DotA Gauntlet

v0.2 by dhasenan



Vi sittar här i venten och spelar lite DotA

One minute, you were hanging out with some friends playing online games. The next, you woke up inside the Fountain, the Ancient visible before you. Four other heroes of legend stand beside you. They open their mouths and speak.

UthairPencildragon: mid or i throw
urroom8: кто купит курьера
UthairPencildragon: mid or i trhow
The_Todd_Gamer: report huskar
UthairPencildragon: SUCK MY BALLS
urroom8: нам нужен курьер

You are both a player and a hero in a series of DotA pub matches, and you are operating from the hero's perspective. You're here until you win 30 matches, or until you give up. Death is not a release. To speed you on your way, you gain +0CP. I guess you pack light.

Background

You may freely pick whether you fight for the Dire or the Radiant. You may freely pick what version of DotA you are in.

Carry: The game is about smashing faces. A carry is the best at smashing faces.

Support: Buffs, healing, and status effects are the bread and butter of a support.

Tank: If your enemies are dishing out the damage, it's handy to have someone around who can soak it up with a smile.

Perks

Standard discount rules are in effect. Perks are discounted 50% for the appropriate background, with 100 CP perks discounting to free.

Powerset (free): You gain a set of spells suitable for a DotA hero. Design your own based on an archetype you possess or reflecting your personality. For instance, if you are a firebender, you can turn your firebending techniques into four spells. If you are a comics style inventor, your inventions become your powers. Your powerset should have a clear, narrow theme and should follow canon DotA spells in general pattern.

Your powerset isn't constrained in potency to what you had before this jump. For instance, if your chosen archetype is throwing rocks and you could barely bruise someone with a lobbed stone normally, your powerset will match a typical DotA hero in effectiveness. If you know a few cantrips and turn that into your powerset, you will gain spells based on those cantrips that will let you go toe to toe with Windranger or Legion Commander, or support as well as Witch Doctor. This doesn't directly give you improved mastery over the general archetype, but it can help speed your studies.

If you prefer, you may take a canon DotA hero's powerset.

Minimap (free for this jump, 50 CP to keep): You have a map of the area in a corner of your view. It's subject to the same vision limitations that you are, but it will display the last known status of the things you can't currently see.

Overhead View (free for this jump, 100 CP to keep): You are aware of everything in a large radius around yourself and around any of your visual surveillance equipment. This is subject to line of sight restrictions but not field of view; a camera pointed directly at a wall will let you see all around the camera.

Leveling (free for this jump, 200 CP to keep): When you kill things, you gain experience. Experience gives you levels. Levels let you improve your stats and your powerset. If kept after this jump, you have an uncapper for the level system.

Eagle-Eye (100 CP): Your vision range is doubled. This applies to Overhead View as well as your regular eyesight.

I See Everything (200 CP): Your vision is not impeded by solid objects. This won't let you see the insides of small objects, but it will show you people hiding in closets and behind trees.

Illusion Adept (200 CP): Your illusions can gain experience on your behalf. Every illusion you conjure is slightly closer to you in durability and autoattack damage than the last. Once they achieve your full power (a process that could take years), they gain illusionary versions of your active abilities. With more training, these illusions become more and more potent.

Thick Skin (600 CP): All your physical defense bonuses apply to social situations as well, albeit with a low multiplier. Evasion allows you to escape consequences with a percentage chance. Armor reduces the pain of criticism and harassment. Becoming ethereal will make you immune to blame for a period of time. Regeneration lets your reputation recover after it takes a hit. If you have perfect balance, you'll never get tilted by asshole teammates.

Carry

All about the D (100 CP): Damage, that is. You excel at dishing it out. In this jump, you can easily keep up with other carries like Razor. Afterwards, this gives you +100% of your base damage.

Sow and reap (200 CP): Carries tend to be more item-dependent than other heroes, and that means farming. You're exceptionally skilled at it. You might say that fortune smiles on you! In this jump, you gain 50% extra gold from all kills and assists. Later, you'll find this bonus applying to all your income streams as long as you have some active involvement.

Come here and fight me like a chump! (400 CP): Legion Commander can challenge people to a duel, forcing them to engage. The engagement is turned to her advantage. You have ways to force an engagement to give yourself a chance to use that massive damage output, whether it's slowing your target to keep them nearby or impressive mobility.

Support

Johnny on the spot (100 CP): You have a sixth sense for figuring out who most needs your help. It directs you their way in time to help.

Ropes from shoestrings (200 CP): Support heroes spend a lot of their resources on other people, leaving less for themselves. You have ways of stretching your shoestring budget to help yourself while helping others.

A balm to the soul (400 CP): Your powers to heal, defend, and buff others are increased significantly. Furthermore, the people you help become more cooperative, more civic-minded, more well disposed toward others. Get a mob boss out of a bind and they might shift their businesses to pro-social endeavors. Heal someone in a tight spot in a pub match and they might turn from a toxic asshole to...well, let's not ask for miracles here.

Tank

Sponge (100 CP): You can absorb a lot of damage! About three times as much as you'd normally be able to take. You get to pick how it works: phasing that means the hits don't actually land, supernatural thews, iron-hard skin that deflects most of the damage, a coating of prehensile mucus that grabs swords as they move to hit you… Something thematically appropriate to your archetype in this jump.

Look at me! (200 CP): You really draw the eye! And aggro. Maybe it's an especially punchable face, maybe it's your puns, maybe you have a preternatural ability to taunt others. However you manage it, when you're around, attacks intended for others don't land as hard, and attackers have trouble focusing on hurting anyone else.

You're going to regret that (400 CP): The shoe is on the other foot now! People are going to be hitting you a lot, and you have an instinct for how to best punish them for it. Openings appear as if by magic. A parry sets you up for the perfect angle for throwing your spines at them. And when things get dicey, more often than you'd normally expect, your foes turned out to have overextended, either having to pull back entirely or suffer undesirable losses.

Items

Iconic Weapon (free): You have a weapon, implement, or focus appropriate to your heroic archetype. It could be jewelry through which you channel your mystic power, enchanted claws with which to rend your foes, or a staff with a palm frond at the end indicating your religious order. It is unbreakable. It no longer requires ammunition if it ever did. It perfectly channels the abilities you take in this jump. It is indestructible.

Secondary content (free): You get an introductory tie-in comic (roughly 25 pages), dozens of custom skins, an announcer pack, a UI theme, a map theme, and a set of loading screens for your DotA character. You also get a retheming toggle for your warehouse to match the aesthetic.

Courier (free): An adorable courier that can fly. You can communicate with them telepathically and ask them to retrieve items for you, go to particular places, etc. Objects in its inventory are immune to theft, making it a secure form of transit, but not a reliable one; the courier is relatively weak. They count as a pet and respawn like a companion.

> **Stealth Gear** (50 CP): A plastic butterknife painted to look like a Shadow Blade. It fits your courier perfectly, allowing them to turn invisible at will. The invisibility only lasts fourteen seconds.
>
> **Insurance** (200 CP): Through underhanded dealings, your courier has gotten their paws on a strange vest. It's hooked up to their vital signs and contains a horribly unpleasant surprise for anyone who manages to slay your adorable child.

Fingertip of Midas (50 CP): It takes money to make money. Or to grind your opponents' faces into the dirt. This starts you with 800 extra gold. In future jumps, this turns into the local equivalent of $100,000 per year.

Socks of Hiking (50 CP): A good set of Boots will speed you along. So, somehow, will these socks. They increase your movement speed by roughly one fifth of the base, about as much as the basic boots from the DotA item shop. The effect stacks.

Town Portalfolio (50 CP): Free TP scrolls! You gain two per day – in-game days for this jump, real world days after. You can give them to others. Outside this jump, the scrolls will take the user to any location they're authorized to be in, with a 20 minute cooldown.

A Forest of Eyes (50 CP): You get a sentry ward and an observer ward every day. After this jump, it turns into a farm producing eyes on stalks that you can harvest and replant to gain vision and detection as appropriate. These farmed wards last two weeks even in the most hostile terrain, but with sufficient farming skills (in the low supernatural range), you can create planters and pots that will allow them to last as long as they have water.

Ventrilo (100 CP): Esperanto for "belly tool." The preferred way to coordinate your team in DotA since 2003. You have access to team voice chat, which works as telepathy between you and your companions. You may grant access to others.

Creep spawner (100 CP each): You may deploy this in the jungle or at a lane's barracks. In the jungle, it spawns up to two extra neutral jungle creeps that you can farm. In lane, it spawns up to two extra lane creeps on your side with each wave. You may choose what types of creeps are spawned as long as they're appropriate to the context, and you may choose the number to spawn. You may change these options at any time. These creeps do not give experience or gold to enemies.

In future jumps, the spawner produces up to two creeps per day as followers. They are not incredibly intelligent at the start, but they will grow into average human intelligence over the course of a year. You may pick a profession or specialization with each batch, such as mechanic or medic, and they gain the equivalent of six months of training and experience with that specialization.

Barracks (100 CP each): Pick a category of follower – in this jump, ranged or melee creeps. This makes followers of that category stronger, faster, more adept. The bonus scales inversely to the percentage and number of followers.

Laser sight (100 CP): Enemies with evasion and ethereal enemies are annoying to deal with. This laser sight can apply to any of your attacks or abilities. It cuts through evasion and allows it to deal half damage to ethereal targets.

Tower Seed (200 CP): Once per match, you may plant this seed anywhere you like. It grows into a tower, a large stone monolith that grants vision and reveals invisible things. It is capable of blasting your foes with giant balls of concussive flame. After this jump, you gain an unlimited stock. You may only have eleven active at any given time, plus three for every jump you've finished since taking this perk.

Bloodstone (200 CP / 300 CP): When fed with sufficient death, a bloodstone can reduce resurrection times significantly. This bloodstone is more forgiving than the one found in-game; every three deaths it consumes can reduce one's time to resurrect by a factor of 60, or stands in for any costly aspects to the resurrection such as material components.

For 200 CP, it will only apply to its user's resurrections; for 300 CP, the owner can specify who it applies to. It applies to 1-up resurrections with time delays as well as companion respawning.

Roshan Bottling Corporation (300 CP): A bottle is a handy source of healing for your midlane hero, offering three doses of regeneration for both health and mana. It can also store rune buffs for later use. The Roshan Bottling Corporation offers you a cheap, mass-produced version of this: two dozen bottles per week. Unfortunately, they're single-use plastic; once all three gulps have been used, the bottle disintegrates. Each bottle may contain a buff, displacing the first gulp: any of the runes from DotA, or any buff spell or effect you can apply. The Bottling Corporation is capable of handling four distinct types of buff in a weekly batch.

In this jump, you gain two standard Bottles that do not take inventory space instead.

The Fountain (400 CP): Each side has its own Fountain, a well defended area in which they resurrect. You have this too. It has several effects:

First, whenever you would resurrect, you can choose to resurrect at the fountain instead of wherever you normally would.

Second, if you experience a death that would result in chain failure, but would later be resurrected, you may continue your chain. In effect, all resurrection or revival techniques turn into 1-ups.

Third, it blasts any unauthorized interlopers with giant rapid-fire orbs of hurt-y light. These blasts can reduce a strong hero to a chagrined skeleton in a few seconds.

Fourth, it rapidly restores the physical and mystical resources of any authorized person within (health, stamina, mana, etc). If you have the Medical Bay, the fountain can apply any medical treatment the Medical Bay is capable of, and the treatment's duration is reduced to one minute or by a factor of ten, whichever is lower.

You may attach it to your Warehouse or place it anywhere in a jump world.

Companions

Region Lock (free): Your companions may take this gauntlet at any time. Each person in this gauntlet experiences their own separate version, though you may see other people's heroes being played.

Player 2 (50 CP): Create or import a companion, who must also take Player 2 to represent being in a team with you. They receive full CP for any drawback you take marked "Applies to companions" and may opt to take any other drawback. They'll always queue with you, and the two of you are immune to this jump's drawbacks regarding each other. You may not take this multiple times.

Recruit (50 CP / 200 CP): You may recruit any DotA hero or any member of the DotA esports community for 50 CP. You may recruit eight for 200 CP.

Drawbacks

Awful taste, awful execution (+100 CP): Congratulations, you get an extra skin! It even includes a sound font, a set of effects for all your powers, and animations. You're going to be playing in this skin for the entire jump. It has a certain "baby's first Unity game" aesthetic.

AXE ACKS! (+100 CP): You find yourself speaking in cheesy barks like a DotA hero. It's difficult for you to break character. Your teammates may be amused at the start, but you'll wear out your welcome fast.

ELO, what's all this here? (+100 CP per purchase, max three purchases): You're here until you reach a particular tier in matchmaking and remain in it for 30 days. For current DotA 2, one purchase sets your target at Archon, two at Legend, three at Ancient. Applies to companions.

Judgment (+100 CP): You have a set of commentators disparaging your every action. Likely to be distracting. You can take a commentary crew as free followers; after this jump, they will be more evenhanded in their commentary and won't exclusively target you.

Lag (+100 CP): Every match, you're with someone who has a poor internet connection. The game will pause and stutter. Isn't that frustrating?

Meta-humor (+100 CP): Your DotA hero is known as a laughably bad option for competitive play. That isn't to say it actually is a bad option, but it's got that reputation.

Dire Savings & Loan (+200 CP): Leveling up is fine for gaining power, but items are extremely important too. Unfortunately for you, the opposing creeps seem to have switched to electronic currencies and carry about half as much gold on them on average, at least when you get the last hit. I hope you like farming the jungle.

We need wards! (+200 CP): Vision is another key of playing good DotA. If you know where your opponents are, you can set up ambushes and configure your defense and offense appropriately. If you know where they aren't, you can farm the jungle safely and send your courier around without concerns. For you, vision is a serious problem. You'll never have enough, they're always placed in the wrong spot, or the opposing team continually dewards like they're stream sniping. Applies to companions.

Anti-war activism (+300 CP): Your lane creeps vary in number. Each wave contains at least one creep, and very rarely a wave may have one more creep than normal, but most waves are missing around half their numbers. Some of the deserters will hang around your base, getting in the way and making a ruckus. The amount of gold and experience reward your opponents get from a given wave is unchanged. Everyone knows it's because you're in the match. Applies to companions.

Situational awareness? What's that? (+300 CP): You have a serious case of tunnel vision! I hope you have a team captain to remind you that Queen of Pain is lurking and about to ambush you.

Stream Sniper (+300CP): In half your matches, one of your opponents is a stream sniper who's found a stream for someone on your team. They know where each member of your team is, and they've got access to your chat.

Career mode (+400 CP): You must join a professional team and gain a salary. Then you must get at least $50k in sponsorships in any one 365 day span. You will be allowed to take a human form in the real world for the minimum time required to sign contracts and take promotional photos, but aside from that, you will conduct your business through DotA chat or Ventrilo only.

Poor communications kills (+400 CP): A well coordinated team with mediocre mechanics can defeat a mechanically better team that doesn't work together. But that coordination requires communication. Your team is drawn from a pool of monolingual Russian speakers, monolingual Spanish speakers, voice-chatters serenading you with their music, and people who only type 'k' in chat. Applies to companions.

Pro gamer move (+400 CP): Each of your opponents is an esports champion. At lower ranks, DotA is their off game; they've only got fifty or a hundred hours in it. If you climb the ranks, though, you'll face the best players in the world.

Solo queue (+600 CP): You do not have a team. You must succeed in 1v5 matches. Incompatible with Player 2.

The End

Go home, or continue.

You may take any six items that can be purchased or crafted in DotA (all versions), which are fiat-backed.

You receive the map as a warehouse addon scaled to full size. You and those you invite can play a full-contact first person form of DotA. You may alter game rules and the map and switch between DotA versions. No one can permanently die here; death respawns you at the in-map fountain. At the same time, it doesn't heal you in any way. The Fountain inside doesn't cure health issues from outside the arena.

You receive one Cheese and one Aegis of the Immortal per jump. Outside this jump, the Aegis of the Immortal takes one minute to restore you to prime condition.

You may add your hero to any version of DotA you play in the future, either as a hero exclusive to you or one for general play.

Because it's Valve, you are now on the preorder list for Half-Life 3.

Notes

You are both a player and a hero. Your perspective is that of the hero, but you have awareness of the area like a player would, and you have access to MMR, chat, etc. Much as if you and only you are playing via immersive VR. The other players (aside from Player 2) are random people in pub matches and are unaware that you are both the player and the hero.

Between matches, you may take as much time as you like to relax, view your stats, switch up your cosmetic items (if drawbacks allow), view replays, and so on.

During this jump, you will not experience natural fatigue or hunger.

Dying in a match doesn't result in you failing the jump. You can only fail by giving up.

Iconic weapon: If you try turning it into armor to get perfect armor, Jump-chan will throw a brick at you.

Bloodstones: No double-dipping for bloodstone deaths. If you use a death to fuel a ritual, it can't also fuel the bloodstone. One death can't fuel two bloodstones. The death has to be the death of the sort of thing that could have a soul in a universe with souls: humans, talking animals, Geth, but not mundane goldfish.