Gauntlet: Circle

By Fancyfiredrake



In here… everything gets you killed Jumper.

Where is here you ask? Well, to answer that we need to dial back a little.

In the world you are about to enter humanity is faced with an alien invasion. Depending on where you have been maybe this is familiar to you already. Though… you have no way of fighting back this time around.

A group of people is trapped in a place on the Aliens ship. They will soon wake up from an unconscious state… upon which the game begins.

In the middle of the group, who all stand in a circle on red platforms, is a mysterious device that can kill people via a swift electrocution. Upon being killed, every corpse is dragged out of the room by their hands through a telekinetic pull of sorts.

Every person in the circle is capable of voting via the arrows on the ground and with their hands who dies. The person with the most votes dies. Every two minutes, if there is no vote, one of them dies. Touching someone is not allowed and will get you killed. Leaving your platform is not allowed and will get you killed.

You, Jumper, need to survive this game. You need to win.

Think it's going to be easy? Sorry but it won't be. For this Jumper isn't your usual Jump. This is a Gauntlet. All your perks are deactivated, reducing you to your Bodymod. Your warehouse and any Equipment you possess are not available. Your companions can't come with you.

On top of all that… you are not getting CP. Not at a cost. The usual 1000 CP gain is not happening this time. If you want to buy Perks you will have to take drawbacks.

If this all sounds hopeless don't worry. Dying here won't make you fail your chain. You simply lose everything you purchased in the Gauntlet. Win the Gauntlet however, you get both everything purchased here and bragging rights.

Now than Jumper… good luck. You'll need it.

Perks

Let's ride this out! (Free): How is everyone able to not completely freak out? Of course, people make radical decisions, but the participants rather quickly managed to focus on survival over senseless freaking out. This now counts for you as well. Your mind and mental capabilities will not be affected by fear and panic. Even in the most terrifying of situations, you will be able to make rational and logical decisions. What those decisions are still is impacted by your personality but not by any factors such as dread or despair.

Aliens want me to die, because I'm Gay? (100 CP): No, they don't. Neither do your fellow man and woman. Humanity can be so hung up on small things like, race, religion, orientation, career choice etc. However, this won't matter to you. From now on, you will never encounter hardships because something that makes you 'different'. No matter who or what you are. Don't expect to gain sympathy just because of this though and your actions will still affect others opinion of you, being the one thing they will still judge you for.

Because he doesn't vote (100 CP): Perception is the key to survival. Due to the vote based nature of the threat everyone is prey and predator. You now have the necessary hyperawareness needed to survive. In a room of dozens of people doing the same thing, you could spot the one person doing something different. You are able to know the exact actions everyone does in a room and remember them indefinitely.

Everybody, quiet! (100 CP): When hysteria and panic breaks out among people, it is difficult to get them to try and think rationally or even make them listen to you. Now this will be a bit easier. Simply by announcing everyone to quiet down, you can make them do so. They will than quietly listen to whatever it is you wish to tell them.

This will only guarantee that they will listen to you. It will not guarantee that they will go along with whatever it is your saying. Don't expect everyone to agree to the plan of trying to kill off everyone older than you.

NO! I'll do it (100 CP): As the Bible already said, "Greater love has no one than this, than to lay down one's life for his friends." It is truly a noble deed, to give up your life for someone else. Something that you might be willing to do…

If you chose to commit to a sacrifice, to put yourself in danger or even willingly risk death, you WILL be taken up on the offer. Your sacrifice is going to be painless and after this Jump guaranteed to not be in vain. The enemy will keep their promise to spare your ally, the doomsday machine will not reboot. The enemy will stay dead after you blow yourself up to take him down. You are also guaranteed to look honourable while doing so.

Maybe we're supposed to figure out who's good and who's bad (200 CP): There is a lot of grey area when it comes to morality. What is evil? What is good? What is evil for the sake of a greater good and what is good that is just disguised evil? You know how to judge that, how to judge someone precisely on their actions and intentions, correctly and reveal what they really are. You won't be deceived by acts hiding either of these whatsoever.

There is no way you can protect them now! (200 CP): But you will try! There are things bigger than one person. Then your own survival even. Things like saving someone more deserving of life than anyone else.

From now on… any and all actions you do in the pursuit of someone else's protection while be strengthened. Your arguments will be more striking. In future Jumps this also counts for other purposes. Your powers will receive a boost in strength whenever you stand up against them falling to a terrible fate.

Keep in mind for this Perk to take effect you must genuinely try to protect something or someone out of good will. You can't just pretend to be the heroic Samaritan like a certain someone.

One of them has to die (200 CP): To survive, sometimes you must be willing to do disgusting things. Sentencing a child or a pregnant woman to death would be just two of these things. Though you no longer need to worry about things like guilt. You can simply push away negative emotions and any sort of trauma related to those, put them in a Box inside your mind, able to remember but not feel the horrible emotions or any pain.

Looks like God just cut you a break (300 CP): It might be had to believe in any sort of higher power when pushed into a game like this. After all, what sort of God would willingly allow this to happen? Yet, it seems that at least someone up there likes you. You are lucky Jumper. Lucky enough that random things are less likely to condemn you and in a tie involving you and someone else, you are more likely to be spared. Play your cards right… and you might just be able to pull of the one or the other trick a little better.

We've got the majority now (300 CP): In this game, it matters most who you can count on your side. Gaining the majority can assure you the victory and the completion of your goal. If you manage to rally people to your cause, you find that any of their efforts are twice as effective as they normally would be, without tiring them out.

Items

The Circle (Free upon Victory): This is the only material thing you can get from this Jump. This is a copy of the Circle that you spend over an hour in during this insane game, stationed in an UFO like object. You could subject other people to the experience you have been through. Or you could try and use the device in the middle for other purposes, like guarding an entrance. These electricity bolts are powerful enough to instantly kill an average human being.

Drawbacks

Just kill them both! (+100 CP): Or just kill the three of them to be more accurate. You are for the duration of the gauntlet either pregnant or a little child, one of the two, pick your poison. You think this might raise your chance at victory? No. No it won't. Many people here are willing to escape, even if it means your death. If anything, you painted a target on your back.

If this is taken with It should be one of them, your survival won't fulfill the victory condition. It must be one of the canonical characters.

Hi. I'm Beth (+100 CP): What did you not get about the whole 2 minutes till someone dies? You tend to just drag on and on and on when questioned about something. Even worse you make way too much time in between your sentences and if you're not careful you may say stuff that you didn't intend to say, things that may lessen the chance of people not voting for you to be next to die.

It should be one of them (+200 CP/+300 CP): Your victory condition just changed Jumper. You no longer win this Gauntlet by surviving. Instead, you must guarantee the survival of either the little girl or the pregnant woman. If one of them lives and escapes the Circle… you win your Gauntlet. Be warned… doing so will be difficult with the formation of certain groups… and then you still have to deal with Eric, the 'canon' victor of the Circle.

For another 100 CP to gain, the group that wishes the death of the little girl and the pregnant woman is guaranteed to reach the majority at least once. From there on only a lot of wordplay and trickery can save their lives…

I just don't want to kill anyone (+200 CP): Mercy can be a dangerous thing. Something that may get you killed, or those you want to protect. You are simply… incapable of voting for someone. You can not bring yourself to vote. Not the best belief to have when joining a Death Game…

If we could have all the racists step forward (+200 CP): I think you should keep your personal prejudices out of this situation. What, you don't have any? Well… good luck trying to convince everyone else. You tend to, even if you don't actually are like that, spout racist or homophobic things. You are guaranteed to do this at least ONCE for this Gauntlet. Do I even need to explain how this lessens your chances for survival?

Just give me some time to think (+300 CP/+500 CP, Requires It should be one of them): Time to think is not only limited, it won't help you with this drawback. You lose all of your memories about the Circle. You won't know what you purchased or what drawbacks you've taken. You know you choose this as a Jump and that it's a Gauntlet but nothing else. Your victory condition doesn't change. Let's see how noble your morals really are...

For a +500 CP gain, you will not remember that this is a Gauntlet. Instead you remember nothing about Jumpchain and have no idea this is a Jump. As far as you are concerned you were simply back in your original World before the abduction. Yet, you still need to have the pregnant woman or the little girl win. What are you in the dark Jumper?

Choice

Go Home: Enough of invasions and mind games? Fair enough. You go home with all you earned.

Stay: This place might be a bit… messy after the invasion. Maybe just what you need?

Move On: Lets go somewhere with more to do.