Creeper World Gauntlet

Introduction

Year 13,271, humankind has colonized thousands of worlds when it came. The Creeper. In the first week alone 50 worlds fell and 500 billion people died. Despite mankind's best efforts they continued to be wiped out. Your story starts on the planet Hope where a great city capable of holding and sustaining 50,000 people exists. You are taking Skarsgard Abraxis place. This Gauntlet will end either upon your defeat or on the final world after the destruction of the Creeper Nexus. Good luck. Oh, and you only have access to your Body Mod. Defeat here means you continue on with your Chain but with nothing but your memories from here.

Here you will need this: 0 CP.

Drawbacks:

Double Down: Emitters spawn Creeper twice as fast! +300 CP.

Airborne Creeper: Spores are now present since the very fist mission! +200 CP.

Disadvantaged Start: Odin City now always starts in a bad location and needs to be relocated immediately! +100 CP.

Chronom: For each time you take this you must complete 7 extra missions based on the Game's Chronom mode. +50 CP for each time you take this.

Perks:

Pause Functionality(Mandatory Free/200 CP): Allows you to freeze time for everyone but yourself. During this period while you may enter commands into equipment or even move a viewer screen. This can only be used for planning or tactical/strategic purposes. This cannot be used for other purposes. This is free for this jump only. If you want to keep it, pay 200 CP.

Items:

Odin City(Mandatory Free): This city is capable of in-atmospheric flight, sustaining the lives of up to 50,000 humans, jumping to other worlds in the same universe via the Rift Engine as long as you power up some Rift Totems. It is also capable of utilizing its nanotechnology to produce a number of buildings and in one situation a ship if it is provided the proper blueprints. Given that we don't see them stopping anywhere to pick up supplies we must assume that it is self-sufficient.

Starting Blueprints(Mandatory Free): You have access to Nodes and Blasters to begin with and must collect others in the Gauntlet. Any you have at the end of the Gauntlet are fiat-backed.

Future Blueprints(50 CP Each): You can pay a premium to have some future blueprints added to your starting database. They will just happen to remain when the database gets erased. Each purchase adds one blueprint. Said blueprints may be of the Relay, Storage, Speed, Reactor, Motar, SAM, or Drone Blueprints.

Raw Nanobot Upgrades(100 CP for initial Purchase; 50 for additional supplies): You can pay a premium to start with the knowledge of the upgrades and for each map to have plus two Raw Nanobot Supplies for use of said upgrades. Each additional purchase adds an additional Supply to each Map. This caps at five purchases. Post Gauntlet you will have a container filled with Raw Nanobots that refills every week per purchase.

Rewards:

The Universal Knuckle Cracker Bundle: You receive a pristine copy of all their merchandise alongside any consoles required to their games.

Thor's Hammer: You receive your own functional copy of Thor's Hammer including its power source. It will perfectly incorporate any upgrades you apply to it. If destroyed or lost it will respawn after a week with all its upgrades intact and fully repaired. This is an overpowered starship for the setting with an unknown method of FTL. It is possible to reverse-engineer the ship, its technology and its power source. Don't expect it to be easy though.

Time to Move On:

It is time to prepare Humanity for the future!: Return to Earth with all you have obtained thus far!

I must defeat the Loki!: Stay here and try to finish what you started.

To Greener Pastures: There is always more to see.