The Gaslight District



Gauntlet By PriorPossible834 (Support the Official Release for the love of god I want to see more)

Welcome to the Gaslight District! Abandoned by God, with Eternal Life for all but one of its denizens… you are the newest citizen of the Gaslight District, and you will live in this chaotic world of gang violence and grand angelic plans for at least 10 years… however you should be advised that this is a Gauntlet and as such you won't have your normal powers and you'll only have **0 CP** to make your purchases with.

Origin

Resident

You're a resident of the Gaslight District, a city of immortals abandoned by God- violence is incredibly common as is crime but the people are nice enough if you can get past that.

Race:

Human (+600)

Well… looks like there are two humans this time around, you're a normal human essentially save for the fact you have black blood and were born from an egg. Unlike the Rotlings you're completely mortal however there is a prophecy that confirms you're able to permanently kill the Rotlings through some means. Currently there is no canonical explanation about how that is done… so until we get one you can make something up.

Rotling (Free)

You're a Rotling, essentially an immortal Zombie in a decaying body that can't regenerate on its own… yay. You feel pain and take damage just like a human would but you simply can't die, and you can continue to move as long as your body is physically capable of motion. Your body is also universally compatible with transplants of all kinds allowing you to easily replace lost pieces of yourself.
As long as you put a detached piece of yourself back in generally the right place you'll be able to reattach it in a flash of green light, a similar one occurs to wake you up every time your brain is damaged (one of the few things that can knock you out even temporarily.

Virtue (Free)

You're a Virtue, essentially a Cyborg who works for Heaven and the Angels. You have a powerful mechanical body that contains your brain which makes you easily more powerful than most Rotlings and you are very durable, however your body is made of machinery and as such can become inoperable with less damage than a Rotling body could.

Perks

Jumper The Rat (100)
When you want to tell someone the truth you can't be silenced, your windpipe won't be inconveniently crushed, and people are sure to listen to you as long as you're telling the truth… you may still end up cemented but at least the secret will be out.

Losing Your Head Is Annoying (100)
You have a minimal reaction to pain, as in… at most it leaves you feeling frustrated when your head gets chopped off, this will make any eternal suffering you may have to endure more bearable at least…

A Little Bit Of Violence (100)
You're a trained combatant, skilled in a brawl and with most forms of firearms or bladed weapons, this is enough to let you at least put up a fight against a hostile Rotling, but don't expect to take on a Virtue or someone like Ken.

Bread (200)
You're made of Bread, this doesn't have too many benefits that we know of so far, but you're a lot stronger than the average and you can empower your body pretty dramatically by snorting yeast. You can be any other kind of bread product if you like… perhaps you're a cinnamon roll.

Cement (200)
You're endlessly ingenious when it comes to getting rid of immortals, always able to find some way of permanently removing them from the board even if killing them is off the table.

Butcher (200)
You're extremely strong and tough, able to tear apart steel with your bare hands… if you had a weapon like a Cleaver you'd be an absolute monster.

Bread (300)
Like Breadhead you're made from Bread, this has no functional changes from your race, however it allows you to temporarily empower your physique dramatically by snorting yeast.

Gift Of Eternal Life (300)
You may give anyone you wish the features described in the Rotling Race, making them a true immortal.

Beloved Of Angels (300)
The Crowlike Angels follow your commands and spy for you, you can see through their eyes and command them telepathically. In future Jumps you'll be able to create Angel Eggs by investing modest efforts.

Items:

Car (100)
Not much to say, it repairs itself in 24 hours if wrecked and doesn't need gas.

Mel's Smut (100)
If you're like me and morbidly fascinated by the magazine that cost Jack his life you can have it for the small cost of 100 CP, anyone reading it tends to get generally worse at keeping secrets for about a hour after the fact (excluding you of course)

Meathook (100)
A delightfully uncomfortable meathook you can sleep on without doing yourself any damage even if you happen to be a human.

Guns (200)
You have a collection of every modern day firearm as well as the prerequisite ammunition, if you're a good shot this could be very handy.

Cleaver (200)
You have a Cleaver of your own, this weapon scales with your strength, always being able to hit substantially harder than you could.

The Gaslight District (300)
You have a copy of the Gaslight District, this city will bless anyone brought within with the Rotling Race (if you chose a different race you'll have to wait for the next Jump to benefit yourself) this makes it a city of immortals- and any Rotlings you make will maintain their immortality even once they leave the City Limits.

Companions

Old Friends (Free)
You may bring any of your old companions with you for free, they gain the **Rotling** race for free but they get no CP beyond what they get from Drawbacks. In this Gauntlet specifically a Companion can stay in this setting longer than the Jumper with proper Drawbacks… though be advised this may separate your party for entire Jumps of your time.

New Friends (Free)
Anyone you convince to travel with you may join you as a companion for free.

Drawbacks

Extended Stay (100)

You may extend your mandatory stay in this world by 10 years, each time you take this Drawback you gain **100 CP**

Everything Rises To The Surface (100)
I hope you don't like secrets… because now everytime you try to keep a secret from someone it will eventually come out in the worst way possible.

Black Blood (100)
Your blood is black, this will make many people wrongly believe you're the human if they see you bleed even a little. If you ARE the Human this will make you prone to nosebleeds that are sure to expose you at least once.

Sentenced To The Inferno (200)
You committed a *serious* crime against the Angels and they fully intend to imprison you in Hell for your entire time in this Jump, this will be possibly the worst suffering you'll ever experience and if you are caught and sentenced your stay in this Gauntlet will be extended by 10 years, just so you can properly appreciate the torment that awaits you.

Why Are We Hunting Jumper? (200)
You know Mel's secret so the Smiling Dead are going to cement you, it may not be personal- they might even like you… but if you can't escape and find a way to stop them you can expect to spend your time in this Jump down below the sea.

Bi-Polar (200)
Like Ken the Butcher your brain has been evenly divided into the rational left side and the emotional right, you can only use one at a time and have a tendency to flip towards the right whenever anyone you care about does anything stupid making you angry and reckless.

Vulnerability (300)
Unlike most Rotlings your body is mortal, you may still be more durable than most but a bullet to the brain or other forms of severe trauma are actually enough to put you down for good. If you're a human you're instead extremely fragile, rapidly bleeding out from even small cuts.

Bathe The Spike (300)
You will not be able to leave this world until you kill a Human, your stay will be extended indefinitely until you manage it and your Jump timer will not start until it's accomplished.

Cemented (300)
You may choose to extend your stay here by another 10 years, however you'll spend them trapped at the bottom of the ocean in cement shoes- as a Rotling this is a fate worse than death, but as a human it's… well death so maybe give this Drawback a pass.

Do whatever you want, if you think me not spelling out that you can move on means you chainfail… you deserve it in my opinion especially since this is a gauntlet.

Huh? You want a reward?

Sure…

Jumper's Reading (Gauntlet Reward)

You may adjust any of the perks or races in this Jump to better fit your own understanding of the current canon, naturally as you're receiving this after the Jump this means you already had to live through 10 years of doing things my way… as a consolation prize you're able to adjust any of YOUR purchases in future jumps to be closer to their canon counterparts. This allows you to remove any arbitrary limits placed on the perk forms of abilities… or weaken a needlessly OP version.

Notes

I know we literally just got episode 1… but I fell in love with this show from the first minute so I couldn't wait for any more context before I wanted to visit. As this is a pilot jump you can expect everything here to be subject to change on a whim– and this Jump will definitely be expanded as more of the show comes out.

I'm still not sure if Rotlings DO regenerate or not… I'm leaning towards the 'kinda' I put in their racial option after all the watching I did but if you have a different take you can feel free to use it until we get more information.