MIND IS SOFTWARE
BODIES ARE DISPOSABLE
ONE OF US

SUPERHOT

A gauntlet by: u/Lord-Of_Rotten_Ham
V:1.1

Welcome to the superhot gauntlet, to complete the gauntlet you have to go through 32 levels, in which you kill a set of red dudes, and then move on to the next level. There's a catch though, if you take even one hit you die, and have to start that level over again (you have 5 such respawns for the duration of the gauntlet, don't waste them.) That catch has a catch as well though, time only moves if you do, and your enemies can also only take one hit. Take care jumper, for the only way to gain CP is through drawbacks. (For a synopsis of what to expect, go to the notes.)

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

PERKS:
(You have 2 discounts for any perks from below)
basic.core (Free)
You have a talent for death, you have an instinctual grasp of how to use any commonly available weapons in the 21st century, along with the ability to use most other weapons with at least basic proficiency. This also boosts your reflexes, agility, and strength appreciably, leaving you on the level of an experienced combatant. Finally, you gain enhanced situational awareness, allowing you to rewliably keep track of about 10 threats at once.

SUPERHOT.core (Free)
Time only moves when you move, sound good? Hell yeah it does, there are a few things you should note though, since it's impossible to stay perfectly still (At least without perks) time will always be moving at least a little bit, and enemies with time powers may be able to circumvent/override superhot mode with their own time bullshit. Finally, Scenarios still add special effects to your SUPERHOT mode, other than that, go nuts.

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

shatter.hack (100CP)
Things tend to shatter around you, even if they wouldn't normally, that leather wallet you just through at someone? Shatters in their face. That empty pistol you just threw to block a bullet? Also shattered. A teddy bear? I think you know by now. This also makes the enemies weapons very fragile, and a good bullet will generally shatter it in their hands and stun them. Any of your or your companions weapons may have this applied to them at your or their discretion, and CP backed items that are shattered will regenerate twice as fast.

supthrow.hack (200CP)
Most household objects are not meant to be thrown, this obviously won't stop you though, any thing you pick up, from a throwing star to a teddy bear, will be perfectly weighted for throwing, anything you through will also automatically angle to do the most damage. So that katana you just threw is guaranteed to land blade first. Finally, certain throwables (such as throwing stars,) will return to your grasp after making contact with the enemy.

pierceshot.hack (200CP)
Normally, your bullets simply stop upon contact with an enemy, this is no longer the case, so long as the bullet kills it's target, it will continue on it's path unimpeded, until it hits a wall that is.

ricochet.hack (200CP)
This is a simple one, your bullets upon contact with a sruface, no longer stop, but instead bounce off towards the nearest enemy.

killer.hack (300CP)
Your combat abilities are highly enhanced, you can use almost any weapon you pick up aside from the truly obscure or esoteric with skill equivalent to a few years of diligent study, your agility and reflexes are enough to dodge most projectiles provided they aren't moving faster than your eye can track, and your situational awareness allows you to track up to 20 threats reliably.

suppunch.hack (300CP)
Katanas are for plebs. Your two fists of fury are enhanced now, being able to kill an unenhanced human in a single punch, smash up concrete, or even deflect bullets, all without any damage to you.

shotflow.hack (400CP)
Damn, what a trickshot. If you achieve a headshot with this power active, the bullet will preserve its momentum, and redirect towards the nearest enemies head, where if it achieves another headshot it will redirect again, ad infinitum, until it either misses, or there are no enemies left.

lightreflx.hack (500CP)
Your reflexes are nigh un-matchable, any projectiles that come within about a foot of you are slowed down dramatically, allowing you to deflect them much easier. This is toggleable if you want that.

defall.hack (600CP)
You have the ability, to by deflecting one bullet, deflect *all* the bullets. By deflecting a bullet or other projectile, any other bullets/projectiles in a one and a half foot radius around you are deflected as well, they aren't deflected back to the person who fired them originally, only back at the person whos bullet you deflected.

thrall.hack (600CP)
Your combat abilities are almost superhuman at this point, any weapon you pick up, you will wield with the finesse and precision of a master who has trained for decades with it, your reflexes and agility are enough to dodge a flurry of slowed bullets from all sides, and your situational awareness allows you to track up to 80 threats reliably. Dance, dog.

ITEMS:

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

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

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

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

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

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

strtkatana.hack (400CP)
Weeb. This katana (made of black shit) is special, in that the harder you swing it, the sharper the blade will act, at 50mph (see notes) the blade will b as sharp as a freshly sharpened katana, 100mph it will be about twice as sharp as the last, at 100 mph it will be about four times as sharp, and so on. This has no upper limit, but the sharpness will start to level out at around mach 10.

strtrailgun.hack (400CP)
Oh hell yeah, this railgun (made of the same black crap as the rest,) has absolutely no special properties whatsoever, it's a fucking railgun what more do you want? It shoots metal stakes at sufficient speed to appears as though it is instantneously teleporting it's projectiles even in superhot mode. Buyer beware though, it kicks like a mule and it takes a good second of real time for the gun load another stake.

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

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

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

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

GHOST – You start every level with the ability "hotswap" active, and your punches are lethal in one shot, as opposed to three, however, you cannot pick-up or use any weapons, for the duration of the challenge.
Reward: Your stealth abilities have been boosted considerably, you could stalk someone through the woods, a crowd, or even their own home, with them being none the wiser. In SUPERHOT mode, you have gained access to the "HOTSWAP" ability, allowing you to abandon your body, and invade your enemies, you can select a target, and take control of their body for as long as SUPERHOT is

active, you can bounce from body to body with this, and any body you leave will suffer a bad case of exploding head. Once SUPERHOT has been deactivated, or your host has died, then you snap back to your real body, if your real body dies during your hotswap, you may stay in you new one, jump chan'll fix it next jump, right?

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

SPECIAL (Grants 600CP and 2 discounts)

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

KINGSHIP – The system is an amazing piece of technology, capable of extracting a mind from a body, and transfering it into another body, and yet it's completely unchecked, running wild absorbing minds left and right to use as it's agents, including you. Your goal now, is to usurp control of the system away from whatever cruel intelligence runs it now. In each level there is a hidden console, find each one. With each level you pass, the system will try more and more to brainwash you, to break you, don't let it. And eventually, when you find yourself in the final chamber, uploading yourself to the core, you'll find yourself able to oust the intelligence of the system, and take control foryourself.
Rewards: In a room attached to your warehouse resides the systems core, now lacking an intelligence, you may upload yourself into and out of the core at will, and may use all of its powers (switching peoples minds into others bodies, allowing people to use SUPERHOT mode, hotswitch, etc.)

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

TREEDUDE – You have an addiction to playing treedude, stop being addicted to treedude and get addicted to SUPERHOT dammit! (+100CP)

MIND IS SOFTWARE – Your mind just doesn't agree with the VR headset that you use, it causes

migraines, vertigo, and vomiting, to name a few of the things you're going to have to put up with. (+100CP)

ENCORE – Did I say 32 levels? Nah, you have to go through the additional 26 levels from superhot VR as well. (+200CP)

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

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

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

MIND CONTROL DELETE – Things are a little... Weird. Some of the red dudes are spiky, and explode when killed, or have a limb (or multiple limbs) covered in the same concrete substance that the levels are made of, there are globs of spiky red crap that explode when you draw near (or when hit,) and sometimes levels will 'glitch' and your perspective will go wonky. Maybe the system is working out the bugs still? (+200CP)

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

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

ONE OF US – Bad news, you're not the only one who's been integrated into the system, there are 3 others, THE DOG, an implacable enemy that will chase you throughout the level, teleporting to you should you go beyond it's reach. The Nindza, a speedy and aggressive enemy that attacks with it's katana, throwing it and recalling it at will. And finally The Addict, an enemy capable of using the hotswap ability on you (thankfuly it won't cause your head to explode.) All three are immortal, and will randomly spawn into levels from time to time. On the brightside you never have to face more than one at a time, and you don't have to kill them to finish out the level. That being said, good luck. (+400CP)

SUP-

Wait no…

REWARDS:

You gain:

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

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

PRO GAMING SKILLS – You can play just about any game on a competitive level.

THE ENDLESS ARENA – An arena fashioned to look like a level of Superhot it spawns endless waves of red dudes who try and kill you, and SUPERHOT mode is always active in there, only one person can use it at a time, but people can watch you in "real-time" from the outside. (Anything native to the arena cannot be taken out of it.)

AND THE GREATEST PRIZE OF ALL…

a copy of superhot – same as the real world equivalent, you can play it for shits and giggles I guess.

NOTES:

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

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

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

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

THE CORE Anyone who you project through the core may use your scenario rewards while in SUPERHOT mode.

CHANGELOG:

V:1 Made.

V:1.1 Reworked a few of the scenarios, reworked several perks and costs, removed 'Gone' and replaced it with 'Kinghsip,' overhauled how SUPERHOT worked, reworked a few of the drawbacks, nerfed the infinite lives, did some general grammar house keeping. Hopefully the Document is at least a little better now.

V:1.1.1 Added railgun description. Somebody shoot me with it.