

SUGURI Gauntlet
v1.1

by Mineralf

Welcome to the world of SUGURI, also known as Earth. Ten thousand years ago, the world was in a state of constant war, with natural resources depleting to the point nearly none were left, until a man upgraded his daughter to become a guardian of the world. Now, the world is beautiful once more, and is covered in nature, but there's one problem: it's about to be invaded by aliens.

This is a Gauntlet set in the game SUGURI, specifically Arcade Mode on the Hard difficulty.

To complete this Gauntlet, you must survive until the war ends, one way or another.

Your starting budget is **0 Choice Points (CP)**.

Starting Location

*You may choose your starting location or roll it for **+50 CP**. Rolled locations may still grant CP.*

Peaceful Forest (+400 CP to Invaders)
A calm forest, home to a few villages. Recently, there's been a few large shadows flying around in the sky, so the people are getting restless, worrying about what they might mean.

Tranquil Sea (+200 CP)
A wide sea, holding electric mines just under the surface with fish-shaped robots swimming around.

Mountainous Desert (+200 CP to Defenders)
A large desert with mountains spread around, one of which has a cave going straight through it. It has quite a few bots moving around, including one that fires out drills, so it's most likely being used for a bit of mining.

Heavy Storm (+200 CP)
A thick storm front, with near-constant lightning that seems to target large energy sources. Quite a few robots using flamethrowers are inside, and their flames count as live ammunition.

Outer Space (+400 CP to Defenders)
Just outside of the planet's atmosphere, there's a mass of satellites and a large ship. You might want to leave this place as fast as you can.

Ship Halls (+400 CP to Defenders)
The internal area of the colony ship orbiting the planet. From here, you can either move around between the various sections and rooms or go straight to the core.

Habitation Block (+400 CP to Defenders)
The portion of the ship containing over a thousand civilians, who have been waiting for years to finally settle a habitable planet. It seems like they've finally found one, but a certain someone won't let them go quite yet.

Free Pick
You may choose any of the above locations. If you rolled this, congratulations - you just got 50 CP for free!

Age and Gender
You may freely choose your own age and gender.

Origins
You may take any of these options as a Drop-In, in which case you'll just appear with your new body without any past or connections.

Defender [Free]
A native inhabitant of Earth, and one of the beings targeted by the Invaders.

Invader [Free]
One of the beings coming to kill all of Earth's native inhabitants before settling it.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Immortal [Free]
Your body no longer ages or needs sustenance to survive. This also means you don't need to sleep or breathe.

Reactionless [100 CP]
Your body contains a reactionless drive and antigravity capabilities, essentially 'locking' you in a range relative to a theoretical ever-moving point nearby. This point may move at extremely fast speeds, but it can't surpass the speed of sound while in an atmosphere. This may be toggled.

Lock On [200 CP]
You may lock on to enemies within the radius of a point matching the one described in Reactionless. If taken with Reactionless, both points will be the same point. This allows you to select either the closest or the farthest enemy from you within this radius, and automatically aims all of your attacks at their position. You may choose to reset the targeting at any point. This may be toggled.

Upgraded [400 CP]
You have a sort of 'shield' that acts as a health bar. It can take around ten thousand lowest-level hits before breaking, and only regenerates if you're completely still and on the ground. The shield still exists after 9,999 hits, but the final hit will go straight through it. Stronger hits use up more of the shield. 'Passive' hits, such as damage from air resistance or water resistance, will not damage the shield.

Ten Thousand Years [600 CP]
Capstone Booster
You have lived for ten thousand years, and your combat prowess matches this. You have perfect intuitive knowledge of your capabilities, and your skills and abilities are upgraded to become as strong as if you had trained them for ten thousand years. This is a one-time addition, not something applied at certain intervals or set as a base level of training.

Defender

Config [100 CP | Free for Defender]
You may choose to equip two different weapons while not fighting, including switching out currently-equipped weapons with new ones. These two weapons will seem to disappear when selected, and will be available to use individually whenever you wish. These weapons will be unable to harm you through things like area damage or backblast. You have to wait for the weapon to be able to fire again before it goes back to storage.

Dash [200 CP | Discounted for Defender]
You may, at any point, choose to activate a 'dash' which massively increases your speed while active and periodically releases temporary rainbow-colored rings in your path, perfectly dodging or negating energy-based projectiles and attacks while active, but ends instantly if you take any damage. The added speed will be removed immediately when the dash ends, and if you turn around after stopping your dash, you can make extremely-sharp turns instead of relying on the large turning radius of a continuous dash. While dashing, you will increase your 'Heat' level, which increases the amount of damage you take by 1% per percent of Heat you have, up to a maximum of four times damage at 300% Heat. Heat increases by 100% every four seconds and decreases at the same rate, though negating energy attacks will also increase Heat. While some weapons are unable to be fired while dashing, others will have their attacks somewhat modified, usually to create more projectiles at the cost of the damage of individual projectiles. If taken with Config, you may dash after firing a weapon to be able to immediately store it again.

Weapon Unlocked [400 CP | Discounted for Defender]
For accomplishing certain tasks, you may gain access to new weapons with infinite ammunition. While these tasks may be as simple as participating in a certain battle or fighting a certain number of times, they may also be something like defeating an extremely-dangerous enemy of winning a long battle with minimal damage taken and many enemies killed. Your chances also increase if you continuously deal damage to enemies, regardless of the amount of damage dealt. If taken with Dash, this allows you to boost your chances of getting a weapon by having enemy attacks pass through your dash rings.

Hyper [600 CP | Discounted for Defender]
By dealing damage to enemies, you can fill up your Hyper gauge, up to a max of three times. You may spend one level of Hyper to perform a highly-boosted attack with one of your weapons, becoming invincible for a very short time while performing your Hyper. Most attacks last from one half to one full second, while the invincibility lasts for around a half second. When purchased with Dash, any projectiles dodged or passing through the rainbow rings will also fill up the Hyper gauge.

When purchased with the Capstone Booster, all of your Hypers are increased in power, to the point that using it with a mundane sword could make it cleave an entire mountain in half. If you want a hard number, you can put the boost at around one hundred times the original, or 10,000%.

Invader

Messed-Up Brain [100 CP | Free for Invader]
Your upgrades included a change in your brain's makeup, which means that it's now impossible for you to feel pain. You can tell when you've been hit, and you can tell when you're being damaged, but you won't feel any pain from it.

Scientist [200 CP | Discounted for Invader]
You now have the same scientific knowledge as Suguri's dad and Shifu. With enough resources and access to good-enough facilities, you can create robots and modify humans to the same level as Suguri or Shifu's subordinates. Included with this knowledge is the method of modifying a person's brain so that they believe that executing your orders is the most important thing, without even the possibility of questioning them.

Patterns [400 CP | Discounted for Invader]
You gain a set of inherent attacks that you can perform, usually comprised of three different base types. The first type is an attack you can perform very quickly, but is relatively easy to dodge if you're fast or skilled enough. The second type does more damage, and is more difficult to dodge, but requires that you've already taken a bit of damage, though the damage can be to something like your armor or shields. The third type does a lot of damage and is very difficult to avoid, but can only be used if you've taken quite a bit of damage - around twice as much as you need to unlock the second attack time. You can combine these attacks for different patterns.

SPECIAL [600 CP | Discounted for Invader]
Your combat prowess is massively increased, able to modify your attacks into various different patterns reminiscent of a bullet hell and attack about twice as often as before. These modified patterns don't take any extra ammunition or energy compared to a regular attack. If taken with Patterns, you can modify your Pattern attacks into multiple different forms which are all more difficult to avoid.

When purchased with the Capstone Booster, you can pretty much entirely fill the local area with your attacks. While this set of attacks still needs to be survivable, it only needs to be survivable to a person with strong shields and the ability to become invincible for a very short time. You'll also be able to become temporarily invincible during your strongest attack (or your third-type if you took Patterns), this only lasts for a maximum of five seconds until the attack ends and the attack must be able to be dodged entirely by a being that can either dodge energy or destroy solid projectiles. The strength basis for your theoretical enemy's shields is ten hits from a common high-level attack before destruction.

Items

Items that are similar enough may be merged with out-of-Jump Items

Item alterations/upgrades may be kept between Jumps, as well as reverted if desired. All are Fiat-backed to reappear somewhere in your possession (in the Warehouse by default) within 24 hours if ever lost, stolen, or destroyed.

All Origins get their 100 CP Items free, with others for the same Origin discounted by half.

Buildings/locations will be placed at a nearby location or connected to the Warehouse. In future Jumps, the same choice will apply.

General [Undiscounted]

SUGURI [Free]
The original game, able to be installed on any device you have while taking up zero space. You could technically play it on a toaster, if you really wanted.

Souvenirs [50 CP]
May be purchased as many times as you like. With this, you can either purchase a bunch of merchandise of your design (or your Benefactor's if you can't think of anything) or bring some of the things you liked here with you with a new Item Fiat effect attached (returning/repairing in 24 hours). The amount of items you can bring is determined by both how useful the items would be, such as being able to take 5 small grunt drones, 20 totally-scrapped wrecks of them, one scrapped wreck of a miniboss, or a log cabin you made. In this context, 'scrapped' means you'd need to totally replace every single part to get it to work again, i.e. the chassis's totally burnt through and the circuits are melted for a drone. If broken objects are brought as Souvenirs, you can repair them to have the Fiat apply to the repaired version, but otherwise, it'll repair to the broken version, so no taking a destroyed miniboss to get a fixed version the next day.

Defender

Flight Uniform [100 CP | Free for Defender]
What looks like a normal outfit, but actually negates excess wind resistance. While wearing this, you and anything you're wearing won't take any damage from the friction or heat generated by moving through any fluids, such as air or water.

Default Weapons [200 CP | Discounted for Defender]
Three different weapons, all with infinite ammunition. This includes the Beam Rifle, the Bazooka, and the Machine Gun. Further descriptions can be found in the Notes.

Peaceful Village [300 CP | Discounted for Defender]
A calm village, living in harmony with nature. In future Jumps, this will be a small community somewhere in a peaceful (though still wild) area, such as a forest or an oasis.

Arsenal [400 CP | Discounted for Defender]
Thirteen different weapons, all with infinite ammunition. This includes the Spread, the Beam Bazooka, the 4 Cannon, the Trap, the Sword, the Pod, the Force Edge, the Flamethrower, the Buster, the Bullet, the Shock, the Launcher, and the Pile Bunker. Further descriptions can be found in the Notes.

Accelerator [600 CP | Discounted for Defender]
The 'weapon' that unlocks Suguri's true abilities. This integrates directly into your body, rather than acting as an external weapon, though if you take Config it will still take up a slot. When used, it forces you to keep your current momentum while creating a large transparent aura around you. If taken with Dash, this allows you to massively increase your initial dash speed and triples your Heat loss rate when active, though its preservation of momentum will automatically take you out of a dash right before it gets activated. If taken with Hyper, this allows you to charge one level of Hyper every five and a half seconds, and, if its Hyper is used, it will speed up your perception of time to the point that everything around you seems to be moving at half speed, and, instead of taking a full gauge of Hyper, it drains the Hyper gauge at a rate of one gauge per three seconds, canceling if you either activate another Hyper or take damage, meaning that constant reactivation allows indefinite invincibility while keeping you in the same place.

Invader

Grunt Robot Blueprints [100 CP | Free for Invader]
All the blueprints you need for the invading army's most basic of grunt robots. While they can float and fire energy bullets, they're the most fragile of the robots and most weapons can destroy them in a single hit, save for the Machine Gun, with its abysmal damage output.

Signature Weapon [200 CP | Discounted for Invader]
A weapon all your own, unique to you and on the same level as those used by Shifu's subordinates. This could be something like exploding giant maracas, controllable chakrams, an energy beam bow, beam-firing mine-laying bits, energy slashes, or even summonable ice mirrors.

Habitation Block [300 CP | Discounted for Invader]
A large metal cube with all of the systems you need to keep a small civilization alive indefinitely, so long as you can get the food and water they need elsewhere… so just the basic life support systems, some entertainment rooms, and a bunch of bedrooms.

Miniboss Menagerie [400 CP | Discounted for Invader]
A collection of the minibosses of Stages 1-4, including a large grunt robot, a large fish-shaped robot, an excavation robot, and a three-sided flame-spewing robot.

Shifu Robot [600 CP | Discounted for Invader]
A large pilotable robot. Able to fire homing rockets and summon large shields that damage anything they hit, as well as fire a large energy beam from its chest. When damaged enough, it can use its fists to punch and create localized explosions at the end point. Also doubles as a flying vehicle.

Companions

Companions cannot purchase more companions.

Import [50 CP Per Purchase]
This option allows importing any of your preexisting Companions for 50 CP each, to a maximum of 8 for 200 CP. Each Companion gets 600 CP, and gains or loses CP based on their Origin, Perks, and Items.

Subordinate [400 CP]
One of the bosses up to Stage 5. This includes Saki, Iru, Nanako, Kae, and Kyoko. This isn't part of the QP universe, so none of them are Sweet Gods.

Guardian [600 CP]
One of the Guardians, whether it be the Guardian of Earth, Suguri, or the Guardian God, Hime.

Scenarios

Guardian [Exclusive to Defender]

Instead of beginning when Suguri first looks for what's troubling the villagers, you start on the day of her creation. You must stay here for over ten thousand years, saving and revitalizing the planet with Suguri, then finally stopping the invasion in whatever way you desire. While you could technically kill the invaders, it would be easiest to separate the civilians from the ship then kill Shifu.

Reward

After you stop the invasion, you gain the planet you saved to either connect to your Warehouse or bring into new Jumps, along with every being living on it. If you successfully stop the invasion by killing Shifu and allowing the others to settle on the planet, not only do you gain the civilians as residents on the planet, you also get all of the canon bosses (minus Shifu) at their Special level as combinable Companions, meaning that you may take a certain amount and count them as one Companion with their new Perks having their power split between them or take one as one Companion with full-strength Perks. Finally, you may also take your fellow guardian of the Earth, Suguri, as a new Companion.

Drawbacks

I Need More Time [+100CP]
May be taken as many times as you wish. This increases your time here by one year per purchase, causing one event to happen each year that will, at the very least, somewhat challenge you if you choose to fight it alone or with your Companions.

A Beautiful World [+100CP]
You must minimize your damage to the environment of Earth. If you're fighting, you need to keep the enemies and yourself from destroying the local area, and if you aren't, you need to minimize your environmental footprint. This is a mental compulsion, not a failure scenario, and if you fail despite trying your best, you won't have any mental effects stopping you from putting the environment in potential danger again.

My Theme [+100CP]
You must choose a theme. This theme will determine which weapons you can equip and use, along with which attacks and defenses you can use. As an example, a fire theme would force you to use a flamethrower or fire-based attacks while being unable to use things like mundane guns or swords, while a robot theme would require you to use drones or drone-summoning abilities/attacks (i.e. Pods) without using anything yourself.

Expanded Program [+200CP]
May be taken as many times as you wish. The enemy now has one more high-level soldier on their side, at the level of one of Shifu's subordinates. They will count as a Subordinate for the purposes of Companion purchases and Rewards.

More Guns [+200CP]
Every major enemy now has one more unique weapon, counting as either a gun in the case of enemies on the side of the Defenders or a Pattern for enemies on the side of the Invaders.

Ranged Specialist [+200CP]
You can no longer do any damage with melee attacks. This includes things like personal fields that do damage to those that touch you, unless the field is just an orbit of projectiles around you.

Grounded [+400]
You're no longer able to move through the sky on your own. Not only do you now need air, you also can't move at higher speeds without some way to mitigate air resistance and inertia. Either you'll need to stay out of the fight or get lucky enough to fly a rocket to the right places without getting shot down. Alternatively, you could also have somebody carry you in some kind of container with a bunch of water inside or something like that, though you still couldn't let them accelerate too fast.

Thousand Cuts [+400]
Each attack of yours deals the same amount of damage as a machine gun bullet each time it's applied. As a reference, something like the Bazooka would have its damage divided by around 12, though the splash damage would still hit multiple enemies.

Luddite [+400]

You are now somewhat allergic to electronics. If there's a robot within ten miles of you, you'll start having an allergic reaction, causing you to sneeze uncontrollably and get watery eyes. If you aren't able to mitigate this somehow, like by predicting your body's reactions, then it's probably best you stay out of the bigger battles.

Glass Jaw [+600]
No matter how strong you are, if you get hit by an attack that would kill a normal human, it will kill you. You can still dodge things with the Dash Perk and use your own attacks to destroy live ammunition, but you'll need to be much more careful.

Subordinate [+600CP]
Your brain has been altered to become entirely subservient to Shifu, following his orders without even the possibility of questioning them.

Protector of the Innocent [+600CP]
Depending on which side you're on, you must do whatever you can to avoid the civilians you're fighting for taking any damage. For Defenders, this means you must protect all human life on Earth, while Invaders must find a way to remove the civilian block from the ship to keep Shifu from destroying it.

Reward

Congratulations! You've survived, and now the world is either saved or claimed.

For this, the instigator of this event, Shifu, may now be taken with you to future Jumps, either as a full Companion or just a machine-connected mind able to grant you his knowledge, though always staying entirely loyal to you without exception.

Additionally, you also gain a copy of the ship the invaders found Earth with, able to survive for many years in space while searching for a new home. This ship may be imported once during any Jump, from anywhere and at any time, fully repaired and restocked.

Decisions

You have three choices …

Go to next Jump
Continue on to your next Jump.

Stay
Stay in this world with all you've collected.

Go back
Quit while you're ahead and go back home with all you've collected.



NOTES

-Outlined by Negative-Tangerine Template
-This is my first Gauntlet, so it's probably going to have to be modified a bit
-Thanks to Midas Destiny for reminding me I put in some +50CP options, so I should probably add in some -50CP options too, as well as telling me how Gauntlets usually have a lot of Drawbacks
-Beam Rifle: A basic energy rifle that fires energy projectiles piercing through live ammunition but stopping once they damage an enemy. Fires relatively quickly with fast projectiles, and fires three projectiles if used while dashing, though three of these projectiles are necessary to match the damage of a normal shot. Its Hyper fires a large energy beam dealing large amounts of damage to anything inside of it.
-Bazooka: A rocket launcher firing live ammunition homing rockets that may be destroyed prematurely if damaged too much and deals much more damage if fired point-blank. These rockets explode when hitting an enemy, and move relatively slowly. This may not be used while dashing. Its Hyper fires ten homing rockets at once.
-Machine Gun: A machine gun firing relatively-fast low-damage live ammunition. It can't be fired while dashing, but you don't need to stop moving while firing. Its Hyper fires bullets in every direction, counting at around 67 bullets.
-Spread: An energy shotgun of a sort. Its base attack fires five projectiles, while its dash attack fires eight, both with a spread of around 15 degrees above and below your point of aim. Its Hyper fires seven piercing beams around the diameter of a human head, all firing in the direction you point, but with an origin anywhere within five feet of where you fired.
-Beam Bazooka: Similar to the Bazooka, but using energy projectiles instead of live ammunition and having the ability to charge its shots for up to one second for increased damage. Its base uncharged shot does around two thirds the damage of a basic Bazooka shot, while a fully-charged shot does about the same amount of damage as a point-blank shot. May not be used while dashing. Its Hyper fires an extremely-large energy projectile that mows through all in its path.
-4 Cannon: A weapon firing four large energy projectiles staggered around 15 degrees from each other. May not be used while dashing. Its Hyper fire four large energy beams in the same configuration, though they leave a large open gap in the middle.
-Trap: A large round object keeping with your momentum that creates a field of electrical energy shocking anything that gets in range for around three seconds, meaning it also destroys some ammunition types. It takes around a second to deploy, and can't be used while dashing. Its Hyper deploys four traps, including one above you, one below you, one in front of you, and one behind you. The damage of these traps doesn't stack with other traps.
-Sword: An energy sword, able to swing three times in a combo taking around one second to complete, moving you slightly forwards each time, grants you an extremely-brief moment of invincibility on the first and third slashes, and increases your Heat by ten percent per slash. If used while dashing, it instead creates a somewhat-larger slash. Its Hyper creates a beam centered on you going straight forwards and backwards, doing damage in both directions and moving you in the direction you're facing.
-Pod: A set of floating drones that last seven seconds before flying away and fire one energy projectile every second, with a maximum of five drones active at once. Can't be used while dashing, but still fires while you are, since they're independent of you. If you

don’t have any deployed while using its Hyper, it instantly deploys five at once, and if you have one or more, each aiming at a point you specify and firing an energy beam.
-Force Edge: A weapon creating a penetrating energy field around you with similar properties to a dash, but destroying live ammunition projectiles and dealing constant damage wherever you are instead of dodging energy projectiles, still generating Heat. If you have Reactionless, you can continuously attack in the direction of one of the edges of the point’s radius to continuously deal heavy damage to that point while being held in the same relative location. Cannot be used while dashing. Its Hyper has you repeatedly dash through the point you’re aiming at, going from one point and back several times. The amount of dashes may be slightly increased by cornering yourself in an enclosed space.
-Flamethrower: A typical video-game-style flamethrower. Fires flames at medium range that pierce through everything in range, and may be fired while moving, but can’t be used while dashing. Its Hyper massively increases the range of the flames and spins in a circle to hit everything in range.
-Buster: A beam weapon that takes a relatively-long time to start firing, and lasts for one full second, though you must be dashing when firing to be able to move after firing, in which case your base speed will be halved while firing. While firing, you may slowly change the direction the weapon is firing. You may cancel the weapon’s firing nearly instantly after starting to fire it by dashing. Its Hyper is basically the same as the Beam Rifle, just lasting a bit longer.
-Bullet: A live ammunition weapon firing seven bullets in a row with a very small spread. If used while dashing, the spread increases slightly. Its Hyper fires seventeen bullets that stop a short distance away before changing direction to the target almost immediately afterwards.
-Shock: A weapon creating a large ball of electricity that quickly moves forwards before slowing to a crawl and then dissipating, lasting for around a second overall. Multiple balls may do damage at the same time. It may be used while dashing. Its Hyper creates a line of these balls of electricity in the direction you aim.
-Launcher: A weapon similar to the Bazooka, firing eight rockets at once. Since it needs to fire all eight before resetting, it leaves you vulnerable for a relatively-long time. Cannot be used when dashing. Its Hyper fires a large amount of these homing rockets.
-Pile Bunker: A weapon that has you move a medium distance with a short window of invincibility and ending with a small melee explosion. Cannot be used while dashing. Its Hyper dashed a much larger distance before creating multiple small explosions at the same point.

Change Log

v1.0

Creation (6/10/2023)

v1.1

Added 300 CP Items & 50 CP Souvenirs, as well as 2 more Drawbacks in each price category