope? Oh yes, will the weight of all your misdeeds weigh heavily on your soul, or will you embrace your downward spiral into wretchedness. Those who embrace the slide will find their dreams haunted by what they once were. Those who feel weighed down by their sins will find their dreams filled with the allure of power freed from moral or ethical concerns.

Cannot be taken with **Randomized Order** or **That Annoying Miley Cyrus Song!**, so don't try.

When combined with the Stupid Alignment DLC the order is as follows:

LG, NG, SG, CG, CS, CN, TS, TN, SN, LN, LS, LE, NE, SE, CE.



That Annoying Miley Cyrus Song!
(+200 CP)

Starting with Chaotic Evil, you will proceed through these MGs in a set order, ending up at Lawful Good. CE, NE, LE, LN, TN, CN, CG, NG, LG. Can you say Long Arduous Climb Out Of The Abyss? Can you live with your past deeds and find your better nature? Or will your sins weigh you down?

Cannot be taken with **Randomized Order** or **The Long Slow Descent!**, so don't try.

When combined with the Stupid Alignment DLC the order is as follows:

CE, SE, NE, LE, LS, LN, SN, TN, TS, CN, CS, CG, SG, NG, LG

No Failure Mode
(+100 CP)



You have to keep trying. This is all or nothing. Every time you fail an MG, you're reset to the beginning of it and have to try again. The specific details will always be a bit scrambled, with people and events slightly tweaked (names, locations, descriptions, etc) so this isn't time looping but close to it. You lose everything except your memories at each reset.
There is no changing the goals set for the MGs, you must try until you succeed at the challenge you initially chose for yourself.

Make It or Break It
(+200 CP)
Replaces No Failure Mode.
Whenever you fail a Mini-Gauntlet, you'll be flung (violently) back to the start of it where you'll be given a lecture on the rules governing that Alignment by a member of that Alignment's stereotypical membership. They will then give you a detailed, and embarrassing breakdown of all the places you went wrong before kicking you back out there to try that MG over again.
The specific details of the MG will always be quite scrambled each time you repeat it, more so than in No Failure Mode.

WHEEL OF MORALITY
(+300 CP)
Requires Make It or Break It and Replaces Randomized Order.
You've got a wheel that has all nine Mini-Gauntlets on it. You have to spin it to determine which MG you'll do first. Once you succeed… and you have to succeed… you'll spin again. The wheel always has all nine Mini-Gauntlets on it. If you spin a gauntlet you've already done… you have to do it again. The challenge will be similar to what you've already done, but all the specifics will be drastically different. You don't get more Prize CP for repeating a MG.



Stacked Deck of Morality
(+100 CP)
Requires Wheel of Morality
Normally, the Wheel of Morality would not have any impact on the SSSST. Now, there will be a version of you from each MG you succeeded at. This could be good. There could be fifteen Goodly Aligned Yous in that dungeon… or there could be seventy-seven Evil ones.

Randomized Goals

(+150 Prize-CP per MG)

This Drawback may be taken once per Mini-Gauntlet

Deciding how much effort you want to put into each MG is taxing! Thankfully, there's a wonderful thing called a d4! For each MG you want this for, you'll roll 1d4 (1 for Basic, 2 for Intermediate, 3 for Hard, and 4 for Whoo Boy!) and that will be your goal for the MG. You don't get any Prize CP from that goal. Instead you just get the Prize-CP from this drawback.

Nonsensically Randomized Goals

(+400 CP)

There's no way in hell this will work… but here we go. You'll set your goals for each Alignment's Mini-Gauntlet… then you'll randomly allot one goal to each Mini-Gauntlet. You must now complete the goal… by adhering to the Alignment of the Mini-Gauntlet? That can't be right! Who Wrote This? Look, you can't do something evil by following the laws of goodness! It can't be done! Well. it might be possible… but like, corrupting an entire civilization… with Lawful Goodness? How does that even work?!

Randomized Settings

(+200 CP)

Normally, you'd be able to pick any setting that D&D's Alignment grid has ever been published for (which, let's be honest, with the OGL for d20, is just about every setting), but if you take this drawback, you'll have to roll randomly on the following table for each Mini-Gauntlet to determine where it's set.

1d20	Setting	1d20	Setting
1	The Forgotten Realms*	11	Spelljammer or Other MTG setting
2	Krynn (Dragonlance)	12	Greyhawk, Golarion, or Glorantha
3	Earthdawn or Numenera	13	Hyperborea (Conan) or Westeros
4	Eberron or Exandria	14	Aerth (Dangerous Journeys)
5	Dark Sun or Gamma World	15	Planescape Torment or Ravenloft
6	Mystara / Kingdoms of Kalamar	16	Call of Cthulhu (Cthulhu 1880-1930)
7	Rokugan (Legend of 5 Rings)	17	Deadlands / The Weird West
8	The World of Warcraft	18	Delta Green (Cthulhu 1980-2020)
9	Council of Wyrms	19	Warhammer Fantasy or Rifts
10	Ravnica, Theros, or Strixhaven	20	Freedom City (Mutants & Masterminds)

**Includes Al-Qadim, Kara-Tur and all the rest of the Abeir-Toril Settings.*

Single Setting

(+200 CP)

Incompatible with Randomized Settings

All Mini-Gauntlets will take place in a single setting and in a single timeline! Yes, you might have to deal with the actions of your past self! People will recognize you unless you do something to change your appearance in some way.

Delayed Gratification

(+200 CP)

Normally, you'd be able to use Prize Purchases in one MG in the next MG, since you're doing them in order and all that. This is no longer the Case. Instead, all Prize Points are saved until after the SSSST.

Are You Forgetting Something?

(+200 CP)

Incompatible with the Intermediate TN Goal, Randomized Order, The Long Slow Descent, That Annoying Miley Cyrus Song!, or Wheel of Morality

You no longer remember the events of the previous MG once you've finished it, though all skill progress you've gained and personality changes you might have picked up along the way are maintained from MG to MG. The various Yous in the SSSST each only remember completing their own MGs. Once the SSSST is over, the surviving selves' memories will seamlessly flow into one another, but any self not included in the final gestalt will have their memory permanently erased. This erased memory cannot be regained by any means.

All Together Now!

(+400)

Requires Single Setting, Delayed Gratification, & Are You Forgetting Something.
Double value with No Failure Mode or Make it or Break It.

Rather than completing each MG separately, all MGs will be taking place at the same time, in the same setting, and each of yourselves will have a randomized appearance and identity, guaranteeing no one will realize they're all the same person… including themselves… yourselves… because you won't remember taking this. This practically guarantees they/you will interfere with each other.

This sets the runtime of this Uber-Mini-Gauntlet to 3x the normal length of one MG.

Once the jump ends (and the SSSST is complete) all the memories of each surviving self's perspective will simply be dumped into the gestalt, with absolutely no attempt being made to make the resultant confusion any easier to deal with.

Alliances of no more than three selves are allowed, as per Jumper's Greatest Team Up.

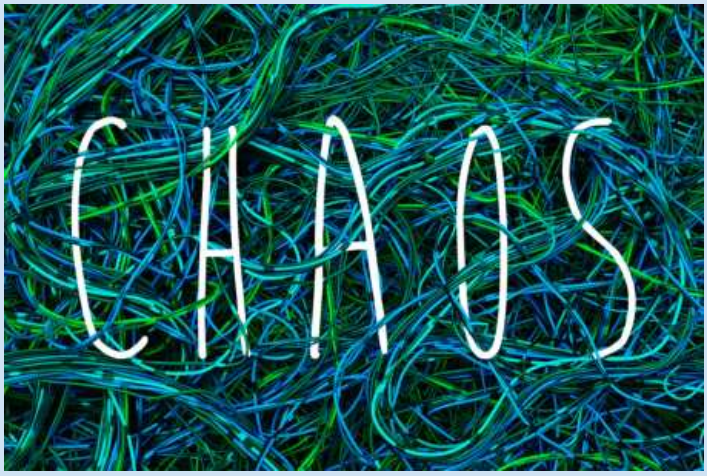
With **No Failure Mode** or **Make It or Break It**, the value of this jumps to +800 CP as you all still have to complete your goals, thus any one failure resets everyone… and only the self who was caused to fail will know what happened. Good Luck! In Make it or Break It, only a self-caused fail triggers the lecture, but all resets are violent and upsetting for selves.

One More Thing
(+100 CP)
Adds one decade to the length of each Mini-Gauntlet. Maybe this makes things worse, maybe the extra time helps you, but you are going to be around long enough for complications and consequences to kick in to at least some extent. This can be taken multiple times, each adding the next time magnitude: 1 Century, 1 Millenia, 1 Age (10,000 years), 1 Epoch (100,000 years), 1 Megaannum (1,000,000 years), 1 Era (10,000,000 years), 1 Eon (100,000,000 years), 1 Gigaannum (1 Billion Years), 2 Kalpa (~10 Billion Years), 1 Aeon (1 Eternity)...

Extreme Alignments!
(+100 CP)
Normally, this whole experience wouldn't actually give you the Alignment of the Mini-Gauntlet… well, now it does. This drawback automatically shifts you to the middle of the spectrum of each MG's Alignment and makes you think the change was natural. Taking this is an all or nothing proposition. You can't just take it for the Alignments you like.

More Extreme Alignments!
(+100 CP)
Upgrades Extreme Alignments!
You're now fanatically that Alignment during that MG, the extreme example, the kind of person your mother warned you about… she did warn you about them, right? Oh no! What if your mother was one of them? Oh dear. Might be time to start a Crusade against her. She'd understand. Deus Vult and all that..

Ooops, All Chaos!
(+200 CP)
Requires More Extreme Alignments



You're now Chaotic Stupid in all MGs. Any time you act in a way that doesn't match the MG's Alignment, you'll be hit with a divine smite. Why Chaotic Stupid? Because Chaotic Stupid never has to actually justify any action in terms of Alignment. So instead of justifying your actions by an ethical or moral code, you have to control your actions for fear of being smote. Being Smote hurts! Really bad! Get Smote enough times and you'll fail the Mini-Gauntlet. Be aware that all your Chaotic Stupid selves in the SSSST might cooperate… or might not, and might do either for such bizarre reasons as the sky is blue, the water is not, and the cheese smelled too much like dental floss.

One Lonely Peanut
(+100 CP)
Good news! You will never be lonely again. That is because you have a new friend who lives in your mind, an internal voice that gives constant commentary on everything around you and your actions. Of course, this new friend does have the opposite Alignment of the MG you are in at that moment, so that will have an effect on their opinions and ideas.
Don't worry, this won't be enough of a distraction to actually kill you or anything, it will just be really, really, really annoying.



The Whole Gallery
(+100 CP)
Requires One Lonely Peanut
Now you have an internal voice for each Alignment, and they can interact with each other as well as with you.

Pragmatism
(+200 CP)
Pragmatism is, effectively, the hidden Alignment Vector… as in Pragmatic Evil, Pragmatic Good, Lawful Pragmatic, Chaotic Pragmatic, and Pragmatic Neutral. That's easy enough for us to say, but what does it mean, we hear you asking… well… that's harder to explain.
This is the Paladin that can burn a village's food supply to deny it to an enemy army. The Bloodknight who can support an orphanage to ensure healthy and loyal recruits. The Thief that pays his taxes and follows traffic laws to keep his own home safe. The Judge who allows organized crime to continue operations because it keeps out worse criminals. This is a blessing and a curse, for you are now infected with Pragmatism… the ability to see how actions that would seem to violate your Alignment can also support it… and with that ability comes the temptation to do so…
Can you stay true to your Alignment, when the Pragmatic choice just makes so much sense?

Bare Ass Naked

(+200 CP)

You do not receive **Bare Minimum Requirements** (or its upgrade **Barely More Than Minimum Requirements** if you bought it) until after the Jump ends, and therefore have no established identity in any of the Mini-Gauntlet settings. The fact that you still get BMR when you're Dropped In On Your Head is half the reason that Origin doesn't give you CP.

Ignorant & Foolish

(+600 CP or +300 CP with One More Thing)

You do not receive **Enough Information** (or its upgrade **More Than Enough** if you purchased it) until after the jump ends, and therefore have no knowledge of the local language, customs, culture, or geography. Even if you pick a setting where you should have some of that information, you'll lose what you had. This is a terrifyingly bad idea, and the fact that you still get Enough Information and possibly More Than Enough when you're Dropped In On Your Head is the other half of the reason that Origin doesn't give you CP. You should not take this drawback. You will almost certainly fail if you do. Taking One More Thing reduces the time crunch significantly, so this isn't as dumb an idea if you have that drawback as well… but it's still pretty stupid.

Taking this and Bare Ass Naked effectively make you fully a Drop-In. That's how bad an idea being a Drop-In is in this Gauntlet. The only real way to game this is to take a drawback that forces you to repeat a Mini-Gauntlet over and over until you succeed. Then you can build up your knowledge of the region through repeatedly failing and restarting.

Alignment Blind

(+300 CP)

Hey now, that slaver seems like a decent guy. And man, that paladin is a real bastard, always blinding me with the glare from his shining armor.

Well, no, not really, but it can sometimes seem like that to you. This is because you have a complete inability to determine anyone else's Alignment. This makes predicting their actions and reactions extremely difficult.

Challenge Mode

(+150 of the Relevantly Aligned Prize-CP per Optional Hardship)

You know those optional hardships? They normally only last for the duration of that singular Mini-Gauntlet. But if you want, you can have one or more of them for the duration of the entire Over-Gauntlet instead. Limit 5.

Super Challenge Mode

(Not Worth It)

Replaces Challenge Mode

Instead of having one or two of the Optional Hardships… you now have all of them.

All Over-Gauntlet Long. Taking this doubles the Prize CP from all MGs.

PERKS

Perks are discounted for the appropriate Origin, with 100 CP perks being free. General Perks are not discounted for anyone.

General Perks

Bare Minimum Requirements

(Free for All)

This perk grants you a basic identity in the setting for each level. These identities are never going to give you any noticeable advantages, they are just the bare minimum to say you exist there legally, plus ensure that you have a legal residence and some form of subsistence income. It won't be much, but it is (barely) enough to get by. This perk does NOT grant any new or additional abilities. On the plus side, you actually do get to keep this, as long as you pass the ***SSSST***. Your future Jump Origins will always include at least the bare minimum identity and documentation to be legal in future settings, adapted to fit the Origin, without providing any other advantages not ascribed to that Origin in that Jump Doc. Yes, even if you're a Drop-In. Especially if you're a Drop-In. This bare minimum legal identity cannot be used against you.

Barely More Than Minimum Requirements

(100 CP)

This perk upgrades the identity provided by Bare Minimum Requirements to provide a reasonable advantage of some sort. Maybe your new Jump identity is from a locally powerful or influential family. Or maybe your new identity has a job that puts it close to someone you want to make a connection with. This will never provide you with new abilities; it is focused on social advantages and/or opportunities, as well as ensuring that you have a source of food and shelter that won't leave you spending all your time worrying about living in poverty.

This perk can be taken multiple times, each additional purchase either providing some new advantage or noticeably enhancing an existing advantage.

Enough Information

(Free for All)

One of the big problems with being a Drop-In is that, aside from maybe being able to understand the local language (almost assuredly because it's replaced your native language for the duration of that jump) you know nothing about the local environment, culture, or customs. This provides you, free of charge, with just enough information to get by wherever you find yourself. A basic ability to understand the local language (not enough to be even close to fluent, but enough to shop and ask for directions), a basic knowledge of local geography (i.e. the layout of a town in rough terms, a vague idea of what's outside those towns, and as much information as you'd be able to glean from looking at a map of the surrounding nations for a minute or two), and enough knowledge of local customs and currency to not make a total ass of yourself in the first ten minutes of a conversation. All of this information is provided without any kind of emotional context. And carries over and updates into all future jumps, for free… as long as you pass the SSSST.

More Than Enough

(150 CP to Keep)

Enough Information is provided free of charge in this Gauntlet because we want you to be able to get started quickly, and for this Gauntlet you get the benefits of this perk, meaning that Enough Information is augmented to include fluency with your starting area's languages (spoken and written), a native's understanding of the culture, and the kind of knowledge of the local environment (political, social, economic, and natural) that would result from a 16 hour crash course taught by local experts. Again, all without any kind of emotional context or baggage. Keeping this perk after this Gauntlet ends will cost you 150 CP.

Alignment Appropriate Appearance

(50 CP)

Are you the noble knight who makes all the ladies swoon? Or the wild ranger girl whose wild hair and lush curves look amazing even after a fortnight in the deep wilderness? Or the seductive evil enchantress whose wiles can distract the purest souls? Or the sinisterly handsome royal advisor who attracts and frightens the royal princesses in equal measure? Whatever the specifics, you are undeniably beautiful/cute/handsome/whatever, a nine out of ten at least, and not even the worst circumstances can seem to change that. You will look as good after a twelve hour battle as you do when first arriving at a royal event, just in a totally different way. And your particular good looks are universal and objective, everyone will like them regardless of personal or cultural standards.



However, your particular brand of beauty is always one that is linked or influenced by your Alignment in some way. If your Alignment changes, your appearance will also subtly change to be no less attractive but now indicative of your new morality/ethics. This change is instantaneous.

If you change shape (and since you're a jumper, that's almost a forgone conclusion that you will) the appearance enhancement effect of this perk will always adjust to suit your current form and maturity as well.

Detect ???

(100 CP)

You can automatically determine what Alignment a person most closely matches just by looking at them. This only works in-person or through live communications, not recordings of any type. It can also determine the Alignment of any item that might be considered to have a powerful connection to such, such as a holy sword or a house that was used for rituals to summon demons.

Orange and Blue Morality

(100 CP)

Alien Morality for the win!

Well, kind of. This perk does not actually change your Alignment or morality. What it does is makes it impossible for any effect to determine what your Alignment (or the local moral/ethical equivalent) is. Instead, those effects will receive nonsensical responses like Chaotic Cheese, or Collegiate Rugby, or Cthulhu Neo-Socialist Fascist. Yes, even if you're currently a Balor.

Rainbow Morality

(100 CP)



Requires Orange and Blue Morality

Instead of a nonsensical Alignment, you can choose what Alignment you are detected as, or you can choose to not register as any Alignment at all. This will only fail if you are pretending to be a specific Alignment and you encounter a greater divine servant of that Alignment and give them reason to suspect you're not, in fact, on the up and up (such as trying to convince a Pit Fiend that you're really CE while feeding the homeless). Gods of the given Alignment will, of course, see through this… but again, only if you're trying to pass as a member of that god's specific Alignment.

If you also possess **Alignment Appropriate Appearance**, using Rainbow Morality will produce a smaller shift than actually changing your Alignment, because you're not actually changing it, but it will produce some effect.

Anti-Anti-Alignment Protection

(200 CP)

Tired of being forced away by Circles of Protection From Evil? Sick of Infernal Swords biting through your Goodly defenses? Don't worry, we have you covered.

You are now completely immune to any effects that protect against specific Alignments or that target specific Alignments in a hostile manner. This does not include Alignment detection effects, nor will it stop the sword part of that Infernal Sword from hurting you as much as a normal sword might.

Color Coded for Your Convenience

(200 CP)

Whenever you have to make a choice or decision for which you have multiple options, you can focus on these options for up to nine seconds to judge what choice to make. The universe will pause around you or at least slow down drastically while you consider your options… as long as you don't try to abuse this effect. Each option that would have any relation to a moral or ethical choice will be highlighted in a blend of up to four colors representing that relation to the Alignments, one each for Good, Evil, Law, and Chaos. You get to pick the actual colors.

Corruption Resistance

(200 CP)

You are immune to both moral and ethical corruption. Your Alignment (and/or general morals/ethics) can never be changed or altered against your will and you will always be aware of how your own choices and actions are changing you as well.

Fanatical Devotion

(200 CP)

You are absolutely and completely devoted and committed to one aspect of the Alignments. Well, no, not really. You are still mentally the same as you were and your actions are still your own to decide. But, you do have a deep and intuitive understanding of both the philosophical and metaphysical natures of the Alignment you purchase this perk for, as well as a working knowledge of what "virtues" best fit that Alignment and how to counterfeit them. Also, you will count as that Alignment whenever it would be beneficial to you, though the chief deity of that specific Alignment will still be able to tell if you don't fully embrace it. And, finally, you are completely and utterly immune to any form of control that would cause you to violate that Alignment.

While this doesn't normally actually change your Alignment, you can allow it to actually shift your Alignment if you so desire. Warning, changing your Alignment multiple times in rapid succession might cause mood whiplash or feelings of megalomania for a short period.

This can be purchased up to five times, once each for Good, Evil, Chaos, Law and Neutrality.

When combined with **Alignment Appropriate Appearance**, this allows you to consciously change your appearance to any Alignment you've purchased this for, though the change won't be as significant if you only shift your apparent Alignment. The initial change to a "guise" (i.e. a false Alignment appearance) takes about five minutes but you can shift back and forth from your actual Alignment to your current "guise" instantly.



Fursona Perks

Pheromone Control

(100 CP, Free for Fursona)

You can control what scent signals your body produces. Of course, this means you have to be able to detect scent signals, so you gain the ability to detect pheromones and interpret the information they contain, telling the health and emotional state of the individual they were generated by. Pheromones have a neutral smell to you, neither pleasant nor unpleasant. Your nose no longer suffers nose-blindness from neutral or pleasant scents that you are over exposed to. You can track by scent now.

Aggressive Self Assertion

(200 CP, Discounted for Fursona)

You are now highly resistant to that pernicious psychological poison known as Self-Doubt. The more you want something the harder you'll work for it, never doubting your ability to achieve it… unless it is objectively impossible. Then you might doubt a little. You are also immune to being embarrassed and cured of any social anxiety.

Freaky Furry Stuff

(300 CP, Discounted for Fursona)

You have a natural sense of empathy and connection that allows improved interaction and communication with animals, those with animal traits, and even those dressed like an animal. You understand them, and it is easy to get them to understand you. Even wild animals are unlikely to harm you unless you harm them first.

Full On Fursona

(400 CP, Discounted for Fursona)

You can now take on three different forms; your normal form (0 on the chart above), a fully animal version of your fursona (5 on the chart), and an animal/human hybrid of your fursona (2 on the chart). These forms have all the abilities you would expect from such, including increased strength & resilience in hybrid form.

In addition, your instincts and intuition are top-notch, easily as useful and usable as your sense of logic and reason. While it's not foolproof, you'll be able to intuit who to trust and who might betray you, guess which door is more likely to lead where you want to go, and sense when you're being watched, or followed, or hunted… among other, less tangible instincts.

Additional Animal Forms cost 100 CP each, but they each come with both fully animal and hybrid versions.

You But Better Perks

Rip & Tear, Perfected

(100 CP, Free for You But Better)

With any mundane task, you know how to do it in the coolest way possible. What does this mean? Well, imagine ripping a piece of paper and having perfectly straight edges (or artistically rough artisan edges if you prefer). Imagine pouring a glass of wine and having the bottle run out just as the glass is perfectly full, that last drop landing in the center and creating a cool ripple drop. Get perfect heads of beer on every pour, get just the right amount of froth on your lattes, toss freshly cleaned dishes across the room so they land perfectly atop the stack. This isn't an automatic thing. You know how to do it, and it's usually less energy than doing it the normal way (efficiency is cool), but you don't have to do things the cool way if you don't want to.

Axiomatically Correct

(200 CP, Discounted for You But Better)

It's not that you are right, it's that you are RIGHT. When you're correct about something, you're now axiomatically correct. Anyone debating you has to come at it as if your position is the established doctrine, the axiom assumed as fact. Even if you're debating online. But you have to be actually correct for this to work.

30 Hours in the Day

(300 CP, Discounted for You But Better)

For you, the day is six hours longer. Nothing else changes and no one notices that you're adding hours to the day for yourself unless they actually spend the entire day with you. This doesn't make you age any faster or increase your need to sleep. It will, however, require you to eat another meal most likely.

You can buy additional hours per day at the cost of 50 CP each. This cost cannot be discounted.

Realized Potential

(400 CP, Discounted for You But Better)

It takes a lot of hard work to be the best that you can be. But even hard work is not enough if you lack even the base ability or talent to get started. So, I guess it is lucky that you do not have to worry about either of these issues.

First, you are always highly-motivated. You are a self-starter who is immune to the urge to procrastinate. You can devote yourself fully to any task and focus your effort and attention completely, without suffering from tunnel vision or obsession.

Second, you truly enjoy spending time and effort in learning, training and otherwise pushing yourself to improve and grow. Even if a particular subject or skill is not your favorite, you will still find satisfaction in putting in the work.

And third, you have a high level of talent in any and all fields of endeavor. This will not give you new abilities, such as the capacity to use magic or psychic abilities, but if you gain such abilities, you will have the potential to become among the very best.

You With A Goatee Perks

See It My Way

(100 CP, Free for You With A Goatee)

Honestly, morality, ethics, they are all a matter of perspective. And if there is one thing you are good at, it is helping people see things from your point of view. You are quite skilled at persuading people to do things that violate their normal principles and helping them justify those decisions to themselves. Over sufficient time, who knows what kind of effect this might have?

Pragmatic Pragmatism

(200 CP, Discounted for You With A Goatee)

This is the ability to justify almost anything in terms most people would accept and without dinging your Alignment. You had to do it. It was for the Greater [Insert Alignment Here]. Why would you want this? Well, you won't have to worry about failing a MG or pissing off a patron deity or Alignment bound intelligent weapon as long as you have a good reason for your out of Alignment acts.

Apportioning the Blame

(300 CP, Discounted for You With A Goatee)

When you point the finger of guilt at someone, if there are no better suspects (i.e. someone with actual evidence against them if you have none, or more evidence against them if you have some), everyone around you will be much more inclined to believe that the person you indicated is, in fact, the guilty party. Works with anything, not just crimes, and denial works equally poorly for good things as it does for bad. You can even use it on yourself!

Wearing the Goatee

(400 CP, Discounted for You With A Goatee)

Smart evil is the best evil. The great masterminds and leaders are always better than the dumb brute villains that just hack at people. And you are going to be the best (worst?) evil you can be! You are exceptionally skilled at general planning and contingency planning, intelligence analysis, manipulation and leadership, including recruiting minions and commanding minions. You basically have all the skills and aptitudes to be a top-notch evil mastermind and inspirational leader.

Dropped In On Your Head Perks

I Didn't Know That Was The Rule!

(100 CP, Free for Dropped In On Your Head)

Ignorance of the law is an excuse! If you legitimately didn't know something was against the law, law enforcement will be forced to let you go. This ignorance defense works for everything, not just laws. Avoid the consequences of your actions! Even if you only suspect it probably should be illegal / wrong, as long as you don't know for certain, you're covered. Of course, now you know, and knowing is half the battle.

Deliberately erasing your own knowledge would totally be cheating.

Non-Consensual Reality

(200 CP, Discounted for Dropped In On Your Head)

Hey, you didn't agree to that? Or maybe you did? What exactly is going on?

Well, this perk will not help you figure that out, but it does let you ignore and deny certain phenomena, on the basis that you are too confused to understand what those phenomena are supposed to be or do.

More specifically, this renders you immune to any form of non-consensual mind control, as well as to non-consensual transformations, memory alterations, or reality warping that directly affects you (I.e. somehow changes you. Having the floor beneath you warped away affects you, just not directly).

Doubt Everything

(300 CP, Discounted for Dropped In On Your Head)

You can always roll to disbelieve anything, even reality. Of course, reality doesn't stop being real just because you don't believe in it, but always having a bit of doubt on your side might be useful? Anything that is not fully real (i.e. illusions, magic in many settings, reality warping, even visitors from outside reality) is not going to affect you unless you allow it. And your indecisiveness also makes you extremely difficult to predict or anticipate.

The Concussed Confusing the Concerned

(400 CP, Discounted for Dropped In On Your Head)

You know how to explain something so well that people think you've explained when you haven't explained at all… and, in point of fact, have actually almost certainly guaranteed that any future attempt to explain whatever you just explained to whomever you just explained it to will be exponentially harder. Yes, you create memetically bad explanations, ones that take the target hours or even days to go "Wait… that can't be right!" but by that point, you're probably off laughing. This persistent confusion is easily weaponized, if you try.

Prize Perks

Prize Perks can only be purchased using Prize CP (PCP) gained from Goals or Optional Restrictions / Thematic Hardships with a matching Alignment Tag. If a Prize has a specific Alignment Restriction, it must be gained using PCP from that specific Mini-Gauntlet. If it just has a General Tag (Good, Evil, Lawful, etc.) it can be purchased with PCP from any MG of that type. Thus Good Prizes can be purchased with PCP gained from the LG, CG, NG, or SG MGs.
If you have Fanatical Devotion to an Alignment, all Prize Perks with that Alignment Tag are discounted (E.g. if you have Fanatical Devotion Law, all Lawful perks, LG, LN, LS, and LE perks are discounted.) If you would qualify for more than one discount on a perk due to Fanatical Devotion, you get it for a quarter of the normal price.
Nothing in this section becomes free when discounted.
You can spend the Prize CP from a Mini-Gauntlet right before entering that Mini-Gauntlet, but you lose anything you purchased with it if you fail that Mini-Gauntlet. You cannot spend Prize CP for Mini-Gauntlets you haven't reached yet.
Excess PCP can be used as normal CP.

Good Guy
(Free with Victory in the LG MG)

You can make your teeth or eyes sparkle when you smile and/or do a "good guy" pose. No one will interrupt this pose, as long as you don't try to abuse this for a tactical advantage. Small children will look up to you with awe and [insert your prefered gendered noun(s) here] will appreciate your wholesome nature.

Good People Doing Good
(200 LG-PCP)

You have an instinct for rooting out corruption in any organization you are a member of and helping reform it to be better. You can spot unjust or evil laws with ease, and easily see how otherwise well-intentioned laws can be twisted for evil ends. Drafting laws in such a way as to minimize that trend is possible, but it will take you a fair amount of effort and many drafts. No law is perfect, but you'll be able to get reasonably close if you put in the time and effort.

Perfectly Pure
(Free with Victory in the NG MG)

Your white clothing is always perfectly white and your colored clothing is a perfect shade of that color. Your garb never stains or gets dirty. Any injuries you take are immune to infection or sepsis and will clean themselves as needed.

Not Just Good, Damn Good
(200 NG-PCP)

Good that uses the tactics of Evil quickly ceases being Good. To keep your morality while still achieving victory means you have to be that much smarter, cleverer, better than your opposition. You know when a plan or strategy will result in compromising your morals and are brilliant at finding the alternatives that avoid those moral pitfalls.

Live Free
(Free with Victory in the CG MG)

Your shoestrings, drawstrings, and other similar parts of your apparel will never get tangled or knotted. This also extends to your hair. You instinctively know how to untie any knot that can be untied.

Let Freedom Ring
(200 CG-PCP)

Freedom is the right of all people of good will and character. You truly believe this, and thus have gained the ability to free others. No matter what is trapping or controlling another being, you will be able to find a way and opportunity to free them if you wish to, and you will recognize that opportunity when you see it. It may not be easy, but the things worth doing seldom are.

Neat and Tidy
(Free with Victory in the LN MG)

When left in your Warehouse or any other property you own or lawfully control, your possessions will always be neatly put away in their proper / logical place when you come back to find them. Garbage & Recycling will be properly sorted into proper receptacles and sensitive documents incinerated once you're done with them.

Discerning Discernment
(200 LN-PCP)

The Law is all about proper organization, which of course requires that you be able to determine what something is and where it belongs. You are now able to tell any two or more things apart, no matter how identical they might otherwise appear. This also obviously means you can recognize anything, or anyone, you have observed in the past with perfect accuracy.

Perfectly Balanced
(Free with Victory in the TN MG)

You will never trip or lose your balance due to something you are wearing (such as 6" stiletto heels) or carrying (such as an unbalanced load). You also never trip or stumble due to inattention or general clumsiness.



Respect My Neutrality
(200 TN-PCP)

As long as you are and remain neutral in a conflict, no one will seek to involve you in it and you will be protected from becoming collateral damage in that conflict. This ends the instant you stop being neutral, even to the point of expressing an opinion on the issue involved.

Freedom At Any Cost
(Free with Victory in the CN MG)

You can instantly remove any article of clothing or armor that is entangling or being used to trap you or otherwise impede your movements.

Invoke Alignment Drift
(200 CN-PCP)

You can cause those around you to behave in a more chaotic manner than they otherwise would. While those of sufficient willpower or self-awareness may be aware of the deviation in their thought patterns, they will not be aware of the outside nature of this effect and most subjects will try to justify their actions to themselves. This self-justification can lead to permanent changes in behavior and personal ethics with sufficient time.

Be careful, the chaotic nature of this effect means that they may reject their chaotic actions and become more lawful, though this is relatively rare.

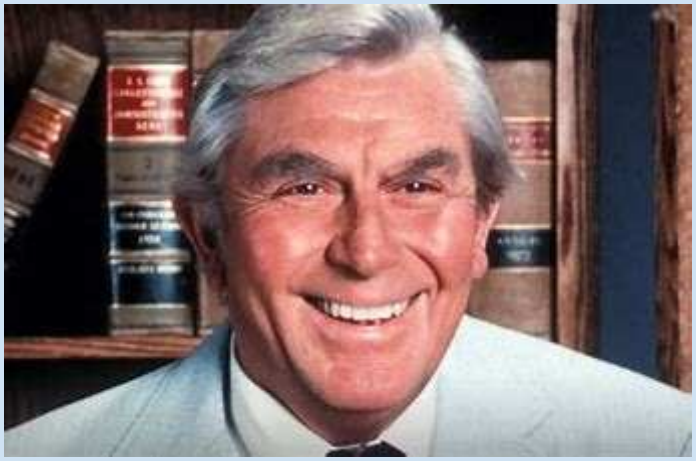
Uniform Standards
(Free with Victory in the LE MG)

Whenever required to wear a uniform of some kind, the less comfortable it is for other people, the more comfortable it becomes for you. This does not apply to actual harm or damage, but it does make less reasonable clothing/uniform designs more useful to you.

Applies to any uniform you design as well but only for authorized wearers.

Lawyer Joke
(200 LE-PCP)

You know the old saw about how Sharks don't attack Lawyers because of professional courtesy? Yeah, this is like that. Other criminals and predators will, by and large, respect your turf and, unless they're specifically targeting you or someone under your protection, they won't interfere with your operations, hunts, or personal life. Make personal enemies, however, and this will do little to protect you, though they'll at least have the good graces to warn you ahead of time.



Barbed Tongue

(Free with Victory in the NE MG)

You know all those times when you come up with the perfect response or insult… hours after the point that they would be perfect? Well, this doesn't help you make better responses, but it does mean you can come up with them right there in the moment, rather than when you're halfway home. Now go on and be the obnoxious bitch you always wanted to be.



Corruption Seeker

(200 NE-PCP)

Evil is your business, and business is booming. You have an unerring instinct for finding corruption and hidden evil, and for spotting those who are vulnerable to temptation, as well as discerning what form that temptation should take. You are also both skilled and unnaturally lucky at not getting caught when you try to exploit that vulnerability as long as you take reasonable precautions. Subtlety is key.

Stolen Goods

(Free with Victory in the CE MG)

Everything's better when it belongs to someone else. Anytime you are using something you stole from someone, such as wearing shoplifted clothes or eating food you grabbed from someone else, it will always taste a bit better, be more comfortable, or somehow work better than it would if legitimately acquired. Not much better, but enough to notice.

Implausible Deniability

(200 CE-PCP)

You are looking out for number one, and to be honest, if you get to stomp some people along the way, so much the better. But that kind of behavior is hardly appreciated by most "right-thinking" people or societies. So what are you going to do? Tone it down to appease the sheeple?

Not hardly. Instead, you will find that the more selfish and outright brutal your behavior, the more that "civilized" people will be afraid or embarrassed to call you out for it or try to oppose you unless you're targeting them directly. If they can pretend it is someone else's problem, they will. This is far less effective when dealing with the extremely strong-willed or those truly devoted to doing good, upholding the law, or protecting others.

I AM... THE LAW!

(Free with Victory in the LS MG)

You can bellow exceptionally loudly, easily loud enough to be clearly heard and understood over the roar of jet engines, nuclear explosions, and Disaster Area concerts… all without actually damaging a) yourself, b) any listener, or c) any inanimate object in the vicinity. This effect can be toggled off if and when you actually do want to cause damage / pain to someone using some other vocal technique, but if you toggle any part of this off, it all goes.



Judge, Jury, & Executioner

(200 LS-PCP)

When you know local laws, you are fully legally empowered to enforce them and carry out punishments accordingly. This does not give you access to law enforcement resources, so you better have your own prisons if you want to lock people up.

CHAOS!!!

(Free with Victory in the CS MG)

You are capable of acting with complete randomness, making no patterns whatsoever. This is normally impossible for human beings, and obviously makes you impossible to predict by most mundane means. This can be toggled on and off, but once on, it stays that way for at least an hour.

What?! How Did He?

(200 CS-PCP)

As long as you are acting completely randomly, you will find that luck and chance will favor you considerably. This favor will focus far more on your survival than on advancing your goals, but it will still be helpful to some extent. It works especially well when even you have no idea what the hell you're doing or why.

You're an Idiot, Harry!

(Free with Victory in the TS MG)

This installs a warning signal inside your consciousness that pings whenever a course of action you're considering or actively following is (objectively) stupid, foolish, or ill considered. It will provide you with a one word descriptor telling you in what way your behaviour is unwise, such as "Rash", "Panicky", "Risky", or "Rude".

The Idiot Ball

(200 TS-PCP)

You possess the ability to generate a ball of pure stupid. You can toss it to someone and (if they willingly catch it) they will find themselves making foolish, shortsighted, or panicky decisions far more than they normally would for at least the next hour, at which point they can either toss the ball to someone else (they will understand that this is an option) or simply drop it. If the target of any Idiot Ball Toss dodges catching it, it will return to the thrower and they'll be stuck carrying this ball of idiocy for at least the next two hours. Anyone hit by the Idiot Ball instead of catching it is extremely likely to make one rash / foolish / stupid choice immediately if they can… but the thrower is stuck with the Idiot Ball for 30 minutes.

What's The Score

(Free with Victory in the SN MG)

No one is allowed to win! That seems to be the basis of your philosophy. Don't ask me to explain why, but there it is. But how will you know which side to join if you can't identify the underdogs? Well, now you have an unerring instinct as to which side of any conflict is the weaker or weakest at any given moment. You may not know why it is weaker, but you know that it is. You can also tell if the gap is so large that your involvement would not make any difference at all.

Heel-Face Turncoat

(200 SN-PCP)

Funnily enough, most people have this thing called loyalty and they seem to get upset when a friend or ally turns on them! They also tend to be suspicious of those who've turned coat or defected once, assuming (somewhat correctly) that a traitor cannot be trusted, even if they defected to your side. You never have to worry about that. Once you declare yourself on someone's side, and demonstrate it with some form of action, they'll accept you at face value and trust you as if you hadn't just stabbed your former allies in the back. This works an unlimited number of times… but only as long as you legitimately are siding with your new allies and not (currently) planning on betraying them in turn.



Friendship Alert

(Free with Victory in the SG MG)

You gain access to an HUD menu that lists all those people you consider friends and who consider you their friend, as well as a status bar that marks how they're feeling in general right now, how solid your friendship is, and which automatically adds friendship notes for you such as: likes, dislikes, pet names, squicks, favorites, aversions, and known schedule availability… also things that annoy them. With their permission, you may also add current location (blocked by any kind of anti-scrying magic or jamming technology) and scheduling alerts when they become available or might be doing something they wouldn't mind you joining them at. The menu will even tell you, in a rough sort of way, how close relative strangers, enemies, and even people who are annoyed at your mere presence are to becoming your friend.

Befriend'm Up

(200 SG-PCP)

Making friends is easy! You just have to be relentlessly nice to a person, no matter how they react, and eventually they will become your friend!

What this means is that you can actually browbeat a person into liking you through sheer persistence, even if they would otherwise dislike or even hate you, though true hate would naturally take more time and effort.

You also know how to be a really good friend to others, which is useful after you manage to befriend a former enemy.

Flawless Victory!

(Free with Victory in the SE MG)

When in doubt, declare victory and force others to prove you didn't win. This doesn't give you anything that you would have won, but until proven otherwise, everyone will assume you somehow achieved your 'real' goals in some way.

Moustache Twirling Evulz

(200 SE-PCP)

You can concoct dastardly plans that result in humiliation for everyone involved, but never actually seem to hurt people more than requiring comedic amounts of bandages that, once removed, leave no scars or lasting damage.

Lawful Prize Perks

Servant of Law

(100 Lawful PCP)

Isn't it funny how most Alignments are predicated on what they reject as much or more than what they accept? Just saying.

Anyway, you have a full suite of abilities to let you better serve the law: You are immune to possession or mind control from a Chaotic being (not just a Chaotic person but a being OF chaos, something that D&D would slap the Anarchic label/template on), can smite said Chaotic beings with incredible power, and can cleanse a location or object of Chaotic energy, removing any such bias from it. Obviously, the more tainted an area, the more effort it will take to cleanse it, but you'll be able to judge how tainted an area is and what cleansing it will take, be that specific rituals or personal sacrifice. Smiting does more damage the more devoted to this Alignment you are and the more devoted to the opposite Alignment the target is.

Size Right

(100 Lawful PCP)

Your devotion to organization and order has made your life a little more convenient. You will find that you always have the right size storage container when you are storing something away and that you always have exact change when purchasing something, assuming you have enough money to pay for it at all.

Master of Law

(200 Lawful PCP)

You serve the rule of law and that service gives strength to both you and the law. Actions taken in support of Law and order in your vicinity, including your own actions, are considerably more likely to achieve success. Think of this as a competence boost and minor plot armor, as long as you are being Lawful.

You count as Axiomatic (or similar) whenever it would be advantageous for you to do so.

Inspire Obedience

(200 Lawful PCP)

Individuals who willingly join an organization of which you are a member will naturally find themselves tending to be more orderly, lawful and obedient to the rules, laws and structures of that organization. This is more effective in smaller groups, such as a military unit or a small company, but will still have some effect no matter how large the organization is.

Chains of Command

(300 Lawful PCP)

Whenever someone has willingly acknowledged you as their legal superior in any hierarchy, they are compelled to follow your lawful commands, whether they want to or not, even if such commands will almost certainly get them killed. They cannot have been tricked into the admission nor coerced. They can have been bribed.

Chaotic Prize Perks

Servant of Chaos

(100 Chaotic PCP)

Isn't it funny how most Alignments are predicated on what they reject as much or more than what they accept? Just saying.

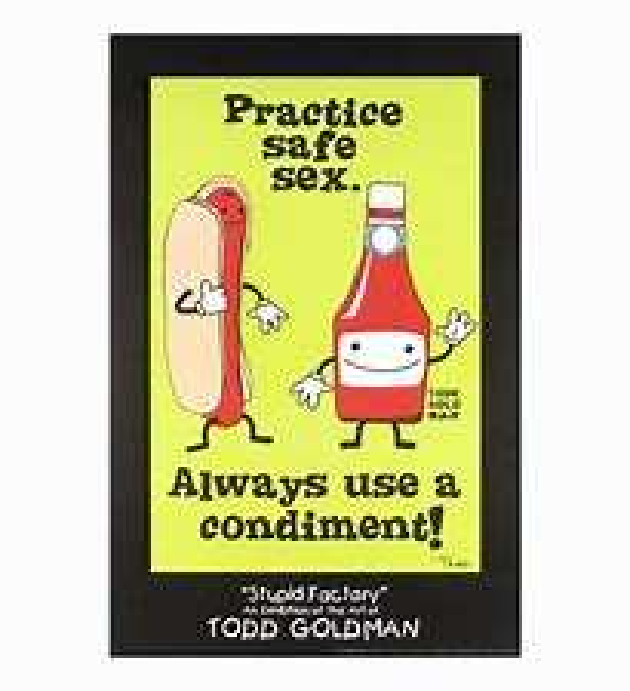
Anyway, you have a full suite of abilities to let you better serve chaos: You are immune to possession or mind control from a Lawful being (not just a Lawful person but a being OF Law, something that D&D would slap the Axiomatic label/template on), can smite said Lawful beings with incredible power, and can cleanse a location or object of Lawful energy, removing any such bias from it. Obviously, the more tainted an area, the more effort it will take to cleanse it, but you'll be able to judge how tainted an area is and what cleansing it will take, be that specific rituals or personal sacrifice. Smiting does more damage the more devoted to this Alignment you are and the more devoted to the opposite Alignment the target is.

Debauch Safely

(100 Chaotic PCP)

Look, chaos does not inevitably lead to wild behavior or risk taking, but it is fairly likely that a chaotic person will try out some of the "less respectable" parts of life, even if that person is also generally good. Those kinds of things have downsides that normally have to be dealt with, but not anymore.

You are considerably less affected by the negative aspects of your own debauchery. This protects more from long term or more severe effects than it does short term or minor consequences. For example, a three night drinking binge might still result in a noticeable hangover, but it is not going to result in alcohol poisoning, cirrosis, or a developing addiction.



Master of Chaos

(200 Chaotic PCP)

You serve chaos, or maybe it serves you, and that service gives strength to both you and chaos. Actions taken in support of Chaos and disorder in your vicinity, including your own actions, are considerably more likely to achieve success. Think of this as a competence boost and minor plot armor, as long as you are being Chaotic.

You count as Anarchic (or similar) whenever it would be advantageous for you to do so.

Free Spirit

(200 Chaotic PCP)

And as we let our own light shine,
We unconsciously give other people permission to do the same.
As we're liberated from our own fear,
Our presence automatically liberates others.

From 'Our Deepest Fear' by Marianne Williamson

You are the living example of this passage by Marianne Williamson. Your determination to be free and resolve to break all chains and restrictions that are placed upon you is a powerful inspiration to all those around you.

They will find not just the courage to free themselves, but they will also find an opportunity and means to do so. While they can choose not to take this opportunity, it will be a choice made of their own free will, with no form of duress or binding dictating their decision.

Refuge in Audacity

(300 Chaotic PCP)

Whenever you do something just because it would be fucking awesome, the universe tends to agree and allows you to succeed, even in the face of things like logic, common sense, or the laws of physics. This won't technically give you any special bonuses, won't let you exploit your enemy's weaknesses or the like… but you could literally run straight off a cliff and dive into a glass of water a thousand feet below or ice skate by strapping kitchen knives to the bottom of your boots.

Basically, your goals don't get any easier to achieve, but you can go about achieving them in the most spectacular (and spectacularly nonsensical) manner you can imagine!



Goodly Prize Perks

Those with Fanatical Devotion to Good may take either 50 G-PCP prize for free, but must pay full price for the other.

Largesse Magnifier

(50 Goodly PCP)

Small acts of kindness can grow to change the world. And now, your acts of kindness are not quite as small. Your charitable donations go twice as far and volunteer work you do is thrice as productive. Your acts of good will be more effective than you could ever have expected. And no, this has no effect on your posterior.

Wages of Sinlessness

(50 Goodly PCP)

They say goodliness is its own reward, but quite frankly sometimes doing good deeds can be time consuming and expensive. While no one is going to shower you with funds just because you're working for the greater good, as long as you are working towards the greater good, people will be much more likely to provide you with goods and services at or even below cost, to provide you and your people with supplies and shelter, and (in general) treat you like an honored guest. They might even ignore your occasional lapses into naughtiness, prankery, or pot smashing as long as they're not too disruptive.

Servant of Goodness

(100 Goodly PCP)

Isn't it funny how most Alignments are predicated on what they reject as much or more than what they accept? Just saying.

Anyway, you have a full suite of abilities to let you better serve Good: You are immune to possession or mind control from an Evil being (not just an Evil person but a being OF Evil, something that D&D would slap the Fiendish label/template on), can smite said Evil beings with incredible power, and can cleanse a location or object of Evil energy, removing any such bias from it. Obviously, the more tainted an area, the more effort it will take to cleanse it, but you'll be able to judge how tainted an area is and what cleansing it will take, be that specific rituals or personal sacrifice. Smiting does more damage the more devoted to this Alignment you are and the more devoted to the opposite Alignment the target is.

Master of Goodness

(200 Goodly PCP)

You serve the cause of compassion, kindness, and mercy. That service serves as a blessing to both you and the Greater Good. Actions taken in support of Goodness and "Humanity" in your vicinity, including your own actions, are considerably more likely to achieve success. Think of this as a competence boost and minor plot armor, as long as you are being a Good Person. You count as Celestial (or similar) whenever it would be advantageous for you to do so.

Benefactor

(200 Goodly PCP)

People say that evil is pervasive and corruptive, spreading its influence everywhere it can. But Good can do the exact same thing. People who see the good you do and the kind of person you are (assuming you are being a good person) will be inspired to follow your example, to see the possibilities to do and be good, and to set aside their cynicism and despair.

Virtuous Watchwords

(300 Goodly PCP)

You can instill any of the following virtues into anyone who willingly allows you to do so - Piety, Reliability, Compassion, Propriety, Temperance, Chastity, Courage, Friendliness, Generosity, Modesty, Industry, Wit / Style, Ambition, Honesty, Indignance (the willingness to take offense), Humor, Confidence, and Patience. You cannot lie about which virtue you're attempting to instill in the target. Using this ability leaves you feeling invigorated and strengthens your own version of the installed Virtue (assuming you have it) for several days afterwards.

Generally speaking, Common Virtues are strengthened to Paragon Virtues and Paragon Virtues are strengthened to Saintly Virtues… whatever the hell that means. I mean, seriously, life isn't some kind of game. We just made those arbitrary levels up, but feel free to use them, or not. We don't care.

Once the virtue is instilled, it will seamlessly integrate into the recipient's personality in a series of minor transformative realizations. The process is guaranteed to be trauma free, and takes about five minutes per virtue, during which time neither you nor the target can do anything else and must remain in physical contact. The exact strength of the installed virtue depends on the personality of the target. The Process is irreversible without Watchwords of Vice (see Evil Prize Perks) and can be used on yourself only if you also possess that perk.

There is a chance that the installation may result in Excessive Virtues or Deficient Virtues… Also known as Vices. For example, the Excess of Courage is Rashness while Deficiency of Courage is Cowardice, the Excess of Temperance is Asceticism and the Deficiency is Addiction, and the Excess of Honesty is Braggadocio while the Deficiency is Self-Deprecation. The strength of the chance depends largely on the individual's strength of personality; a weak willed person is more prone to Deficient Vices while a strong willed person is more prone to Excessive Vices, while the average individual is easier to inculcate safely.

It can also be used on the unwilling if they already possess the Virtue in a corrupted state (Deficient or Excess) to attempt to shock them back into a state of balance, though this is a contest of spirits.

Evil Prize Perks

Servant of Evil

(100 Evil PCP)

Isn't it funny how most Alignments are predicated on what they reject as much or more than what they accept? Just saying.

Anyway, you have a full suite of abilities to let you better serve Evil: You are immune to possession or mind control from a Goodly being (not just a Good person but a being OF Good, something that D&D would slap the Celestial label/template on), can smite said Good beings with incredible power, and can cleanse a location or object of Good energy, removing any such bias from it. Obviously, the more tainted an area, the more effort it will take to cleanse it, but you'll be able to judge how tainted an area is and what cleansing it will take, be that specific rituals or personal sacrifice. Smiting does more damage the more devoted to this Alignment you are and the more devoted to the opposite Alignment the target is.

Cookies For Evil

(100 Evil PCP)

You now know how to make these highly delicious cookies which contain an undetectably tiny amount of evil in them. Eating one or two or even a dozen won't make much of a difference, but evil builds up in the system and can only be cured with good deeds. So anyone who eats too many of these and isn't in the habit of doing good deeds on a regular basis… Also, anyone who steals one of these cookies (and they are very tempting) gets a triple dose of EEEEBIL! However, if someone who is starving is given one, the evil within is converted into pure goodness. Chaotic and Stupid cookies are also availible, though those recipes will cost you an additional 50 Evil PCP and 50 Chaotic PCP or Stupid PCP respectively.

Master of Evil

(200 Evil PCP)

You serve the cause of wickedness and wretchedness, of corruption and self-interest. That service strengthens you even as it weakens the world around you. Actions taken in support of Wicked and Evil in your vicinity, including your own actions, are considerably more likely to achieve success. Think of this as a competence boost and minor plot armor, as long as you are being an Evil Jerk.

You count as Infernal (or similar) whenever it would be advantageous for you to do so.



Malefactor

(200 Evil PCP)

Evil is primarily about selfishness, and it can be very seductive. It seems so easy and as if it can give you anything you want. Or at least, that is what people around you think. As they see your evil actions and the success you have because of them, they will naturally be led to believe that they could have the same success, if only they did the same things.

Over time, these people will become less able to even perceive the positive actions and decisions they could make. Evil choices will seem like the only options they have available, and they will slide slowly down into the Abyss.

Of course, this is not inevitable. Strong will or devotion can resist this effect, but around you, evil will always seem like the obvious, most personally effective option.

Watchwords of Vice

(300 Evil PCP)

This functions almost identically to Virtuous Watchwords with four differences. First, you can use it to attempt to corrupt someone possessing a Balanced Virtue into either Deficient or Excess state… though this runs the risk of elevating their Virtue to Saintly if they become aware of you doing so and can beat you in a contest of wills. Second, you can deliberately attempt to instill Excessive or Deficient Virtues instead of Balanced Virtues. Third, you can lie about which Virtue you're going to attempt to instill. And Fourth, the process of using this is deeply draining to you on a psychological level, and weakens your own virtues temporarily, making you prone to Deficient behaviour for a few hours afterwards.

Without Virtuous Watchwords (See Good Perks), this process is irreversible and cannot be used on yourself.

Virtue (Balanced)	Vice (Excess)	Vice (Deficient)	Virtue (Balanced)	Vice (Excess)	Vice (Deficient)
Patience	Procrastination	Nervousness	Chastity	Avoidant	Debauched
Friendliness	Submissiveness	Quarrelsomeness	Piety	Zealotry	Defiance
Honesty	Boastfulness	Self-Deprecation	Courage	Rashness	Cowardice
Temperance	Asceticism	Addictiveness	Propriety	Vulgarity	Pettiness
Generosity	Extravagance	Frugality	Ambition	Greed	Passivity
Confidence	Boisterousness	Melancholy	Modesty	Self-Abasing	Depravity
Compassion	Selflessness	Meanness	Reliability	Pedantry	Irresponsibility
Industry	Obsessiveness	Laziness	Indignance	Vengefulness	Enviousness
Wit / Style	Buffoonishness	Boorishness	Humor	Mocking	Dourness

This chart applies to both Watchwords as the Virtues are the Good Watchwords and the Vices are the Evil ones.

Ethically Neutral Prize Perks

Impartiality

(100 Ethically Neutral PCP)

You are Neutral in terms of Ethics, and you are going to stay that way as long as you want to. You can always tell if you are drifting towards one side or the other and you instinctively know if one of your actions will result in increasing the influence of Law or Chaos.

The Currently Correct Path

(100 Ethically Neutral PCP)

Those that follow Law are easy to predict, sticking to the rules and methods of their groups. And, oddly, those that follow Chaos can be just as easy to predict, always seeking to buck the system and go their own way.

But not you. You can work with the rules or break them, obey a leader or go your own way, whichever way works best at the moment. This allows you to examine issues from both sides, and makes your decisions much harder to predict by those whose mindsets are more devoted to either side of the ethical divide. Basically, beings of both Law and Chaos find it difficult to predict or anticipate you, and the more extreme their devotion to such, the more that difficulty grows.

Do Not Disturb

(200 Ethically Neutral PCP)

You are neither for nor against the constraints of Law and Order. Neither are you for or against the unpredictability of Chaos and Disorder. This impartial stance means that neither side will treat you as friend or enemy. Beings that are purely of one of the Ethical extremes will ignore you unless you force an interaction and will then treat you as neutrally as possible, given the circumstances.

Shield of Ethical Neutrality

(200 Ethically Neutral PCP)

As you walk the middle path between Law and Chaos, you have a buffer of protection from the forces of both sides. Phenomena that are primarily or solely of one Ethical Alignment or the other will affect you less the more extreme their connection to those ethical extremes. Energies of either pure Law or pure Chaos can't affect you at all, magics devoted to one side or the other are weakened, etc. etc.

Moral Purity

(300 Ethically Neutral PCP)

Your devotion to your Moral Alignment (Good, Neutral or Evil) is pure, unadulterated by thoughts of Law or Chaos. This makes any abilities you have that are empowered by that Moral Alignment even more potent, effectively double what they otherwise would be.

Morally Neutral Prize Perks

Self-Interested

(100 Morally Neutral PCP)

You are Neutral in terms of Morality, and you are going to stay that way as long as you want to. You can always tell if you are drifting towards one side or the other and you instinctively know if one of your actions will result in increasing the influence of Good or Evil.

Undecided

(100 Morally Neutral PCP)

Those that follow Good are easy to predict, acting for the benefit of others over themselves. And, oddly, those that follow Evil can be just as easy to predict, with every action based on selfishness without care for, and often glee about, the harm done to others.
But not you. Your motivations are your own, and your methods are yours to choose, freely. This allows you to examine issues from both sides, and makes your decisions much harder to predict by those whose mindsets are more devoted to either side of the moral divide. Basically, beings of both Good and Evil find it difficult to predict or anticipate you, and the more extreme their devotion to such, the more that difficulty grows.

Fence Sitter

(200 Morally Neutral PCP)

You are neither for nor against Good or Evil. This impartial stance means that neither side will treat you as friend or enemy. Beings that are purely of one of the Ethical extremes will ignore you unless you force an interaction and will then treat you as neutrally as possible, given the circumstances.

Shield of Moral Neutrality

(200 Morally Neutral PCP)

As you walk the middle path between Good and Evil, you have a buffer of protection from the forces of both sides. Phenomena that are primarily or solely of one Moral Alignment or the other will affect you less the more extreme their connection to those ethical extremes. Energies of either pure Good or pure Evil can't affect you at all, magics devoted to one side or the other are weakened, etc. etc.

Ethical Purity

(300 Morally Neutral PCP)

Your devotion to your Ethical Alignment (Law, Neutral or Chaos) is pure, unadulterated by thoughts of Good or Evil. This makes any abilities you have that are empowered by that Ethical Alignment even more potent, effectively double what they otherwise would be.

Stupid Prize Perks

Servant of Stupid

(100 Stupid PCP)

Isn't it funny how most Alignments are predicated on what they reject as much or more than what they accept? Well, Stupid rejects Smarts.

Anyway, you have a full suite of abilities to let you better serve stupidity: You are immune to possession or mind control from a Smart being (not just a Smart person but a being OF Smarts, something that Bugs Bunny would slap the Pragmatic label/template on), can smite said Smart beings with incredible power, and can cleanse a location or object of Smart energy, removing any such bias from it. Wow… this is a stupid perk. Obviously, the more tainted an area, the more effort it will take to cleanse it, but you'll be able to judge how tainted an area is and what cleansing it will take, be that specific rituals or personal sacrifice. Smiting does more damage the more devoted to this Alignment you are and the more devoted to the opposite Alignment the target is.

If It's Stupid and It Works Is It Still Stupid?

(100 Stupid PCP)

Whenever you are trying to act "in character" for a certain Alignment or upholding a specific reputation, people will tend to assume that your more questionable behaviour is the result of either some inscrutable secret agenda, raw stupidity, or because you know something they don't know. Think Commissar Cain and how everyone thinks he's brave.

Master of Stupid

(200 Stupid PCP)

You serve the cause of Idiocy and Foolishness, and that service makes the entire universe just a bit dumber. Actions taken in support of Stupidity (i.e. anything done in a rash, panicky, and or ill-considered fashion) in your vicinity, including your own actions, are considerably more likely to achieve success. Think of this as a competence boost and minor plot armor, as long as you are being a Dumbass.

You count as a Zombie (or similar) whenever it would be advantageous for you to do so.

Dumb Luck

(200 Stupid PCP)

You have this way about you, a way of making other people feel smart… well, smarter than they are. This has two effects. First, whenever you do something that appears to be stupid, foolish, or rash… and there are other people watching… you get a boost to your luck. Not a lot, but enough to turn near failures into scant successes or a basic success into a critical… think a +1 on your d20 dice rolls. Second, whenever you do something stupid and fuck up… and there are other people watching… they'll get a boost of self-confidence that is in no way deserved, thus making them more likely to do something stupid of their own in the near future. The more you fuck up around people, or even just appear to fuck up, the more this unwarranted self-confidence will grow.

Stupid is as Stupid Does

(300 Stupid PCP)

You know how stupid people think and can anticipate the kind of behaviour and actions that stupid people will take given various stimuli. You know how to make things idiot proof and how to teach stupid people.



SSSST Prizes

Powerdown Preparation Course

(100 PCP)

Free if you have any perks that were actually affected by this being a Gauntlet

Having been through a Gauntlet now, you understand just what it can be to lose the fiat backing that ensures your perks and items work. You now know how to prepare for similar circumstances in the future, be that knowing how to train your fiat given & backed skills so that they function nearly as well once the fiat backing is removed, or how to psychologically prepare yourself for losing access to heightened intelligence, strength, or memory without suffering much if any mental stress.

Unintended Consequences Be Damned

(200 PCP)

Now that you've experienced such a wide range of ways of interacting with the world around you, you've probably noticed an alarming trend… i.e. that what you do tends to cause ripples, add-on effects that are often less than helpful to your plans. When you buy this, pick one of the four (five if you've completed this entire Gauntlet while under the effects of the Arc Drawback Pragmatism or completed the True Stupid MG, six with both) cardinal alignments: Good, Evil, Law, Chaos, Pragmatic*, or Stupid*. All your actions will now tend… just tend mind you, to create ripples towards that kind of outcome, even if they otherwise might seem not to support it. Thus, if you're set to Law, crimes you commit, battles you fight, even wild drunken parties you throw, will tend to increase the overall level of Law and Order in the system. Set to Evil, and your charitable actions might lead to a rise in crime. Set to Good, and randomly punching people in the face while walking down the street could cause some of them to be nicer to others just to compensate. That kind of thing.



I Am My Avatar

(200 PCP)

You can now create a single Avatar of yourself to experience a Jump for you, while the rest of you, the vast majority, sits back and watches from the safety of your warehouse. You can pick and choose which abilities and memories of yours the Avatar possesses… and to what degree, though each ability you give to your avatar is weakened by half as much as you loan them. While you have an active Avatar in a Jump, you cannot enter that reality in any way (except in as far as your Warehouse might be inside that reality).

Once the Jump is finished, the Avatar flows back into you, giving you all their memories and any other improvements or developments as if you'd experienced the jump yourself.

If you are not having an Avatar Jump for you, you can instead create an Avatar in the jump at any time, maybe to run errands for you or do research, or just answer all your fan-mail.

Note 1: The Avatar dying or failing the jump in any way results in your chain being broken, though of course 1-ups still can be used to prevent this effect, as long as the Avatar had some.

Note 2: The Avatar is the one affected by Drawbacks and Gauntlet conditions, but you may not violate any restrictions on the setting or Avatar in any way. Thus, you could not send your Avatar care packages to get around an item lockout, you could not bless your Avatar to get around power loss, you could not send your Avatar messages to get around Amnesia. Any attempt to do so will result in your permanent loss of this privilege. When you begin a Gauntlet, you may decide if you enter the Gauntlet or you send your Avatar in your place.

Note 3: If you ever are unwillingly powered down by a Jump (such as The Light of Terra), you will automatically generate an Avatar and the Avatar will be the one stuck in that position.

Note 4: Effectively, this allows you to spin off another version of yourself that does Jumps for you. You might do this because you like watching yourself flail about. You might do this because Power-Loss Drawbacks bother you in how they strip away part of your being. You might just do it for fun. Regardless, the result is a version of yourself that won't miss what you don't give it.



ITEMS

If lost or destroyed, these items will return in one week, unless specified otherwise in the item description. They will retain any modifications you have made to them. Similar items can be imported freely.

Alignment Calibration Ray

(50 CP)

This ray gun has infinite ammunition, never needs to be maintained or cleaned and is completely indestructible. It can penetrate any form of armor or shield. No force in existence can protect the target from the ray it fires.

Any vehicle you shoot with this instantly gains proper alignment, it has no effect on anything else. It cannot be modified to actually deal damage or carry any other effect.

Don't try and get creative about bodies being vehicles for souls or bacteria or some nonsense. Alignment in this case means propulsion alignment… so wheels, thrusters, something like that. There, you've made me spoil the joke with your munchkinry. Happy now?



SOYLENT JUMPER

(50 CP)

This is a perfectly balanced meal bar solution. Why is it so ideal? Who can say, but it contains all the stuff to keep you (or really anyone who eats it) healthy indefinitely. It's not the tastiest stuff in the universe… or even in the top 10,000,000 tastiest items, but it'll do yah. Each bar replaces one meal and completely satisfies hunger without making you feel too full. Guarantee of no heartburn, no upset stomach, no constipation or diarrhea. You get an entire shipping container of these things every day, delivered to you each morning, whether you want them to be or not. You don't get to keep the container and though the bars are individually wrapped, the wrappers turn into harmless* vapor once the bars are unwrapped. The bars, while wrapped, are guaranteed to be good for 12,000 years.

Each bar weighs 1/4th of a kilogram, is roughly the size of a deck of playing cards, has a crumbly flakey consistency that is neither pleasant nor unpleasant, and if one is submerged in half a liter of a potable liquid, it transforms into a smoothie. They have no structural cohesion to speak of.

The wrappers cannot be accidentally damaged and vermin will completely ignore wrapped bars.

Ye Olde Ledger of Deeds

(50 CP)

You have a full and complete list and accounting of all the good, evil, lawful and chaotic actions that you have ever taken and how good/evil/lawful/chaotic they actually were. This comes in a form of your choice, from a printed book, to a pdf, to a cuneiform tablet.

It has a search and sort function.

If you install the Stupid Alignments DLC, this also has a record of every stupid thing you've ever done.

Alignment Arsenal

(100 CP)

You have a magical item of some sort. The powers of this item are either directly linked to an Alignment such as a holy or infernal weapon, or are strongly thematically linked to an Alignment, such as a gem that forces people to speak the truth could be linked to Law, or a wand that summons random animals could be connected to Chaos.

These items are moderately powerful and useful, but are not significant artifacts. Think Holy Hand Grenade of Antioch or a Holy Avenger.

This can be purchased multiple times, granting a new item of your choice with each purchase.

The Secret Society's Playbook

(100 CP)

This book contains the secret rites, rituals, and rules of all secret societies and organizations in your current world… but not, and this is important, the membership rolls nor the locations of meeting locations, storehouses, or other facilities. Regular meetings (i.e. ones on a set schedule, such as the first of each month, or the summer solstice) are listed, but not special meetings or events. The information updates in real time.

It is written in Comic Sans.

The Secret Society's Gazetteer

(300 CP)

This upgrades the above playbook to include all properties used or owned by each secret society. All meetings that are scheduled at least a day in advance are also listed, as are the full legal identities of all officers of each secret society you have been inducted into.

Magic Compass

(100 CP)

This compass was stolen from an oddly dressed and slightly insane pirate. No, it doesn't point to your heart's desire. Instead, it points to the nearest large density of any Alignment. That could be artifacts, temples to an aligned god, or even just a whole bunch of people acting in a manner appropriate to an Alignment. This normally detects sources of any and all Alignments, but if you purchase the **Alignment Counter** as well, they merge into one item and the compass function can now be tuned to a particular Alignment.

Alignment Counter

(100 CP)

This looks like a normal geiger counter, and it works as one. But when you push the right button, it instead detects the level of the background Alignment orientation of a location, and what Alignment that orientation is.

If you also purchase the **Magic Compass**, they merge into a single item that provides a far more comprehensive report, able to discern not just the primary Alignment of a location, but all forms of Alignment influence in the area.

The Jumper's Rule Book

(300 CP)

This amazing item, which looks an awful lot like the Necronomicon from the Evil Dead movies and tends to whisper in unknowable languages at random intervals, has the power to change the very metaphysical nature of a reality. Once per jump, it allows you to define your own Alignment system of one, two, or three axes and have it apply to the entire setting and everything in it. This doesn't change anyone's nature or past, it simply gives them an Alignment from the new system based on their existing beliefs, actions and history.

You get to choose if this supplants or augments any existing Alignment structure. It also comes with instructions on how to alter existing Alignment-based abilities, such as Detect or Protection spells, to interact with the new system.

Metaphysical Checkbook

(300 CP)

Hey, sometimes even the best people do bad things. And occasionally, the worst of the worst slip up and accidentally save an orphanage rather than burn it. I have even heard rumors that sometimes the most strict and obedient of individuals will jaywalk or drop a gum wrapper on the street. Yes, it is shocking, I know.

Even worse, if these things happen often enough, the individual might start drifting away from their Alignment! How awful!

Luckily for you, you purchased this item! Now you can pay an appropriate price (in whatever the currency of your current setting is, prorated for your income) to a force or entity that represents a specific Alignment (such as a temple of a good deity or a legal association), to obtain an Alignment Offset.

These Offsets allow you to violate that Alignment at some time in the future without it counting against you on a metaphysical level. That violation won't alter your Alignment, affect your powers, or be an issue with your deities or other higher powers. You might still face issues with beings that don't like your action on a personal level, but on a spiritual/magical/metaphysical level, it is as if the violation never happened.

If you also possess **Ye Olde Ledger of Deeds** you may select a specific action from your past and use the Checkbook to request to be assigned a specific task or tasks to counter that action. Once the task is complete, the entry in the book will be struck out (not erased, as that would defeat accurate record keeping) and it will no longer count for or against you in any way.

Fursona Items

War Mount

(50 CP, Free for Fursona)

You have a powerful pet of the same type of animal as your fursona. It is large and strong enough to be ridden and fully trained to be so, as well as being generally combat trained. This animal is at the peak of intelligence for its species and is unfailingly loyal to you. Your mount can not be turned against you by anything. If it is killed, it will respawn in 24 hours. If it is injured or otherwise harmed, it will be fully restored in the same amount of time.

This also comes with all needed equipment and supplies to use and care for this mount and a Warehouse attachment to house it in a comfortable, happy manner.

Collar of Normality

(100 CP, Discounted for Fursona)

This simple collar will adapt to look good with any outfit you wear. As long as you are wearing it, people will ignore your odd appearance and treat you as a normal human being. In fact, they will remember you as a normal human, and all evidence, including recordings, will show the same thing. This effect ends, and all evidence goes back to normal, when you take the collar off.

Alignment Vaccines

(200 CP, Discounted for Fursona)

You gain a set of 6 vials that contain Alignment Antibodies. They can be used to inoculate people against the temptations and corruptions of specific Alignments. The basic set includes antibodies for all three Ethical Alignments (Law, Chaos, Neutrality) and all three Moral Alignments (Good, Evil, and Neutrality). An Ethical and a Moral serum can be combined to make a specific Alignment serum, or you could just inoculate an individual to keep them from turning evil. While these Vaccines won't correct someone's behavior if they are already tainted, they can help prevent that individual from slipping further into Goodness or Evil or Chaotic Neutrality or whatever. The vaccine bottles each contain 100 doses, but the serums they contain cannot be replicated by any means. They can be refilled using the blood of someone of the appropriate Alignment. A dose can be digitized or mixed into magical ink so the vaccine can be applied to non-biological beings.

A dose of vaccine is guaranteed 99% effective for the first year and loses 3% effectiveness each subsequent year. Using the standard Earth year.

Some side effects may apply. See your doctor if you experience cramping, bloating, or hysterical teenage pregnancy. Demons or those who might be Possessed should avoid contact with the serum as it may cause spontaneous frogification.

For an additional undiscountable 100 CP, if you have completed the Stupid Mini-Gauntlets, you may gain the 7th vial, which contains the vaccine for Stupidity.

If you completed this entire Gauntlet while under the effects of the Pragmatism Arc Drawback, you may buy, for 50 CP, a vial which contains the vaccine for Pragmatism.

Fursona Rising Virus

(300 CP, Discounted for Fursona)

Are you the only fursona walking around? I don't think so. You have a vial of a virus that will cause those exposed to it to take on their own fursona form, a hybrid of their original species and their inner animal self. This virus can be injected, aerosolized, or consumed in food or liquid. It is odorless, colorless and tasteless. A single vial can affect a small community, up to a few thousand people, if deployed in a widespread manner, but it is transmittable via bodily fluids. This vial will refill one month after being used.

The latency period is until the infected individual next sleeps, though the subject will feel progressively more and more fatigued the longer they stay awake (more so than normal). The transformation takes three days, during which time the victim will pass through the Awakening phase (Animalistic traits such as ears, tail, coloration patterns will appear), the Maturation phase (fur, scales, or other gross appearance changes, such as rapid body mass gain or loss occur), and the Completion phase (physiological changes such as muzzle development, limb reconfiguration, and specialized traits appear). Each phase takes a day, during which time the subject is contagious but will feel perfectly healthy.

The transformation is somewhat treatable, even after stabilization, but a vaccine is impossible to create. If cured in some way, the fursona (at whatever phase it was stopped at) becomes an alt-form for that person that they can take on at will. Those infected by it once are immune to future infection.

The virus only works on sophonts for some reason, but works on all sophonts… even those normally immune to viruses or lacking biology. The virus cannot be upgraded to be dangerous and is guaranteed not to mutate in dangerous ways.

If used on an already animalistic species (i.e. someone that might be considered a beastman), it will instead give them a more "human" form (though human might mean elfin, dwarfin, or similar). If used on a chimera species, such as a Centaur, it will result in hybridization of the humanoid part.



You But Better Items

A Ride Befitting a Titan

(50 CP, Free for You But Better)

You have a form of transportation that properly befits someone as incredible as you are. It can be a horse, a bicycle, a car, an private airplane, even a personal spaceship, as it takes on a form appropriate for the setting and your Origin. Whatever form it takes, it is always the absolute top of the line available, and always looks incredibly stylish and dashing. It also has unlimited fuel, and can maintain and clean itself. If it is armed, it has unlimited ammunition as well, but only conventional armaments or those you can create on your own can be mounted.

If killed or destroyed, this vehicle/mount will restore itself in 24 hours.

It takes 10 minutes for it to shift forms and can only do so if no one outside it is watching. Your benefactor and audience don't count.

This is your ride, only you can pilot / drive it and it cannot be larger than an 8 passenger personal vehicle appropriate to the setting.

These Boots Are Made For Walking

(100 CP, Discounted for You But Better)

And that's just what they'll do.

One of these days these boots are going to walk all over you.

These are some damned fine boots. You always look cool while walking in these boots, and can even do that 'slow motion walk' thing without it seeming silly, or the 'walking away from an explosion' thing without being hurt. These boots are never muddy, only ever stylishly dusty, always in perfect condition, automatically repel all forms of excrement, are insanely comfortable (but not in a creepy way), and never get stones, bugs, or water inside them (unless you want stones, bugs, or water inside them for some reason). The same applies to pretty much anything you don't want in your boots.

As long as you are wearing these boots (and not running or standing around for too long), your feet will never get fatigued, sore, smelly, or blistered. And as long as you keep walking, you could literally walk for the rest of eternity and not grow tired.

Also, slip-resistant and meets all OSHA requirements for protective footwear.

As an added bonus, if you take these boots off and lay down, they'll do that thing where someone walks on your back as a form of massage. It's very relaxing apparently.

Powerwasher of Alignment Purification

(200 CP, Discounted for You But Better)

It Works Hard, So You Don't Have To!

Never again will you be forced to deal with people, places, or objects tainted by energies or corruption from an unwanted Alignment!

Just a quick blast from this self-powering portable industrial power washer will purify them as effectively as a full ritual cleansing by the appropriate form of clergy and mages!

Also removes paint and grime!

Warning: Requires a supply of holy water opposed to the Alignment you're washing away. But only one half-liter per full hour of spraying.

Crusade in a Box

(300 CP, Discounted for You But Better)

This is a large coffer, about the size one person can carry with some difficulty using both hands. It has no lock nor can it be sealed by any force in the universe. When it is opened, a crusade against the worst thing the opener can think of will pour out of the box and rush off to slaughter / destroy / obliterate that thing. The crusade will continue to operate without any restraint until either the thing has been vanquished or fifty years have passed, at which point the Crusaders will all vanish back into the box and the box lid will slam shut. If all the Crusaders are killed, the lid will also slam shut. Either way, one year later, it can be opened again. The Crusaders, of which there are 80,000, are all vigorously healthy, violent, highly aggressive individuals of the dominant sophont race. They are always kitted out with top-of-the-line military equipment for their current era. They do not serve the person who opened the box, but rather the SPIRIT OF THE CRUSADE. The Crusaders all have individual names and identities and remember all previous crusades. Anyone who willingly enters the coffer and pulls the lid shut on themselves becomes permanently part of the Crusade in a Box, thus increasing the number of Crusaders by one. If done accidentally (say a child decides to climb in to hide in the box) or due to trickery, however, the new Crusader will be given the choice to retire from the Crusade after it ends. New Crusaders are not transformed, joining the Crusade as they are… But they are upgraded to being healthy enough to participate. A recently deceased warrior may also be placed in the coffer, at which point their spirit will be offered a place in the Crusade. The Crusade has a very broad definition of what a warrior is. They especially like Nurses. The Dead are returned to the prime of their lives, but always look a little ghostly.

Crusaders are not Companions and cannot be imported as Companions. They are also bound to the Crusade and seldom take more than a single day off in a fortnight, often Crusading 12-16 hours a day.



You With A Goatee Items

A Fine Selection of Stylish Uniforms

(50 CP, Free for You With A Goatee)

You have a full set of uniforms for any and every organization you are a part of. In addition to this, you can design a uniform for an organization that lacks one. These uniforms always fit perfectly, they can clean, maintain, and repair themselves, and they always project the image that they were designed to, whether that be as an intimidating soldier or a benevolent healer or whatever.

You can also supply appropriate uniforms for any minions or employees you might have.

A Wicked & Unsuspected Weapon

(100 CP, Discounted for You With A Goatee)

You have a special gimmick weapon of some sort, like a sword cane, a razor-edged hat, or shoes with poisoned blades in the toes. This weapon is always on your person when you want it and no one will ever find it or suspect that it is a weapon. The weapon will clean, repair, and maintain itself, and is an excellently well-made example of its kind.

This can be purchased multiple times, providing a new weapon with each purpose.

Universal Mirror

(200 CP, Discounted for You With A Goatee)

This is a large, ornate mirror with an unnaturally shiny surface. It has two functions. The first is that it shows an opposite aligned reflection of anyone who looks into it. And the second, more powerful one is that it allows anyone who knows which of the gems around the edge to push in the right order to step through into a mirror universe where everyone's Alignments are reversed. Importantly, the owner and all imported companions only technically exist in that mirror universe. This means that that universe functions as if they exist, but they will not have an actual dimensional counterpart there. Thus, your "evil" twin will not step out of the mirror into your starting universe when you step into the mirror universe, but you will step into the life your counterpart would have had and everyone will treat you as if you had always been there. This guarantees that there will always be an "evil" mirror universe in all future settings. The mirror exists in both in the same location.

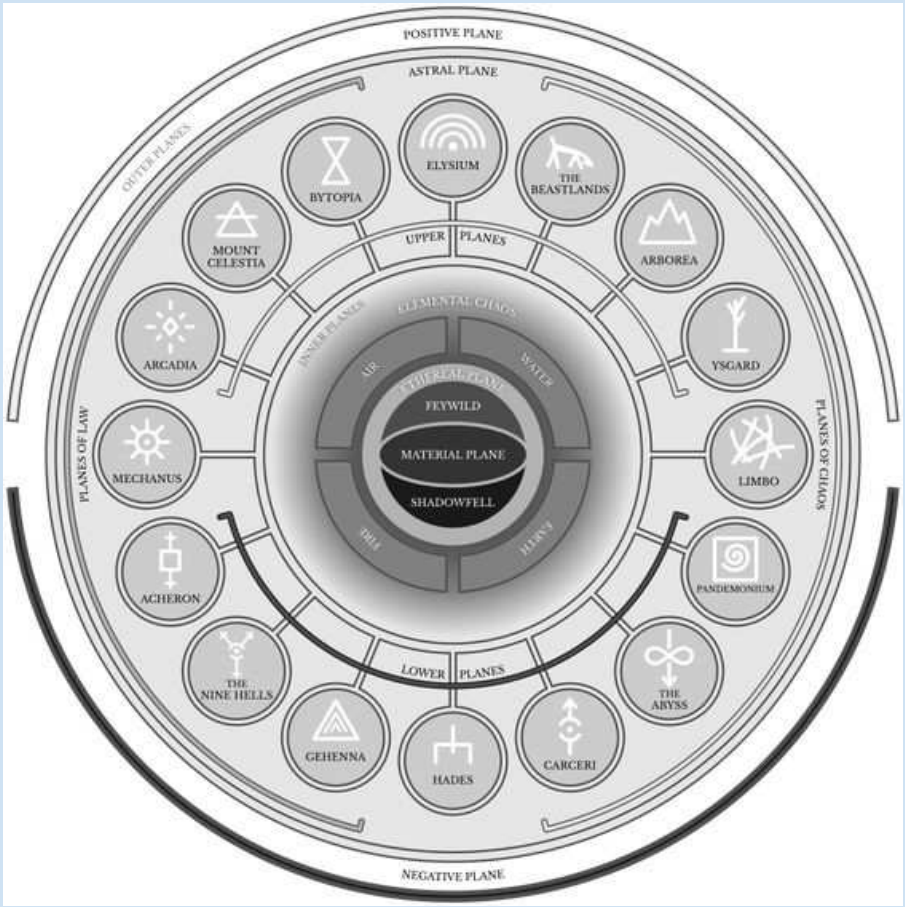
Warning: Any items that are not CP backed that are brought through the mirror will explosively annihilate their dimensional counterpart if they touch. This does not work on living things, because the pair will always swap universes while passing through the mirror.



Dial A for Alignment

(300 CP, Discounted for You With A Goatee)

This item allows you to manually set your Alignment… Kinda of. It is a dial just small enough to fill the grip size of your hand, with sixteen buttons arranged around the rim, and a large grey button in the center with a stylized A on it. If you press the grey button, the dial will flash and then a bead of light will race around the rim, lighting up one of the outer buttons at a time, but very rapidly shifting to the next. The bead will complete anywhere from three to five revolutions of the entire dial face in two seconds before randomly (there is no way to influence this) landing on one of the outer buttons. You will have three additional seconds to decide if you want to press that button. If you do, you will be transformed into a Servator of the corresponding Plane of Alignment for anywhere from an hour to a day, and given a task to complete that supports that Plane's Alignment. The more powerful the Servator you've been transformed into, the shorter the window of transformation and the harder the task. Very rarely, the Servator you summon will actually be a renegade who is True Neutral instead of their standard Alignment. In all future settings where there are aligned planes with their own Servators, you will summon from that universe's version of the planes. In settings where aligned planes with their own Servators don't exist, you'll summon from the standard D&D ring of 16 (the 8 extreme Alignments that aren't True Neutral and the 8 intermediate Alignments that lie between them).



If you successfully complete your task, you will earn favor with that faction, and that faction's button will be able to be pressed at any time to redeem that favor. If you have a favor you can:

1. Set your Alignment for all purposes to that faction's Alignment. This will include a minor personality shift so you think like a member of that Alignment if you aren't already one. This does not burn the favor.
2. Transform back into the form of the Servator you had before, for the same period of time, but without a mandatory task. This may or may not burn the favor, depending on what you do while transformed. If it aids the faction, they may even give you another favor. If it harms the faction, they may deactivate your button for their faction for the rest of the current jump or 101 years, whichever is shorter.
3. Call upon the Plane to send more Servators to aid you. The more powerful the Servators, the fewer appear, obviously. The more favors you have banked with this faction, the more Servators will come. If your reason for calling them was vital to their cause, they may not burn the favor, but unless you're calling them to a secret apocalypse they didn't know about, they probably will collect at least one favor.
4. Transport yourself to that Plane if it exists in your current Universe. If you have three or more favors from that faction, this is free.
5. If you have 7 or more favors from that faction, you may redeem them for an audience with a god of that faction.
6. If you have 101 favors from a faction, you may redeem them to become a lesser god of that faction. This position / power does not carry over from one Universe / Setting to another.

If you've completed the Stupid Alignment Mini-Gauntlets, you may occasionally summon Stupid Servators, who are just like the standard Servators of the various Planes, but are invariably less intelligent/wise and more dogmatic, in an incompetent sort of way. They are no less powerful.



Dropped In On Your Head Items

Helm of Reverse Alignment

(50 CP, Free for Dropped In On Your Head)

This looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect, which can be resisted by a moderate effort of willpower. If that resistance fails, the Alignment of the wearer is radically altered to an Alignment as different as possible from their former Alignment — good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in Alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. An individual who resists this effect can continue to wear the helmet as a normal helmet without suffering the effect of the curse, but if they take it off then put it back on again, the curse will trigger again and they'll have to resist the effect all over again.

The curse only works once; that is, an individual whose Alignment has been changed by this helmet cannot change it again by donning the helmet a second time.

Only a wish or a miracle or similar reality altering effect (including anything fiat backed) can restore that former Alignment, and the affected individual will not make any attempt to return to their former Alignment. (In fact, they will view the prospect with horror and will avoid it in any way possible.) If an individual who has a special status or special abilities with an Alignment requirement is affected, an atonement spell or ritual cleansing is needed as well if the curse is to be obliterated.

The helmet itself is utterly indestructible and provides perfect protection to the areas covered.



Temporary Alignment Pills

(100 CP, Discounted for Dropped In On Your Head)

This small ornate jade pill box is separated into nine sections, each containing 10 small pills. These pills are odorless, tasteless, and dissolve invisibly into liquid. After use, the pills will restore themselves at the rate of one pill per section per day.

Each section is set to a specific Alignment (LG, NG, CG, LN, TN, CN, LE, NE, CE). Taking a pill from a section will cause a person to behave as if they have that Alignment for the next six hours. They will have full memories of everything they did under its effects.

Metaphysical consequences of actions taken under the effects of these pills are lessened in severity. A paladin that commits murder while NE will simply require a time to repent and atone rather than truly falling. An evil priest that frees all his slaves while CG can appease his patron with relative ease, etc. etc.

The effects of these pills count as a poison for the sake of resistances or immunities and they can be resisted by sheer willpower, though the difficulty is very high.

The Gauntlet Gauntlet

(200 CP, Discounted for Dropped In On Your Head)



A beautiful metal gauntlet, set with six large gems of different colors, this item has the ability to inflict a Power Loss on anyone touched by it, other than the wearer themself. That Power Loss will shut down any CP or Jumpchain Fiat backed abilities that the person might possess for a brief period of around an hour or so. Alternatively, it can be used to simply remove the Jumpchain Fiat backing from an ability for a day, give or take.

While wearing it, the wearer can freely turn the Jumpchain Fiat backing of their own abilities on or off, as well as toggling the abilities themselves on and off. An ability toggled off is treated as though it does not exist at all.

The Gauntlet itself is impervious to all Fiat Backed abilities that might harm it and immune to any that separate it from its current wearer.

It cannot remove Body Mod Components unless they are clearly transhuman. Perfect Memory is not Transhuman.

The Official Guide to Alignments

(300 CP, Discounted for Dropped In On Your Head)

This massive ornate tome is attuned to the Universe it is currently inside of. It defines every single possible action in terms of that Universe's moral & ethical laws, giving a degree of rightness/wrongness/chaos/order… or whatever else the local system uses. The book can be searched simply by touching it and thinking of any action. The book understands subtlety and will take mitigation and extenuation into effect… as long as the local metaphysics do.

Since this thing is absolutely massive, it can shrink to fit in a pocket, and by touching it and contemplating an action, the possessor can gain a rough idea of how that action would be judged by the Universe / The Local Gods / The Powers that Might Be.

Once per decade you can add, subtract, or move one entry from one Alignment to another and it will affect the entire "Alignment Frame"... which is a concise way of saying "Whatever the range of the local system of morality & ethics is." It could be a single world (as is common in DnD like settings) or an entire hyperdimensional stack of universes like in some Xianxia settings.

COMPANIONS

Do you even have any friends? Well, just in case you do, here are the rules for dealing with them in this Over-Gauntlet.

Companion Import

(Free)

You can import any and all existing Companions. They will join you in all of the MGs, but do not receive anything other than a basic background and identity. They are also powered down if they have any powers to power down…down power… is this sentence confusing you?

New Companion Recruitment

(Free)

You can recruit anyone you encounter in a setting to be a new Companion. You just have to convince them to join you of their own free will, with no form of duress involved. They can join you in future MGs as per the **Companion Import** option.

The Sin-Eater

(50 CP)

Choose an Alignment when you recruit this companion.

A Sin-Eater consumes the sins of the dying and the dead, thus purifying / absolving the soul of the other and taking all the taint onto themselves, typically by means of a ritualized meal (usually bread and salt). This individual is a Sin-Eater who consumes sins against the chosen Alignment from others and takes that corruption into themself. An existing companion can be imported as a Sin-Eater, but only once per companion.



The Great Pretender

(100 CP)

This individual can be anyone, at any time, whether they've met that person or not, as long as they have anything connected to that person (hair, a picture, money they spent, etc.). The Pretender has 50% of any normal skill the person they are pretending to be has (where normal skill means natural for the setting). They cannot be someone who is not present in their current setting. It takes them ten minutes to change from one individual to another.

The Great Pretender can willingly change their own Alignment with five minutes concentration, but they always pretend to be whatever their current Alignment is, though they are secretly always True Neutral (but not Stupid Neutral). Their true Alignment is always completely undetectable by anyone short of a God of a specific Alignment or a God of Truth.

The Grape Pretender

(50 CP)

This is a fruit. It can be any normal fruit. Which fruit it is can change whenever you like.

If it is eaten, another will appear instantly… somewhere in the world you're currently in.

It is also a companion.

It doesn't mind being eaten. Of course it doesn't. It doesn't have a brain.

Eating it doesn't give you any of the perks you might have given this companion by importing it, but will give those perks to any non-companion / non-jumper who eats it. Those perks / powers last until someone else eats this fruit, becoming the current "Eater".

All previous Eaters can sense the presence of, direction of, and distance to the current Eater.

Once per decade/jump (whichever is shorter), you can generate a single Golden Fruit. The Golden Fruit can only be claimed by someone who has eaten the Grape, and always must be contested by at least four Eaters of the Grape. In the presence of the Golden Fruit, all previous Eaters regain the powers of the Grape. Whoever claims the Golden Fruit according to the rules of the contest may consume it to permanently gain the powers of the Grapet. You may set the rules of the contest, but may not favor any contestant and the contest must reflect at least some subset of the Grape's powers. Once the Golden Fruit is generated, all Eaters will sense the contest's location / timing and understand what the prize is instinctively. If in a Jump where Companions can take Drawbacks, the Eaters of the Grape are also affected by any Drawbacks the Grape may currently have. The Grape always returns to your Warehouse at the end of a Jump and, at will, you can determine the current location of the Grape and its current Eater.

The Great Clone Mirror

(400 CP)

Yes, this full sized mirror is, in fact, a companion. It will create an opposite Alignment clone of anyone who looks into it, though the only powers it can give those clones are powers it has gained through being imported. The Mirror can speak and won't clone you the jumper or other companions without permission. The clones it creates live only for a year and a day unless they kill the original. The mirror gains all experiences and memories of the clones it creates… up until the moment they die or kill their original. It can only create one clone every hour and the victim must look into the mirror long enough to meet their own reflected gaze.

FINAL CHOICES

Okay, one more decision to make. You can choose to **Go Home**, **Stay Here** (in the setting of one of the MGs, your choice which one), or you can **Move On**, continuing your chain as a person that is maybe not better, but probably more aware of who they are.

No matter what you choose, you get to keep your purchases here, with the exception of Prize Perks and anything purchased with the Prize CP for MGs that you failed, of course. You also get to keep all memories and any real world skills you might have developed, but NOTHING ELSE, except of course, the little parting gift below.

Parting Gifts
(Free & Mandatory for All)

You have a collection of plushies inspired by creatures from the settings you visited in the MGs. This collection expands to include new plushies inspired by each new jump. The plushies have a tendency to relocate when not being observed and showing up in weird or surprising places, or arranging themselves into tableaus. They are inanimate. Really. Honestly. Totally not sentient and spying on you. Guaranteed no cameras built in, no siree. They definitely don't have their own personalities and are in no way like the toys in Toy Story but creepier.

You also have a set of commemorative dinner plates that show your most embarrassing moments and triumphs, which also grows in each new jump. Whenever the plates are displayed or used, there is no way to predict which plate will be selected from the collection and each plate can swap with each other plate as long as both plates are currently not being observed by a sophont who cares what is being displayed.



NOTABLY NOTABLE NOTES

A Question For You All

Does the existence of the Stupid Alignments imply a third axis? The Stupid-Pragmatic Axis, maybe?

The Gauntlet Gauntlet

Here is a hint for those that read these notes: This will work on those Drawback created enemies that get all your abilities.

Body Mod Interaction

Unfortunately, the Pouncers That Be Lurking Behind You have informed us that the perks on offer here are too powerful to be included in your Body Mod… Except all the Freebies. Those you can add, you giant cheese eating surrender monkeys.
Freebies that you pay to keep after this Gauntlet ends are Included in the category of Freebies.

CHANGE LOG

Version 1.0

Document was created, with a great deal of effort and struggle.



STUPID ALIGNMENT MINI-GAUNTLETS DLC

What are the Stupid Alignments? Well, TV Tropes probably has you covered. Look it up. Oh, never mind. Here.

- Someone who is Stupid Good is "good" to the point of being unable to comprehend that someone else might be bad. As such, they're a Friend to All Living Things, unliving things, and things that ought not live. In short, they embrace a children's show's view of goodness without using any sense of proportion or logic.
- Someone who is Lawful Stupid (aka Lawful Anal) may call themselves Lawful Neutral or Lawful Good but lean toward such rigid adherence to the law that anybody who breaks any law, anywhere, for any reason, is the enemy. Even saying an unkind word to someone is an act of pure evil to this kind of person, and the Lawful Stupid can and will attempt to act as Judge, Jury, and Executioner.
- Someone who is Stupid Evil feels the need to do evil things even at times when such actions are *clearly* not in their best interests, sometimes to the point where it goes against basic self-preservation. They often do these things just for the EVULZ!
- Someone who is Chaotic Stupid will often prove their chaotic nature by going out of their way to break any sort of rule or expectation of them. They'll steal for no reason other than because they don't follow the law, talk in Word Salad because they can, or go around slapping royalty in the face with rubber chickens just to see the looks on their faces.
- What can be said about those who are True Stupid? There are many understandable reasons to make poor decisions: there's simple ignorance, when you just don't know any better; there's momentary lapses of judgement (aka Catching the Idiot Ball); there's fear and panic when things are getting crazy. Then there's the Truely Stupid, who are so spectacularly dense that they simply don't deserve to survive, but almost certainly will simply because Fate favors the Fool. In other words, you'll probably survive… the world around you might not.
- And last, Stupid Neutral. Some people (almost entirely only fictional ones) are militantly neutral; so devoted to not taking sides that they lash out against both Good and Evil without distinguishing between Friend or Foe. This usually takes the form of always siding with the underdog; the moment one side gains the upper hand, they'll switch sides just to ensure both sides remain 'equal'.

Actually Stupid

(+200 Stupid PCP per Stupid MG)

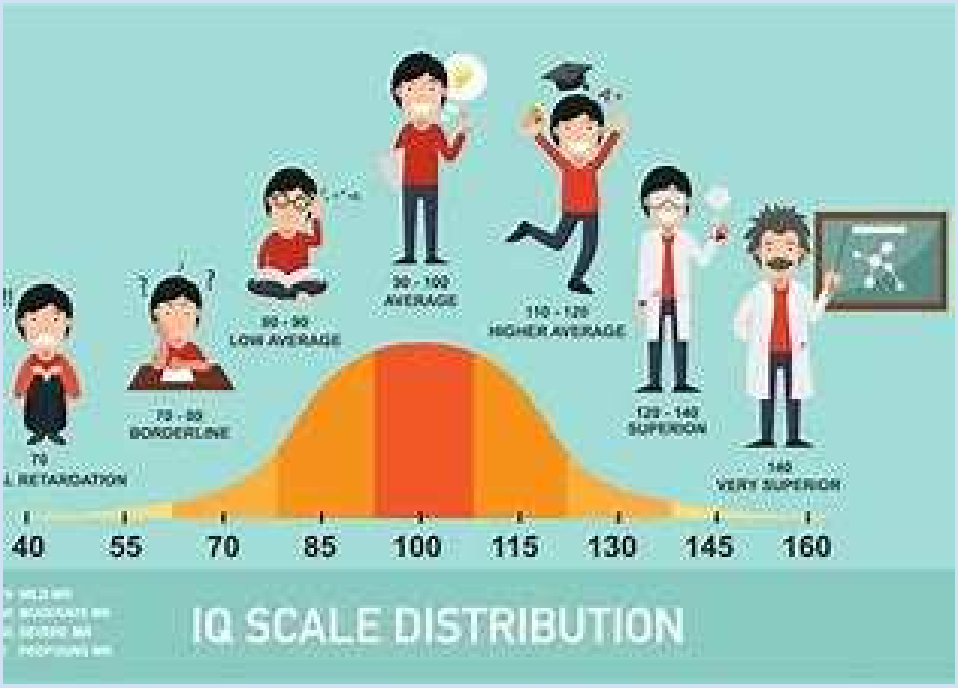
Optional Hardship for all Stupid MGs

Mandatory for the True Stupid MG

You're a fucking moron, you know that? Logic isn't even in your vocabulary. For the duration of this Mini-Gauntlet, you won't just be carrying the Idiot Ball; it will have been installed inside your head where you're guaranteed not to lose it. What does this mean? It means that the vast majority of your decisions will be ill-advised, short-sighted, impulsive, or illogical. On the plus side, it also makes it blatantly clear that you're not much of a (conscious) threat and so others are far more likely to let you off with a stern talking to, an indulgent sigh, or a rueful shake of the head, rather than punish or hurt someone who is clearly in over their head.

This functions exactly like Fanaticism but for Stupidity if you complete 4 of the 6 Stupid Mini-Gauntlets with it active, meaning you get a discount on all Stupid MG Prizes. You may spend your Prize CP as normal, and once you qualify for the Discount, your spent CP will be refunded, allowing you to make instant purchases with the rebate.

Once you've earned the Discount, you also gain this as a Perk. The perk version can be toggled on and off at will, though if you toggle it off in the presence of another person, it won't work on that person in the future. It means, among other things, that when you act like an idiot almost everyone believes you actually are one until you break character.



Stupid Good! i.e. The Fluttershy Gauntlet!

Basic [0]: You must befriend one ancient evil. It must admit (honestly) that you are its friend.

Intermediate [+100 SG-PCP]: You must tame some primal unthinking ravening evil force to the point where it will let you pet it.

Hard [+200 SG-PCP]: You must gently compel every member of an evil cult or army to sit down and listen to you explain to them why they should be nicer to other people and maybe wear less black / blood red / skin of their enemies. Gently means no violence. They don't have to agree with you, but you have to get them to listen to your entire presentation, which must take at least 15 minutes, and must be compelling enough that they spend at least 5 minutes (on average) talking about it afterwards.

Whooo Boy [+300 SG-PCP]: You must redeem one ancient apocalyptic evil and get them to admit that they were just doing it for the attention.

Mandatory Restriction - First Do Absolutely No Harm [+100 SG-PCP]: You may take no action that you even suspect might cause harm to anyone except in pursuit of your goal.



Stupid Evil! i.e. The Snidely Whiplash Gauntlet!

Basic [0]: You must successfully defeat your goody-two-shoes better-than-you-in-every-regard rival in at least one thing that they would actually do willingly. Because this rival is better than you in every regard, they'll never kill you, but will just smile smugly whenever you fail. They have talent, luck, and fashion sense on their side. Oh, and everyone loves them.

Intermediate [+100 SE-PCP]: You must steal all the pies in town. All of them. If anyone else gets to eat more than one bite of any pie you have failed. People will keep trying to make pies, often in secret. There will be pie smuggling from out of town.

Hard [+200 SE-PCP]: You must show them all. You must demonstrate your power to all those who doubted you! You must successfully carry out a grand Super Villain Scheme… and it must succeed. It must be a ridiculously over the top Death Ray of Ultimate Doom kind of thing. Arrayed against you will be a collection of scrappy do-gooders, a veteran and grizzled anti-hero, and (of course) your long term noble rival, a hero of unimpeachable character and his/her/their often helpless and easily capturable love interest. You may send your minions (if you have any) to defeat or hinder these opponents, but it is guaranteed that, regardless of what you do, you'll have to have a showdown with at least one of them and you'll never be able to predict which one it will be. Conventional forces will probably also be arrayed against you.

Whooo Boy [+300 SE-PCP]: You must conquer the world! Well, gain the power (be it magical, technological, or military) needed to destroy it or impose your rule over the entire world for at least fifteen minutes. If you are defeated during this window, you fail. If you are destroyed by the power you fail. Additionally, you must, at the moment of your triumph (i.e right before the fifteen minutes start), monologue about it to at least one accredited hero dedicated to your defeat. The monologue must be at least four minutes long and include the words "Rue the Day", "Awesome Might", and "I AM UNSTOPPABLE!"

Mandatory Restriction - Take Care of Number One [+100 SE-PCP]: You are incapable of putting anyone's needs before your own. Anything you do must be a net positive for you, and (as far as you can tell) much better for you than anyone else.



Lawful Stupid! i.e. The Inspector Javert Gauntlet!

Basic [0]: You must doggedly and relentlessly pursue a condemned criminal and bring them in to face their legally mandated punishment, ignoring all mitigating factors, legitimate pleas for mercy, and whether or not they are actually guilty of the crime they have been condemned for. They have a five day head start, are extremely motivated to avoid capture, will do practically anything to escape if captured, and you must bring them in alive and relatively uninjured. They are at least as smart as you are.

Intermediate [+100 LS-PCP]: You must set forth a list of 613 personal restrictions. You have two days to compile the list. It must include prohibitions against doing at least 250 things you would at least in theory be willing to do, at least 125 things you would want to do, and at least 67 things you would miss doing. The rest must be at least 250 tasks you would rather not do, 125 tasks you'd dislike doing, and 67 tasks you would find extremely distasteful… all of which you must do at least once a week. Each task must have an attached form of self punishment and those punishments must be harsher than the paired restriction. You may reuse punishments. Prohibits and tasks need to be noticeably different. This means you can't just make a list of animals you can't pet and another of animals you have to pet. You must live by this code and punish yourself accordingly whenever you break a rule. Failure to punish yourself accordingly for 6 days will result in failure of this MG. Once you add a restriction to the list you cannot remove it nor soften it but you can make it harsher. Once the two days are up you can't modify the list at all.

Hard [+200 LS-PCP]: You must bring law and order to a city the size and corruption level of Waterdeep / London in the 1880s / New York in the 1920s. Yes, that's a wide population spread… but Waterdeep's corruption level is so high that even Prohibition Era NYC doesn't compare.

Whooo Boy [+300 LS-PCP]: You must successfully negotiate a peace treaty with an utterly alien and implacable foe, such as the Tyranids / Zerg / Demons of Khorne / Pit Fiends / Shogoths / Paperclip-based Von Neumann Probes.

Mandatory Restriction - Obedience to Authority [+100 LS-PCP]: You must obey all explicit orders given to you by a lawful superior, an agent of the local government empowered to give one, or a respected (by you) moral authority. Even and especially if they are detrimental to your cause. You may bend your compliance somewhat, but may not ignore or mitigate such orders.

Chaotic Stupid! i.e. The Invader Zim Gauntlet!

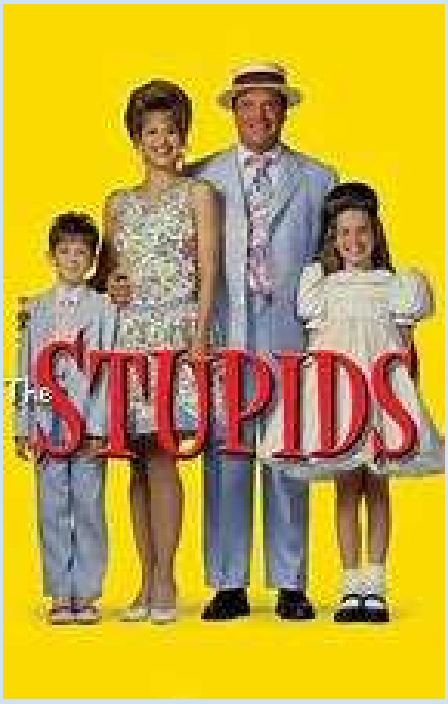
Basic [0]: You must get yourself exiled from your starting nation. Formally, legally, and permanently.

Intermediate [+100 CS-PCP]: Before you reach the halfway mark of this MG, you must find a way to deeply offend everyone (or at least 90% of them) in a nation of at least 10,000,000 people. Then you must do so, and survive the fall out. To count, the people of this land must be offended enough that they spend at least ten hours in the first week they hear about what you did just fuming, ranting, or debating about what you did… and they have to know you were the one who did it. Think of Gandhi's hunger strikes… but instead of shaming everyone, everyone's offended.

Hard [+200 CS-PCP]: You must tickle at least five heads of state without their explicit permission… with witnesses. Witnesses who cannot be your allies. You must survive doing so.

Whooo Boy [+300 CS-PCP]: You must challenge the top 11 fighters in the entire world to duels, and survive those duels without surrendering, harming your opponent, or getting killed. You may not explain your restrictions or reasons to anyone. Well, you can, as long as you're lying about what they are.

Mandatory Restriction - Bound by Nothing [+100 CS-PCP]: You are incapable of making any kind of deal, bargain, or oath of any kind, nor of accepting any in kind.



Stupid Neutral! i.e. The Marcus Kincaid Gauntlet!

You must take one of the two Optional Restrictions. You may take both.

Basic [0]: You will be plunked down in a time of turmoil and great social upheaval, and in the middle of a city rife with people taking sides. You may not leave the city for more than five hours a day, and you must vehemently, and vocally, reject all sides of the issues at hand… even (and especially) if no one asked you for your opinion. Try not to get killed. Taking a firm stance for any one side will result in failure… as will getting your skull caved in, obviously.



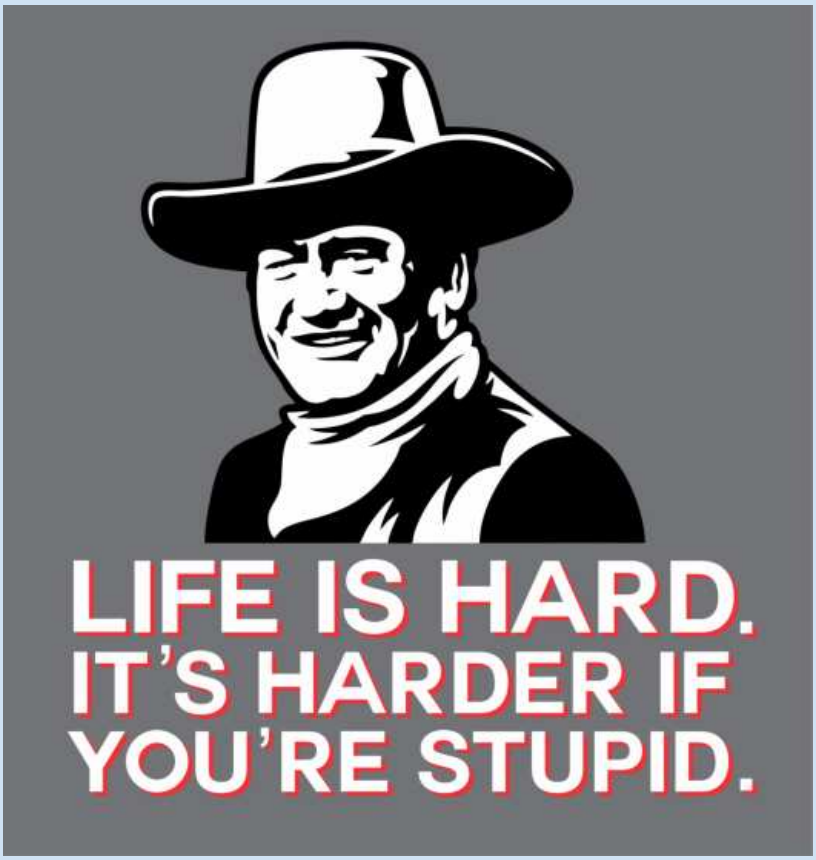
Intermediate [+100 SN-PCP]: You are now the leader of the city from the Basic side, and are convinced that if you give any opinion for or against any of the factions, it will result in utter chaos… and worse, your removal from office… and potentially from the living coil. Thus, you must ensure that you are not removed from office, or killed, and that absolutely no faction besides yourself gains the upper hand… or gets too badly beaten. People get desperate when they're losing. Can't have that. Better to just… keep things simmering for as long as you can.

Hard [+200 SN-PCP]: There is a massive three way war going on, one in no danger of ending any time soon, since the sides are all equally powerful… powerful enough that no other polities or power blocks in the area (if there even are other polities or power blocks in the area) would even dream of getting involved. You now control a large city or small nation located near the center of the conflict zone. Conquering your location would be of strategic importance for any of the three powers… and so the other two would (of course) have to either conquer or destroy you to keep that from happening. You must ensure your city/nation remains unconquered and undestroyed. Your military might is negligible in the face of any of the powers and you have only very limited defenses. They will, under no circumstances, make a unilateral agreement to respect your neutrality… or if they do, expect all three of them to immediately begin plotting to undermine the agreement in their own favor.

Whooo Boy [+300 SN-PCP]: Requires having taken at least two other Whoo Boy Goals that are not neutral in any way or opposed to each other and succeeded at them… you must now balance out what you did in those two MGs. How, exactly, do you balance out atrocities? That's for you to decide.

Optional Restriction - Find All Sides Lacking [+100 Ethically Neutral PCP]: You must listen to all sides of any debate without giving either side your support or rejection until the debate is done. You may only initiate moral debates (Good vs Evil) or choice ones (Chocolate vs Vanilla) but not ethical ones (Law vs Chaos). While listening to anyone debate any topic, you must roll your eyes, stroke your beard, click your teeth, or in some way indicate that, while you're listening, you think the entire thing is stupid.

Optional Restriction - Take No Sides But Yours [+100 Morally Neutral PCP]: You may not interfere with the actions of others unless they directly affect you or something you are directly responsible for. You may only initiate ethical debates (Law vs Chaos) not moral ones (Good vs Evil) nor choice ones (Chocolate vs Vanilla). Whenever you voice an opinion on any subject, you must do so stridently, and tolerate no gainsaying of your opinion without lengthy discourse on the subject.



True Stupid! i.e. The Katarina Claes Gauntlet!

Basic [0]: You must survive and not accidentally cause doomsday, the end of the world, the apocalypse, or a sudden outbreak of demons. The world around you will be moderately calm and no one will be looking to involve you in important events. You probably have a 20% chance of accomplishing this. For the duration of this, you will be carrying the Idiot Ball.

Intermediate [+100]: This is just like the Basic Goal, but the world is now in a state of turmoil similar to that of your typical fantasy adventure novel, with looming war, political intrigue, or rapid social change. You will be drawn into important events whether you want to be or not, but you won't be central to those events. You probably have a 2% chance of accomplishing this.

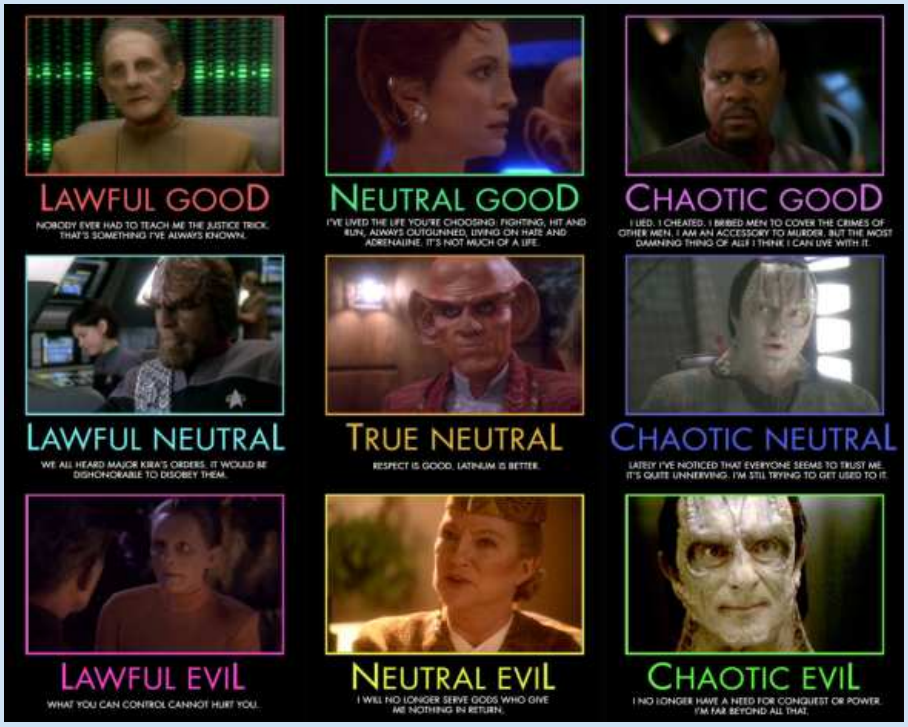
Hard [+200]: This is just like the Intermediate Goal, but the world is now in a state of serious turmoil, such as an active war, massive social upheaval, or a demonic/monstrous/alien invasion. You will be central to those events, but people won't actively be trying to use and or kill you. Being used is absolutely no guarantee of survival. You probably have a 0.02% chance of surviving this.

Whooo Boy [+300]: This is just like the Hard Goal, but the world is now gone completely mad, with at least one major external war, highly factionalized social upheaval, and a significant amount of danger internal to your homeland such as a civil war, invasion, etc. all at the same time! Not only are you a central figure in these events, but almost every faction will want to kill or use you. You probably have a 0.000002% chance of surviving this. In fact, you must have been holding the Idiot Ball when you picked this.




LAWFUL GOOD
I SERVE AT THE PLEASURE OF THE PRESIDENT.
NEUTRAL GOOD
I WOULD LOVE TO BE UPSTAIRS WATCHING TV OR GOSSIPING ABOUT BOYS OR, GOD, EVEN STUDYING. BUT I HAVE TO SAVE THE WORLD. AGAIN.
CHAOTIC GOOD
THERE'S SOMETHING YOU'D BETTER UNDERSTAND ABOUT ME BECAUSE IT'S IMPORTANT, AND ONE DAY YOUR LIFE MAY DEPEND ON IT. I AM DEFINITELY A MADMAN WITH A BOX.
LAWFUL NEUTRAL
PLEASE PACK YOUR KNIVES AND GO.
TRUE NEUTRAL
WHY IS IT THAT EVERY TIME WE NEED TO GET SOMEWHERE, WE GET WAYLAID BY JACKASSERY!!
CHAOTIC NEUTRAL
I'M INSTITUTING A NEW POLICY WHEREBY WE PLAY MADONNA'S GREATEST HITS OVER THE P.A. SYSTEM QUITE LOUDLY THROUGHOUT THE ENTIRE SCHOOL DAY.
LAWFUL EVIL
HE WAS TEACHING ME PRINCIPLES, A CODE. HE KNEW WHAT I WOULD BECOME WITHOUT IT.
NEUTRAL EVIL
YOU'RE LOOKING AT THE NEXT DIRECTOR OF METS SCOUTING!! THE ONLY THING IS THAT I HAVE TO GET FIRED FROM THE YANKEES FIRST.
CHAOTIC EVIL
CHARLIE, YOU'VE GOT A LOT OF BALLS. STEALING MY MONEY. THIS SHOWS LEADERSHIP. I'M PROMOTING YOU.


LAWFUL GOOD
IF YOU CAN'T DO SOMETHING SMART,
DO SOMETHING RIGHT
NEUTRAL GOOD
BIG DAMN HEROES, SIR
CHAOTIC GOOD
I AIM TO MISBEHAVE
LAWFUL NEUTRAL
WE'RE MAKING A BETTER WORLD.
ALL OF THEM... BETTER WORLDS.
TRUE NEUTRAL
IT'S JUST AN OBJECT.
IT DOESN'T MEAN WHAT YOU THINK.
CHAOTIC NEUTRAL
HOW BIG A ROOM?
LAWFUL EVIL
DOES THAT SEEM RIGHT TO YOU?
NEUTRAL EVIL
CRIME AND POLITICS, LITTLE GIRL.
SITUATION IS ALWAYS... FLUID.
CHAOTIC EVIL
BUT FACE IT HUBBY, I'M REALLY HOT


LAWFUL GOOD
NOBODY EVER HAD TO TEACH ME THE JUSTICE TRICK. THAT'S SOMETHING I'VE ALWAYS KNOWN.
NEUTRAL GOOD
I'VE LIVED THE LIFE YOU'RE CHOOSING: FIGHTING, HIT AND RUN, ALWAYS OUTGUNNED, LIVING ON HATE AND ADRENALINE. IT'S NOT MUCH OF A LIFE.
CHAOTIC GOOD
I LIED. I CHEATED. I BRIBED MEN TO COVER THE CRIMES OF OTHER MEN. I AM AN ACCESSORY TO MURDER. BUT THE MOST DAMNING THING OF ALL? I THINK I CAN LIVE WITH IT.
LAWFUL NEUTRAL
WE ALL HEARD MAJOR KIRA'S ORDERS. IT WOULD BE DISHONORABLE TO DISOBEY THEM.
TRUE NEUTRAL
RESPECT IS GOOD. LATINUM IS BETTER.
CHAOTIC NEUTRAL
LATELY I'VE NOTICED THAT EVERYONE SEEMS TO TRUST ME. IT'S QUITE UNNERVING. I'M STILL TRYING TO GET USED TO IT.
LAWFUL EVIL
WHAT YOU CAN CONTROL CANNOT HURT YOU.
NEUTRAL EVIL
I WILL NO LONGER SERVE GODS WHO GIVE ME NOTHING IN RETURN.
CHAOTIC EVIL
I NO LONGER HAVE A NEED FOR CONQUEST OR POWER. I'M FAR BEYOND ALL THAT.


LAWFUL GOOD
NEUTRAL GOOD
CHAOTIC GOOD
LAWFUL NEUTRAL
TRUE NEUTRAL
CHAOTIC NEUTRAL
LAWFUL EVIL
NEUTRAL EVIL
CHAOTIC EVIL


LAWFUL GOOD
"I swear to god, Marie, I think the universe is trying to tell me something. And I'm finally ready to listen."
NEUTRAL GOOD
"My dad is my hero."
CHAOTIC GOOD
"Someone has to protect this family from the man who protects this family."
LAWFUL NEUTRAL
"Look, there are rules to this lawyer thing."
TRUE NEUTRAL
"Are you happy, Huel?" "Reasonably."
CHAOTIC NEUTRAL
"What good is being an outlaw when you have responsibilities?"
LAWFUL EVIL
"A man provides."
NEUTRAL EVIL
"I am the one who knocks."
CHAOTIC EVIL
"..."