HASTE
BROKEN WORLDS

The Gauntlet – By Arionix

Mere days ago, you lived a peaceful, simple life. Portals had appeared since forever ago – long before you were born – but all they acted like were gates to other worlds. There was that courier though, the girl who ran between them, delivering letters wherever she went.

But as all things must end, so does the universe.

And as you outran the universe destroying itself – time and space all converging to a single point – you found yourself in an empty field. There were a few people to talk to (or not) and grand shards to explore.

For this purpose, of running through the dying universe, take **0 Shard Points** – You'll have to gather these yourself!



Origin, Location and Goal

You may choose one of the origins present below. For either one, you enter here as a young adult.

Runner

You had been jogging when the end began – or you were drinking tea or simply minding your own business.

But now you're forced to run as the universe collapses behind you. Your goal? To find out what caused this collapse – and possibly prevent it, or at least find what lies beyond this collapse.



The Agency

You care much for the universe's collapse. After all, you belong with those seemingly speeding the process along – while using machines to absorb its energy.

While the Agency's mission is unknown to most – even within it – you are determined to fulfil your boss' goal. After all, that's the only hope you have.



As for location…

Runners arrive in a wide open field, dotted with the shards of the universe. There, they may support Zoe in defeating the Agency's machines, or beat her to the punch. They must run through each successive shard to reach the final one.

Win Condition: Destroy or aid in the destruction of the Final Machine that rests at the end of the final Shard, and usher in whatever comes after the universe's collapse.

Those of **The Agency** may start at any shard and must maintain the machines that absorb the universe's energy, speeding its collapse. They are allowed to enter the wide open field, and are free to enter any shard in any order.

Win Condition: Allow the Final Machine to activate – to rewind the universe so that your boss, Ava, may be closer to her goal of saving everyone.

Drawbacks

As this is a gauntlet, one must take on Drawbacks to increase their **Shard Points**, with which they may buy Perks and Items. Drawbacks of the same value trump Perks.

Power Lockout [FREE | MANDATORY]

All of the Perks and Items you have gathered through your journey have been lost to you – even those which were absorbed into your bodymod. Fear not, they aren't lost forever, but for this gauntlet, you must make do without them. This does not include abilities you had before you started jumping, however.

> **– Power Lockout – UPGRADED [+ 100 SP]**
> If you had supernatural abilities and such before you started jumping, you may choose to lose them and gain yourself an extra 100 SP.

Out of Shape [+ 100 SP]

You find yourself being much more out of shape than before. While it hasn't effected your figure… much, you'll find yourself running out of breath a lot sooner than expected.

Of course, you can work on this, but at least for the first few runs, you'll find yourself falling short and falling into the void. But hey, at least it'll drop you right outside the shard you've failed.

The Long Walk [+ 100 SP]

Whenever Zoe completed a shard – whether it was a success or a failure – she found herself standing right before the shard she entered, letting her quickly try again if she wished.

This does not work for you; Instead, you'll find yourself appearing far away from any shard. Better get running!

Courier [+ 100 SP]

Even if the universe is ending, that's no excuse to not do your job. Much like Zoe, you're a courier now – with the added caveat that you still have to carry letters through the universe.

Each shard you visit will make you take a detour to gather and deliver letters – with whatever goal you have in mind not appearing until you've delivered all you had to deliver.

Try Not to Lose Your Balance [+ 100 SP]

During this gauntlet, you'll find yourself running… a lot. You hardly have any other options.

This drawback makes your balance a bit worse than before – not by a lot, not enough to make you trip and fall, but just enough that you'll find it harder to land Perfect Landings.

Metal Boots [+ 100 SP]

You find your boots being much heavier than before. While they do put a damper on your top speed and the amount of time you'll spend in the air – they could be used to gain momentum.

But there will be times when speed's needed, but you won't be fast enough.

Collapsing Universe [+ 100 SP | CAN BE BOUGHT A MAXIMUM OF 5 TIMES]

The universe collapses behind you as you run, but what if this collapse was quicker? For each purchase of this drawback, you gain 100 SP and make the universe's collapse just 2% quicker.

It seems little, but the higher shards have quicker collapse speeds – even without this.

Bleeding Pockets [+ 200 SP]

In the collapsing universe, one must collect sparks if they wish to manifest useful items – and you are no different. Unfortunately, it seems that for every ten sparks you collect, you manage to leave a single one behind.

– Bleeding Pockets – UPGRADED [+ 200 SP]

You are much worse at hanging onto sparks, because now it seems that you lose three sparks for every ten sparks you collect.

At least this grants you a bonus 200 SP.

Crunching Numbers [+ 200 SP]

Oh? It seems Riza has become interested in your sudden appearance, and has decided to tally your stats alongside Zoe's. While this isn't a problem in it of itself, your uniqueness as a jumper happens to mess up her calculations a bit.

For the duration of your stay, you are honour bound to help Riza with her calculations whenever you return from a shard.

Helping the Researcher [+ 200 SP]

Despite where you stand, you agree that one should learn all that is needed about the place they inhabit – and fortunately, Gan agrees.

For the duration of your stay here, Gan will contact you almost at random times, having you test their inventions and hypotheses. Unfortunately, or fortunately, you find yourself unable to deny their curiosity.

Niada's Challenges [+ 200 SP]

Niada, the warrior of her tribe, has taken an interest in you. While the details of what this entails are up in the air, expect to get challenged by her throughout your time here.

While you don't have to win each battle, expect her to slow you down as you make your way through the many shards before you.

Captain's Orders [+ 200 SP]

You seem to have caught The Captain's eye, and between his tall tales – he's still someone fit to be called a captain.

Throughout your time here, expect to be side-tracked on wild goose chases with The Captain, who is eager to reunite with his crew.

Chased Through the Cosmos [+ 400 SP]

As if running from the universe's collapse wasn't enough, you find yourself being chased through entire shards.

For **Runners**, you will be chased by members of the The Agency – quick to put a stop to your actions so that the Final Machine may activate without a hitch.

For members of **The Agency**, you find yourself being chased by creatures beyond your understanding.

In both cases, you find that even safer areas – such as Gan's research outpost or the campfire – won't stop your pursuers. If they catch you, you'll be thrown out from the shard you were just in.

Void Fragments [+ 400 SP]

There are certain areas of the universe where the rules are ever so lose – where the ground shifts with the slightest touch, black holes dot the skies, strange mountains grow from the earth, and more.

This drawback ensures that your journey through the shards will often be dotted by these void fragments.

Modified Fragments [+ 400 SP]

Perhaps due to the universe's collapse, no two shard fragments are the same; some are dotted with wild machines while others are quite peaceful. But rarely, the fragments themselves can be tampered with – for better or for worse.

This perk ensures that most of the fragments you enter will have modifiers – while some (such as those which boost your speed) will be beneficial – most will be detrimental. This perk also ensures that fragment disruptions can be far more dangerous as well.

Perks

You may spend **Shard Points** to buy Perks for yourself. Perks belonging to an origin are discounted for that origin – with those costing **100 Shard Points** being free when discounted.

General Perks

RUN RUN RUN! [FREE]

One thing ties everyone here together – the ability to run really, really fast. With this perk, this quality too finds itself within you. You may run quick and you'll never find yourself tripping and falling – though you may stumble. This also gives you near limitless stamina.

Additionally, you see clearly regardless of your speed – and even the air rushing past you does little to deter your acceleration.

An Echo of Yourself [200 SP]

There will be a time when one has to leave a world – or a universe – behind. And any process of meeting that time may be imperfect, leaving echoes of those who existed. This Perk grants you a bit more control over this feature of the universe.

Whenever you leave a world, you may leave behind an echo of yourself. They will not be the same – they may even have different goals and ideals – but when stripped to the bare minimum, no one would be able to tell you apart.

If a universe were to be reset, this perk activates automatically – ensuring that a form of you lives on.

Runner Perks

High Air [100 SP]

What happens when one runs off a cliff? Normally, you'd expect them to fall to their certain demise, but with this perk? Not any more!

This Perk grants you a degree of air control; Regardless of if you ran off a cliff or fell from the skies, you'll be much better able to angle yourself to get a Perfect Landing on the ground – letting you keep your speed.

Heart on One's Sleeve [100 SP]

Even at the end of existence itself, Zoe was able to forge fast friendships with those she'd just met. Her words had even managed to reached Ava – one with an exact opposite goal. But Zoe's words paled in comparison to The Captain's, who managed to connect with the Wraith despite its alien nature.

This perk makes you much approachable and you find it easier to joke about your shortcomings – these are never self-deprecating, and always aim to make another's day better.

Otherworldly Research [200 SP]

With the collapse of the universe well at hand, most would panic and lose hope, but not a scientist like you. After all, there is research to be done!

This perk makes you a lot less phased by things that are wholly unfamiliar to you – even if these things could result in a lost of life. Moreover, your mind teems with hypotheses, theories and laws – after all, everything has a reason behind it.

Proud Warrior [200 SP]

What kind of warrior cannot take advantage of their equipment? A poor one!

With this perk, you are able to decently use any item you own – regardless of whether you've practised using it or not.

Items Made Manifest [400 SP]

The Collapse stole much of humanity's artefacts, reducing them to mere stardust. That's where you come in – with your ability to re-manifest these items from sparks.

Much like Gan, you possess the ability to manifest items from an appropriate amount of sparks – these items may be ancient artefacts of a time passed long ago, or even items from your warehouse / warehouse-equivalent.

You may manifest items using any currency – with the cost of manifestation depending on the item itself. Items manifested from your warehouse may be manifested for free.

Being of the Void [600 SP]

The void holds many mysteries, but nothing is stranger than the Wraith that has taken a liking to Zoe and her friends. With this perk, you find yourself possessing the same qualities.

You are impervious to most kinds of voids and are able weave them in any way you desire; Even if a void is nowhere near you – be it to send a rock far away or to launch yourself in a chosen direction. Moreover, your messy existence messes slightly with the minds of others, making them unable to discern your true nature should you wish to hide it.



Perks for The Agency

Too Fast for Physics [100 SP]

There are many dangers that come with running fast – most of which involve running into something solid, and while this can result in a splatter or worse, you find that the faster you run, more you're able to avoid that fate.

Oh, hitting a thing extremely fast still hurts, but instead of completely stopping your speed, you find yourself having travelled through the object instead – with the object not having been effected at all.

Keep a Cool Head [100 SP]

Many things can happen in the face of universal collapse; At that moment, only those who remain steadfast can act when needed.

This perk grants you the ability to ignore distractions and petty fears in the face of your aims and goals.

Operating in Shadows [200 SP]

The Agency are a secretive organization, their actions hidden away from most until the time was right: When the universe's collapse couldn't be ignored.

This perk grants you the ability to allow organizations you're in to operate in the shadows; Outsiders looking in would only be confused, as if the people within your organization were merely wasting time.

A Glutton for Sparks [200 SP]

At the end of the universe's collapse, one must gather strange materials called sparks. While their composition is mostly unknown, what is known is that they can be used as fuel and source of energy alike.

With this perk, you find yourself being a much better collector of sparks, which now appear in future worlds; Those universes do not face collapse because of this. This Perk also includes all other currencies as well, allowing you to get them with much ease.

Anti-Spark Augmentation [400 SP]

Whenever one collects sparks through a shard, once they re-enter the wide open field, they find it transformed into the strange anti-sparks – allowing for works of greatness.

This perk grants you the unique ability to convert any thing you've gathered into an anti version of itself; Though the conversation rate isn't the most efficient (as often times, ten sparks or so may equal only one anti-spark), you are able to use these anti-materials to give yourself a small but permanent boost – Depending on the anti-material used.

Of course, you may also convert anti-particles into their normal forms if you desire.

Mechanical Mastery [600 SP]

The Agency has always been one step ahead, with their machines that absorb much of the universe's energy, and leading it further to collapse.

After all, they created the Jumper, the Convoy and the Snake, and all of their variants, each of them intent on buying time so that the Final Machine would absorb much of the universe's energy and cause time to rewind.

This Perk makes you a master at the construction and maintenance of such machines; Those which are gargantuan and those which focus on absorbing esoteric energies. While it may not allow you to make something on the level of the Final Machine – for it would take far too much time – any lesser machines are free game.



Equipment

Before you go zooming off to your adventures and buying your items – you must first choose a tool to aid you. From the meagre choices below, you may take your first tool for **FREE**; Your next one costs **200 SP**, then **400 SP**, and finally **600 SP**.

Courier's Board

Bring out the Courier's Board to increase your speed!

Accelerates the user rapidly, as well as removing any speed caps, allowing the user to retain speed gained from Boost Rings or other forms of temporary speed.



Heir's Javelin

Throw and attach the Heir's Javelin to swing from place to place!

Allows the user to shoot out a grapple to any surface, allowing them to swing and build up speed from redirecting their velocity.



Sage's Cowl

Summon the power of the Sage to help you reach to the skies or stay flying longer!

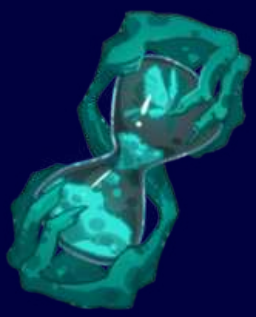
Activating gives the user a boost of vertical speed as well as some forward speed. Using it on the ground gives a larger vertical boost than other equipment.



Wraith's Hourglass

Harness the Hourglass to slow down time and then launch forward!

Activating slows down time and charges up a boost forwards, redirecting any velocity the user has in the direction they are looking.



Note that not buying a tool here doesn't lock you out of it. You'll just have to try a little harder to get them – by helping the people caught in the collapsing universe.

Items

You may spend **Shard Points** to buy Items for yourself. As Items are not segregated by Origin, you may buy any two items per Price Tier at a 50% discount (except for items costing **400 SP** and above. For those, you get to buy only one item at a discount) – with those costing **100 Shard Points** being free when discounted.

You may buy multiples of the same item, but only the first purchase will be discounted if discounts are available.

Items Costing 100 SP



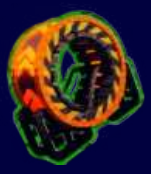
Overclocked Medical Drone

Functional proof that speed doesn't always mean efficiency. This messy looking drone contains all the tools one needs for medical attention. Fortunately, it is adept at using these tools on its own; Every 0.25 seconds, this drone has a 10% chance to heal you by a small amount.



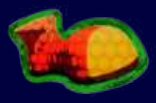
Distance-Based Health Insurance

How do Agency agents even file claims for this one? This mysterious item restores a bit of health for every 100 meters you run.



Dynamo Treadmill

It makes sense to use all that running energy for something, right? This handy tool provides you 5% of your maximum energy (which may include esoteric energies in future worlds) for every 100 meters you run.



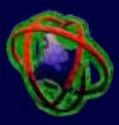
Clown Shoes

Yeah, I think... I think you're supposed to wear them. These interesting shoes give you a 25% chance to do a Perfect Landing on any Non-Perfect Landing.



Rocket Boots

Highly efficient in flat, obstacle-free environments. These pair of shoes give you a 50% boost in velocity for 5 seconds. Once used, these go on a cooldown for 20 seconds.



Shortcut

The shortest distance between two points is a straight line, provided you don't hit a deadly obstacle. This item gives you a 10% boost to your velocity

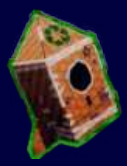
for 5 seconds on every close call.



Transition Slingshot
Hold back until the last moment, then boom! Maximum velocity boost. With this item, you may choose to give yourself a 20% boost in velocity for 12 seconds whenever you enter a new location.



Mysterious Spring
The mechanics are a little complex, but... Push button, jump high. On activation, you gain a burst of speed upwards, launching you into the air. Once used, this goes on a cooldown for 30 seconds.



Recyclable Rocket
It's reusable, but don't start it unless you really mean to. On using this item, you gain a 40% increase to your current speed for 6 seconds, however, your turn speed falls by half during this period as well. Once used, this goes on a cooldown for 20 seconds.



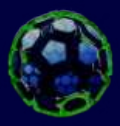
Shimmering Condenser
It works by absorbing the minuscule energy released by-It makes Sparks, ok? On running 100 meters, this generates 12 Sparks.

Items Costing 200 SP



Heart Shaped Mirror

Probably belonged to someone who liked to look at themselves. This mirror doubles your luck as long as you are completely healthy.



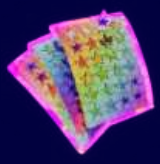
Delayed Emergency Device

It kicks in when it senses danger. Would be great if it could kick in beforehand! On close calls, this device grants you invulnerability for 0.3 seconds.



Protective Medallion

Does it actually do anything, or is it just your imagination? Wearing this medallion gives you a 20% chance to ignore damage from any hit you suffer.



Fragile Confidence

Don't feel bad if you mess up. You'll get it back soon! If your last landing was perfect, you gain a 15% boost to your velocity.



Replenishing Vial

It keeps refilling itself, but from where? This vial contains a strange liquid that heals you of most injuries – from scrapes and bruises to torn muscles and broken bones but nothing more. Once used, it goes on a cooldown for 100 seconds.



Karma

Maybe this evens out? Is balance a question of perspective? Holding this item abstracts your health into digits (which may pass 100), and you gain a 5% boost to your luck for each point of missing health.



Leadership Pipe

The negative health consequences come much, much later. This item abstracts your health into a percentage, and when it's above 70%, it heals you for 3% of health per second.



Time Dilation Thing

If I knew a more technical term for it, I would use it. On activation, slow time and increase manoeuvrability for 5 seconds. Once used, this goes on a cooldown for 15 seconds.

Items Costing 400 SP



Emergency Shoes

They are really quick to put on. If you're running slower than 85 m/s, you gain invulnerability for 5 seconds, a 20% boost to your velocity for 5 seconds, and a 15% boost to your current speed. Once used, these go on a cooldown for 20 seconds.



Standard Redirector

If you think this defies the laws of physics, you should see the advanced redirectors. On activation, you redirect your current velocity towards the direction you're looking in. Once used, this goes on a cooldown for 30 seconds.



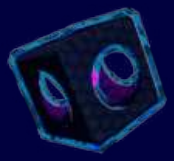
Timeline Shifter

Think of yourself as a needle, passing through two bunched-up layers of fabric. On activation, you're able to teleport anywhere within 200 meters instantly. Once used, this goes on a cooldown for 20 seconds.



Intangibility

Let's hope weakening your connection to reality has no long-term consequences. This item abstracts your energy (which may include esoteric energies in future worlds) into numbers, and per point of energy used, you gain 0.15 seconds of invulnerability.



Personal Matter Stabilizer

Unstoppable force or immovable object? How about both! On activation, you gain invulnerability for 10 seconds. Once used, this goes on a cooldown for 120 seconds.



Tight Schedule

Cutting corners in the most literal sense possible. On close calls, you get a 20% decrease to all cooldowns.

Items Costing 600 SP



Portable Harvester

This isn't how the Agency intended it to be used, but if it works... On activation, it destroys all obstacles directly ahead of you, and gives you 60 Sparks. Once used, this goes on a cooldown for 30 seconds.



Timeline Refactor

Avoid experimenting with this one unless you have to... On taking damage, this rewinds you 5 seconds in time, and grants you invulnerability for 0.4 seconds. Once used, this goes on a cooldown for 20 seconds.



Plutonium Coin

I don't think you should be carrying this in your pocket. This abstracts your energy (which may include esoteric energies in future worlds) into a percentage, and grants you 10% of your maximum energy every 4 seconds.



Steel Hat Lining

This is the secret to just crashing straight through stuff, right? On activation, you gain invulnerability for 7 seconds, and restore 35% of damage blocked as health. One used, this goes on a cooldown for 30 seconds.



Atomic Timepiece

Someone wanted to be incredibly precise. On Perfect Landings, you get a 40% decrease to all cooldowns.



BOOSTR POG

Oh come on. You don't know about BOOSTR POG?? You gain a 3% boost to your velocity per 100 Sparks (or other applicable currencies).

Companions

Even at the universe's end, you can't just run off on your own! This section's here to have you running with a team at least, so! Without further ado:

Your Old Friends

You may freely take any of your current companions with you into this world, but they will be subjected to the same mandatory drawback, and are otherwise able to take on more drawbacks for SP to purchase Perks and Items.

They're Good People

Or... you may take anyone caught at the universe's collapse along with you after you succeed! They will have to know what they're getting into, and can't be coerced to come along either.

Like Looking into a Mirror [400 SP]

Oh? Was there another cycle or two before your arrival? You'll find before yourself someone who looks eerily familiar to you, albeit different in the end. They won't have made the same choices as you, but seem to know about the Jump Chain regardless. Perhaps taking them along you will jog their skills.



The End

And now you've reached the end of your journey. All in all, I hope it was worth it.

But before you leave, depending on your origin, you may take a reward.

- Eternally Unwavering -

For Runners

You've made it this far, destroyed the machine that trapped everyone in a loop and ushered in whatever came next.

In any world you visit, it will be impossible to break your spirit; You'll either find those dear to you cheering you on, see your plight in the stars or between the cracks of the earth.

Either way, you will persevere, and this quality will bring about miracles otherwise thought impossible. Even the collapse of a universe cannot snuff out your flame.

This is a Perk, and becomes intrinsic to your being. It cannot be turned off, unless you wish it so.

- The Final Machine -

For The Agency

You succeeded in activating the Final Machine, granting Ava yet another chance to set things right. Perhaps she'll succeed, and save everyone once and for all.

In any world you visit, you'll have access to The Final Machine, a device able to rewind time to the very beginning – of course, you're able to decide its stopping point. Note that you can only use it once per world.

If you rewound time before you would've entered that world, you are only able to use the Perks and Items you bought for that world, until your Jump Date arrives. Then it goes on like normal.

This is an Item, and becomes intrinsic to your being. It can never be taken away from you, unless you wish it so.

After claiming your reward, you shall be returned to whatever it is you were doing before. No matter what is the on the horizon, I hope you have fun.

Notes & Credits

This was my gauntlet for HASTE. This was supposed to come out ages ago, but I procrastinated on it a lot (+ other projects and irl stuff). Anyway, onto the credits:

Landfall Games for making Haste: Broken Worlds, and everything that comes with it.

The Haste Wiki (.gg) for having information on the game's items and high-res images.

You for reading this Document.