PUBG
Gauntlet

Season 2

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INTRO

You might be familiar with this world. This is the game Playerunknown's Battlegrounds or PUBG for short. The goal of this game is to survive a 1 vs 99 battle royal and be the last person standing.

To win this Gauntlet you will have to win six matches in any of the map in the game, with having at least one win in three different maps.

You get infinite tries, but if you for some reason want to, you can quit the Gauntlet anytime you want, you will lose all the perks and items gained here though.

As this is a Gauntlet you start with:

0 CP

Good Luck!

PERKS

Health Bar (FREE/Mandatory) - Your body is like that of a video game character with a Health Bar. Instead of taking actual physical damage you will have some Hit Points taken from your Health Bar. If your health reaches 0 you are dead. After the Gauntlet you can toggle this On/Off.

Map (FREE/Mandatory) - You have a mini map of the play zone to track your position. Post-Gauntlet the mini map will show the region you are in. After the Gauntlet you can toggle this On/Off.

Auto Pick-Up & Auto Attachment (FREE/Mandatory) - You will collect loot automatically when you move over it and attach all the gear to your guns automatically too. Attachments will be prioritized for whatever configuration you would find optimal, so you won't end up with a red-dot sight on a sniper rifle unless you really wanted it there. Also just like in the PUBG game you don't have to load bullets into magazines, just remove the used magazine and then insert it back in. After the Gauntlet you can toggle this On/Off.

Instant Consumption (100 CP) - You can consume anything that you can normally consume like Painkillers and Energy Drink instantly.

Improved Vehicle (100 CP) - Any vehicle you use will use ⅓ less fuel, be much more durable in general, and its tires and engines can't be blown up or punctured.

See Through Walls (100 CP) - You can see silhouettes of people from the other side of walls. These silhouettes are accurate enough you can tell what they're holding or wearing without issue. You can even hear them speaking through walls too, even if they're whispering.

Regen (200 CP) - You passively recover two percent of your health every eight seconds as long as you have been out of combat for thirty secs.

+ Boosted Regen (400 CP) - Your regen increase to four percent every eight seconds after one minute out of combat (previous tier still starts working after thirty seconds).

Mobility Pro (300 CP) - You have effectively unlimited endurance when it comes to physical exertion, are a professional at parkour, a master climber, parachutist, and swimmer, and could easily run across the entirety of the various PUBG maps at full tilt without slowing down. This also protects you from physical wear and tear from constantly running and/or crawling around at full speed, so if you needed to you could crawl in the prone all day none the worse for wear.

No Recoil (300 CP) - When you fire a weapon you get no recoil. Whether you are in single shot mode of full auto you sights will stay on target.

Reflexes (300 CP) - You have reflexes fast enough to kill a whole squad before they can fire more than a few shots. However, this does not make you any more accurate than you already were.

Dead Silent (300 CP) - Whenever you want to you can walk, run, jump, fire a gun, e.t.c. without making any sound.

All Range Expert (400 CP) - You can use short range weapons like they were long range ones without any loss in skill, power or accuracy and vice versa, allowing you to use long range weapons even at point blank range with no problem.

Sniping Master (400 CP) - You have enough skill with sniping that you can easily headshot a person that is eight hundred meters away, assuming you have a weapon that can reach that far.

Hitscan (500 CP) - Your ranged attacks hit your target instantaneously with neither having to travel the distance nor accounting for bullet drop. You may choose to toggle this effect on/off if you want.

Anti- Armour (500 CP) - Your attacks do increased damage to armour, penetrating much easier and making them breakdown a lot faster.

+ What Armour? (700 CP) - Instead of doing extra damage to armour, your attacks now completely bypass armour entirely. This doesn't negate natural durability however. You may toggle between this effect and the lesser one as desired.

Teaming isn't Cheating (600 CP) - You can convince your opponents to team up with you in a 1 vs 99 battle royal which can have only one winner and then convince them to give up so that you can win, at least if you can manage to start a conversation with them, which isn't guaranteed if they can't understand you or are dead set against any sort of cooperation at all.

Revive (600 CP) - Upon taking this perk you won't die when your health reaches zero percent, instead you will get 'knocked down' and then get revived in five seconds with half of your health. But the enemy can still kill you in that timeframe so you should probably hide. You can use this perk without limit in this Gauntlet but Post-Gauntlet you can only use it once per ten years but you will get revived instantly. Post chain you can use it as often as you need.

Luck (800 CP) - Your luck is quite strong. You will almost always drop within arm's reach of weapons, and then quickly find your ideal load out. Because of your luck you will coincidentally dodge bullets a lot and if you have a pan on your back then it will block the bullets fired at your back around forty percent of the time. If you are in Blue Zone and out of meds you will chance upon a few first aid kits, enough to get you in the zone as long as you are trying to enter the safe zone. In future jumps your luck will adapt to the situation you are in and keep helping you.

ITEMS

The Perfect Parachute (Free) - You start every match in PUBG by literally throwing yourself out of the back of an airplane. Thankfully you have this

parachute, which will ensure you always reach the ground in a safe and timely manner. It will never malfunction and will automatically deploy at the minimum safe distance in the event you are otherwise occupied or can't pull the cord. It's always in perfect condition and resets itself automatically. Post gauntlet it will appear on you and ready to use whenever you want it to if you're falling in the air.

A Gun (50 CP) - Instead of running around searching for guns you start out the game with your choice of a sidearm with enough bullets for two full magazines or a crossbow with eleven arrows. This weapon is just a bit better than they would normally be, just a bit faster firing speed, a bit faster reload, e.t.c.

+ Shotgun, SMG or LMG (100 CP) - This upgrade replaces the pistol with your choice of a non-crate only shotgun, SMG or LMG
+ Assault Rifle or Sniper Rifle (200 CP) - This purchase upgrades your gun to your choice of non-crate only assault rifle or sniper rifle.

Armour (300 CP) - You start the game with an Indestructible Level 3 helmet and body armour. No matter where you get hit, it will be as if you got hit on the armoured area.

Level 3 Backpack (100 CP) - You start the matches already having a Level 3 Backpack.

+ Unlimited Storage Backpack (300 CP) - The backpack you will have will now have infinite space. You will always pull out the thing you're reaching for and will have an intuitive knowledge of what is inside, though its opening is no larger than normal. Other people searching your backpack will believe it to be a normal backpack unless you want them to know otherwise.

Start with a Pan (100 CP) - You start the matches while already having the pan equipped. This pan is completely bulletproof, and has a tendency for bullets to curve towards it rather than the rest of your body. This does not cause bullets to hit you, or the pan, if they would normally miss. If you have both this pan and the Luck perk then any bullet fired at you from behind that would have hit you will instead be guaranteed to hit this pan instead. If your enemies want you dead they'll need to shoot you from the front or the sides, as an ambush from the rear will be futile.

Scope Out (200 CP) - You start the game with one of every type of scope in the game. These scopes are just a bit better than they would normally be, and anyone using them has a much easier time aiming and maintaining a good sight picture. Additionally it's much easier to notice any hidden enemies while looking through one of these scopes.

Training Ground (200 CP) - You have access to an island with instantly replenishing supply of all the weapons/vehicles/e.t.c. to train in before every match for thirty minutes. After this Gauntlet it will become a warehouse add-on that you could visit whenever you want that will have everything you would need to train in anything you want. You may optionally have it populated with simulations of other people, as if you were fighting in a PUBG match again. You won't be able to take any item, that you didn't take in, out of it. Deaths inside, for you or others you invite in, don't count. In such events the individual in question is simply removed from the training ground, in good health and without injury. This effect will also kick in in the event of incapacitation or if somehow trapped and unable to exit under your/their own power.

Throwables (300 CP) - You start the game with three of each type of throwables available in PUBG those being frag grenades, stun grenades, smoke grenades, molotovs, apples, e.t.c.. These are slightly superior to what could normally be found. Post gauntlet you'll be able to pull these things out seemingly from nowhere whenever you happen to need one.

Ghillie Suit (400 CP) - More like an invisibility suit. This full-body suit will make you impossible to detect via sight while holding still or moving slowly, whether you are in an area full of tall grass, in an empty desert or standing right infront of another person in a room. Once you start moving faster than a slow pace however it's more akin to Predator style active cloaking, still incredibly difficult to notice but not entirely impossible. Ceasing movement or slowing down will cause it to revert back to the total invisibility function.

Boost items (100 CP) - You start with one painkiller and one energy drink. These are superior to what could be found 'in game'. Post-gauntlet you always seem to

have ready access to these whenever you'd need them, and the same applies if you've purchased an upgrade below.

+ First Aid Kits (300 CP) - You start with two first aid kits in addition to the boost items.
    + One Adrenaline Syringe & One Med kit (400 CP) - You start with one adrenaline syringe and one med kit in addition to the items from previous tiers.

Flare Gun (500 CP) - You start the matches with a flare gun. When you shoot it in the sky in the play zone sometime later a special air drop will fall for sky that will contain two air drop only weapons with ammo, a level 3 helmet and body armour, one med kit and one adrenaline syringe. If you use it out of the play zone you will get a bulletproof UAZ instead. Make sure to use it at a safe place.

DRAWBACKS

More Matches (100 CP) - You will have to win one extra match. This Drawback can be taken up to six times.

Embarrassing Skin (100 CP) - Good news! You now have a Custom Skin made just for you. Bad news, this new Skin is something you find very embarrassing and you *will* have to use it.

Late Drop (100 CP) - You will drop late from the airplane every match.

Proners (100 CP) - In every match you will encounter at least two 'Proners' who you won't be able to spot before they shoot at you, but luckily they have horrible aim by default unless you take the Pro Players Drawback.

+ & Campers (200 CP) - In addition to the Proners you will also encounter at least two Campers each match. Otherwise it's the same as above.

Hot Drop (200 CP) - No matter where you drop, at least 5 more players will drop in the same area every match.

Red Zone (200 CP) - You will find yourself in every other Red Zone in every match.

Annoying Dead Teammate (200 CP) - Every match you will have the voice of a dead teammate in your head talking and distracting you.

+ Alive Team Killer (600 CP) - Good news! You now have an alive teammate. Bad news, they will try their best to kill you.

Fog Matches (300 CP) - The map will be filled with fog making spotting other players difficult.

Teaming Cheaters (300 CP) - Every player/team you encounter will be teaming with two other players/teams.

Glitchy Vehicles (300 CP) - Every vehicle you drive will start to glitch out after some time and can potentially kill.

Where are the Guns?! (300 CP) - You will have to kill a player using either melee or throwables to get your first gun every match.

+ Where is the ammo?! (500 CP) - To get the first ammo batch for the gun you will have to kill another player using either melee or throwables.

Solo-Duos (300 CP) - Instead of fighting 1v1 you will have to win a match 1v2.

+ Solo-Squad (600 CP) - Instead of fighting 1v2 you will have to win two matches 1v4.

Weapons Upgrade (500 CP) - Every player except you will start the matches with air drop only weapons.

No Air Drops (500 CP) - You will never be able to find any air drops.

+ Vanishing Air Drops (700 CP) - If you kill somebody that has an air drop only item, that item will vanish if you try to use it.

No Downtime (600 CP) - Everytime you stop at a place with the intent to rest for more than seven minutes, a player will sneak up on you and you won't notice them until they fire at you.

Headshots Only (700 CP) - You have to win a match with all of your kills been finished via headshots with at least one kill.

Pro Players (700 CP) - All 99 enemy players' skill level will be raised to that of Pro PUBG players.

L-l-lag (700 CP) - You will experience horrendous lag every time you are in a fight.

Ammo Starved (700 CP) - You will struggle to find ammo every match and will never have more than four magazines worth.

The Pacifist (800 CP) - You will have to win a match without killing any player.

Invincible (800 CP) - You have to win a match with taking zero damage from another player.

REWARDS

For completing the Gauntlet you will get the following rewards:

1) The Impenetrable Pan! This Pan is able to block any ranged projectile attack no matter how powerful. If you already bought The Pan item you may freely grant this property to it.
2) The ability to summon any of the weapons, armors, items, or vehicles available in PUBG to your hand.
3) Your guns will have infinite bullets and will never have to reload ever, vehicles you summon will have unlimited fuel.
4) You get an every flavour pez dispenser in the shape of a pistol and a bobblehead of yourself with the weapon you used to kill the last person.
5) And the best reward, you can summon a delicious Chicken Dinner whenever you want!

BONUS REWARDS

- The Pacifist: If you selected 'The Pacifist' Drawback and won, you get the power to create a city wide zone for thirty minutes in which nobody except you will be able to use any type of attack. After use it will be on a cooldown for one week.
- Invincible: If you selected 'Invincible' Drawback and won, you get the power to be immune to any and all types of damage for thirty minutes. After use it will be on a cooldown for one week.

Notes

- As this is a Gauntlet you only have stuff from your Body Mod.
- The higher CP replaces the lower CP price. i.e. if you take Solo-Squad you will get 600 CP *not* 900 CP.
- You have to be at least a little involved with the attack for Hitscan to work. Railgun from a spaceship won't work but if you are able to fire a mountain using any of your power, like telekinesis, it would work.
- The players you are fighting are not real people, they can be anything from magic golems, simulation anything you decide.
- If you take the 'Where are the Guns?!' or it's upgrade and 'A Gun' item you won't get the gun or ammo until you kill the player.
- If you take the drawback 'No Air Drops' or it's upgrade, it will still apply to the 'Flare Gun' item.
- The thirty minutes of power you get from the Bonus Rewards can't be used in pieces (e.g. you **can't** use one minute of invincibility and save the rest for another time).