Speculative Evolution Gauntlet

By JuliantheUnknown

The age of humanity...is over. Whether through pollution, war, or just plain bad luck, humans are extinct as a species. But life itself is still very much alive and millions, hundreds of millions of years later, new bizarre lifeforms that are no less Earthlings than humans.

This is the natural course of things and even humanity could do nothing to subvert this...right? As it turns out, humanity made a few last desperate attempts to survive. A coalition between America, China, Japan, India, Spain, France and the United Kingdom created ten colony ships. Using unstable time travel technology, they then shot the ten human ships full of colonists into the future. All but one were lost - the one you find yourself on now. Even that one hasn't done so well - rather than a controlled landing, the colony ship was forced to crashland destroying much of the supplies that went with it.

Most of these people are strangers to each other, desperate refugees so you won't find yourself questioned too strongly even as you find yourself in the captain's chair - you're the future leader of the colonists.

You're going to need something to help you, so here take this;

+0 CP

Oh, also, you've been reduced down to your body mod (if you don't have a body-mod or have some sort of body-mod substitute or supplement replacement, you don't even have that). Luckily, there are some ways to pick up some CP and even a few old abilities.

Roll for time period/timeline you end up in.

1. 5 million years into the future. This is the first section of "The Future is Wild" documentary/book. Roll 1d5 for location.
   a. North Europe - it is now in the middle of another ice age and rodents have grown a whole lot bigger, with the descendants of wolverines stalking and killing the descents of marmots.
   b. The Mediterranean - or what's left of it at any rate. The whole thing has dried up leaving a desert of salt. You start off on a rocky island of this salt desert. Boars stay close to what little is habitable on the rocky islands and two-legged lizards quite literally run through the salt desert.
   c. The Amazon - the once jungle is now made up of large prairies. Giant birds called Carakillers stalk these grasslands like lions once did in Africa, their favorite prey being babookari, the descents of uakari.
   d. North American Desert - a desert here where Kansas once was. Giant bats stalk the sky and digging birds make giant nests while desert rattlebacks travel long distances living often in pairs of parent and child.
   e. Free Choice.
2. 100 million years into the future. This is the second section of "The Future is Wild" documentary/book. With the exception of one species of rodent, mammals

are extinct. The world is for hotter and swampier and the creatures here look ever stranger and alien. Roll 1d4 for location.

a. The Bay of Bengal - this is a huge swamp now. Giant tortoises called toratons - the largest land animal to ever walk the Earth have this place as their primary location. Other animals include lurkfish who use electricity to disable their prey and swampuses,, octopuses that can now live on land part of the time.
b. The Flooded World - an island in the middle of the ocean. There aren't any animals on the island - but the ocean is full of strange creatures. The descendants of sea slugs who look like fish who feed and are fed upon by colonies of sea spiders that live on giant Portuguese man of wars live in this ocean.
c. Tropical Antarctica - the once icy continent has moved to the tropics. The descendants of sea birds have adapted to a new life becoming small tropical flying birds and giant bugs like wasps fly through this jungle, often preying on those small birds. Other amazing animals like the Spitfire Bird - who uses the chemicals of a flower to spit to create a potent chemical spitting weapon.
d. The Great Plateau - a giant plateau created by the collision of Australia and Japan. Silver Spiders make giant colonies here, while farming poggles - small rodents and the very last mammal on earth while the spiders themselves are fed on by The Great Blue Windrunner, a giant bird with four wings that can see in ultraviolet and lives in the highest peaks.
e. Free Choice

3. 200 million years into the future. This is the third section of "The Future is Wild" documentary/book. Roll for location. A strange place with a new Pangea and a new superocean. Birds, mammals, reptiles, and amphibians have gone extinct and fish no longer swim in the sea but fly in the sky instead. Roll 1d5 for location.

a. The Tentacled Forest - a strange...forest if one can call it that. Squids, not monkeys fling from treetop to treetop here and tiny flying fish have taken the place of birds and giant megasquids walk through the forest floor.
b. The Global Ocean - an ocean without end. A bit of a misnomer - you're actually on one of the coasts of the New Pangea. Scores of Ocean "flish" - literally flying fish inhabits the coasts while Silver Swimmers - the neotenized descendants of crustacean larva take the position fish once did beneath the sea.
c. The Central Desert - a huge desert that takes up a generous portion of New Pangea. Termite descendants build giant mounds while underneath in the water beneath the desert, a whole different ecosystem lurks.
d. The Graveyard Desert - a desert that is shielded from the waters of the global ocean by a giant mountain pass. Giant hopping snails spend all night looking for food, and bumblebeetles - an incredibly specialized beetle spends all of its life looking for the rare flish that has been thrown over the mountain pass by storms.
e. Free Choice.

4. 50 million years into the future. This is based off the book "After Man: A Zoology of the Future. This was a precursor to the Future is Wild and it should be noted that this book had a major love for rodents. All of the following locations are all sort of mixed, so you get a general vibe of what to expect rather than a strict location. Roll 1d8 for location.

a. Temperate Woodlands and Grasslands - giant rabbit deer called rabbucks have replaced deer as the primary ungulates and are preyed on by giant rats that hunt in packs.
b. Coniferous Forests - deep dark woods that host the descendants of antelopes called “hornheads” and another form of predator rat called pamthrets. Several variations of birds also live here.
c. Tundra and the Polar Regions - like a lot of this place, giant rats also prey on the descendants of antelopes. However, you wouldn’t know their ancestors by looking at them. Even stranger - in the cold waters of the polar ocean, giant penguins the size of whales who have become fully aquatic live on plankton.
d. Deserts - the descendants of naked mole rats lounge in the sun and giant rats who by some miracle of convergent evolution stores fat much like the extinct camel once did.
e. Tropical Grasslands - baboons have evolved into an apex predator and hunt anything that gets in their ways.
f. Tropical Forests - the last cat swings from branch to branch hunting monkeys while giant tapirs that look like elephants eat at the base of the jungle.
g. Islands and Island Continents - you can choose any island you want - for example, the island of Batavia where bats got there first instead of birds thus adapting to all the niches first or the Island of Lemuria where hoofed animals hold sway.
h. Free Choice

5. Alternate Dinosaur Timeline. This is based off the book “The New Dinosaurs.” The same day you left but shuttled into an alternate timeline. Geologically, the world is the same. Roll 1d8 for location. You can then determine your location in your location for free.

a. North America - part of the Nearctic realm. A strange place where the descendants of triceratops now possess only a single horn and roam across prairies much like buffalos do.
b. South America - part of the neotropical realm, where a giant predator with a large cutlass front tooth feeds on lesser dinosaurs and the descendants of Tyrannosaurus Rex...no longer look like Tyrannosaurs but have proven no less deadly.
c. Europe - part of the Palearctic Realm. It has strange dinosaurs that are the size of bugs and giant birds.
d. Asia - part of the Palearctic Realm and the Oriental Realm. It has two-legged cone eater dinosaurs with other dinosaurs that prey upon them that look exactly like them.
e. Africa - part of the Ethiopian Realm Giant giraffe like dinosaurs eat from treetops and the closest thing to a Tyrannosaurus Rex is found here.
f. Australia - part of the Australiasian realm. This contains strange pelican-beaked dinosaurs and cephalopods who creep forwards to the surface.
g. Free Choice

6. Free Choice of Time Period/Timeline. This includes any Speculative Evolution Earth you want so long as it doesn’t rely on magic* or have any sapient species. You can even choose to leave earth entirely, going to a new planet so long as said planet can actually host human life (so the atmosphere should be relatively same to ours - no landing on an oxygenless planet unless you want to automatically fail the gauntlet).

Perks

Backstory (FREE) - this is optional. Would you rather not be a Drop-In? Then you can get a backstory from the world before, explaining how all of this came to be and how you got your spot on the colony ship.

Remains of Another Jump (Increasing Cost) - something didn't go quite right with the gauntlet process. You still have one of your powers or perks from your old jumps. This power cannot be magical or curbstomp in nature. These powers are less things like major pyrokinesis, but more like good luck or higher intelligence. The highest power you could buy with this is a healing factor (around Movie Wolverine's version - you can buy a higher version and nerf it). After that, it becomes too powerful and the gauntlet process kicks in. This costs 100 CP for the first buy, 200 CP for the second, 400 CP for the third, 800 CP for the fourth, and so on. (Warehouse Access is considered too powerful for this as well).

Old Friends (Variable Cost) - usually gauntlets are for you only. Luckily, this time you get to bring along as much as eight friends. They are also reduced down to body mod. The first companion costs 100 CP each. They have no CP - anything that you want to buy for them must come out of your own budget (this can include Remains of Another Jump). If they are pet companions, the cost is halved to 50 CP. Non-Pet companions can have any perk in this gauntlet bought for half of what it would cost you - save Remains of Another Jump that costs them the same (albeit they have their own sliding scale - you can buy two instance of remains of Another Jump costing 300 CP, and then one for you one of your companions, costing 100 CP and once more for another companion, costing 100 CP). 8 Companion limit.
To keep things Gauntlet-y however, if they clearly die in the sight of even one other human non-companion, they stay dead until the end of the jump (or more accurately are escorted into an interdimensional waiting area).

Mediator (100 CP) - people have disagreements all the time. You know how mediate between two people who have been unable to reach compromise and get them to reach it.

Multilingual (100 CP) - the people who you are among speak multiple languages. While some people might speak other languages, every single person speaks at least one of six languages: English, French, Mandarin, Hindi, Spanish and Japanese. You obtain fluency in all six.

Leadership (200 CP) - you are a leader among men. You know how to calm people down, get them to work together for a common purpose and take commands from you. You also know how to delegate to other people and can see both in the short and long term when it comes to the future. If you're also subordinate to somebody, you know how to work with that (so long as they're competent) and combine your efforts for the betterment of your followers.

Really Long-Term Planner (100 CP) - When people think of long-term planners, they think of planning for ten years from now instead of a year. You can plan for a hundred years in advance while still thinking of short-term advantages.

Bizarre Architect (100 CP) - Speculative Evolution doesn't just mean animals and plants. It also means strange geography and climates - some of which aren't always immediately amenable to humans. You know how to design buildings that can withstand some of the stranger quirks of this planet.

To Shape the World (200 CP) - Some people upon entering this world will cower from its strangeness. Not you. These new animals and plants are not creatures of legend but mortal - and more importantly *useable*. With experimentation, you will figure out which animals and plants can be used as livestock and crops, which can be hunted, which are pests that will invade the colony's granary, which have parts that can be made into leather, fat to be burned as candles, which feathers will make the best comforter, which leather will make the best clothes.

Secondary Skill (200 CP) - it isn't that your skill isn't valuable, it's just not the first thing people really thought of it when they were deciding who would go on the ship. Whether this is a skill like cheesemaking or furniture repair, it might not be the most valuable thing, but far from useless.

Valuable Skill (300 CP) - You're something like a doctor, a farmer - work that will be immediately valuable from the outset and continue on that way for a long time.

Gear

Remains of Colony Ship (FREE) - Congrats, the remainders of this titanium spaceship. The time drive is completely broken and the only person who could understand it is long dead. There are also various pieces of furnitures such as beds and chairs lying around. With some ingenuity and some tools, these remains could be turned into buildings.

Rations (FREE) - Thank god, a part of the the rations survived. With 1000 people, you can probably make this last for two years if you don't feed on anything else. Three if you stretch it.

1000 people (FREE) - one fifth of the population of the Colony Ship survived. Most of these are either young healthy people, families, or older but intelligent experts. This can be bought a second time for 100 CP.

Crops (100 CP each) - a variety of useful crops that can be bought. Not all of these will necessarily grow in the climate you've come across. You can buy as many as you want. Each purchase will give you enough, if planted and taken care of correctly, about fifty large fields.

- Potatoes
- Corn
- Wheat
- Barley
- Rice
- Rye

- Cotton
- Sugar

Sinful Crops (100 CP) - food is all good and well, but sometimes you need something a little more relaxing. You can purchase tobacco or marijuana crop here.

Fruits (100 CP) - can be bought multiple times. Every purchase represents one real world fruit species such as apples, oranges, pears, tomatoes, grapes, etc. Each purchase gives you enough seeds, that if planted correctly, will produce several fields/orchards of the desired fruit.

Vegetables (100 CP) - can be bought multiple times. Every purchase represents one real world vegetable such as carrots, leeks, broccoli, onions, garlic, etc. Each purchase gives you enough seeds, that if planted correctly, will produce several fields/orchards of the desired vegetable.

Fungus (100 CP) - some can be delicious like mushrooms or truffles. Every purchase represents one real world edible fungi, enough to produce .

Spices and Herbs (100 CP) - food without these can be so bland, you know? These include things like peppercorn, cinnamon, rosemary, hops, and so forth.

Tree Seeds (100 CP) - these are things like oaks, walnut trees, etc. You have enough for an orchard. They'll take a lot longer to grow than the crops or vegetables.

Medicine (100 CP) - the medicine supply survived. This was to provide for around 5000 people for a year.

Water Purifiers (100 CP) - so much of the water supply is laced with filth and other undesirable elements. Luckily, you've got twenty of these bad boys. For another 100 CP, they can even turn salt water into fresh water. Both the upgraded and original version can be bought multiple times.

Livestock (Variable Cost) - humans have been feeding on certain types of animals for millennia. That wasn't about to change even as what remained of humanity was shot off into a strange time void. Here are some animals that if bought insure enough of a breeding population survived. They are:

- Guinea Pigs (50 CP) - while they're also used as pets, these small rodents can also be eaten and raised as livestock.
- Chickens (50 CP) - small birds that lay eggs. Known for being particularly tasty when fried.
- Goats (100 CP) - these can be used for both meat and dairy.
- Pigs (100 CP) - these oinkers love dirt but taste delicious.
- Beef Cattle (100 CP) - the source of hamburgers and steaks. Can also be used for milk but it won't be quite as good as Dairy Cattle.

- Dairy Cattle (100 CP) - these cows are great for their milk, which can be used to make things like yogurt and cheese. They could also be used for meat, but it won't be quite as good as Beef Cattle.
- Sheep (200 CP) - they're not only an excellent source of meat, but they provide wool as well.

Pets/Utility Animals (Variable Cost)- Some animals aren't commonly used for meat but are often found among humans. Buying this item insures that the animals sent along with the colony ship have survived in a large enough degree to form a viable breeding population. They are;

- Cats (50 CP) - cute and adorable, but with no rats to get rid of, they don't serve much purpose besides being a source of emotional comfort.
- Rabbits (50 CP) - not much use except as a source of comfort, they could also be eaten. But could you bear to eat them?
- Dogs (100 CP) - These dogs have been trained to hunt with humans, as well as be a source of emotional comfort.
- Donkeys (100 CP) - they can be used as both pack animals and transportation.
- Horses (200 CP) - these animals can serve as faster transportation.
- Camels (200 CP) - they can go without water for a long time.
- Llamas (300 CP) - these animals can be used as both pack animals, meat and a source of wool.

Other Colony (100 CP) - what luck! As it turns out, one of the other colonies actually survived, also crash landing about a mile from where you are now. They have every gear item you bought here. This can be bought up to nine times, thus actually insuring that all the colony ships sent out did actually survive. You can instead get it for +100 CP but the colony will have arrived a year before you and will be actively hostile to you. You do not need to purchase all the colonies this way, however.

Colony Wreck (50 CP) - oh wow, another colony ship crash landed here about a mile away but the inhabitants did not survive. However, much can still be salvaged from the wreck (everything you bought in the Gear section save any Trained Professionals).

Power Tools (100 CP) - there are a generous amount of power tools that can be used to make things. Enough to have a hundred of your settlers working efficiently. Can be bought multiple times.

Weapons (100 CP) - enough weapons to equip about a hundred of your settlers. Can be bought multiple times.

Base Materials (100 CP) - all sorts of base materials that can be used for building. Lumber, pipes, wiring - enough to make fifty five-people houses.

Transportation (200 CP) - several ATVs that can be used to transport heavy materials and people over long distances.

Solar Panels (300 CP) - can be bought twice. You get about fifty solar panels per purchase.

Bio-Simulators (300 CP) - these simulators can be used to grown crops that won't grow in the actual climate outside. You get two per purchase and each can grow around one field's worth of crops. They will however need to be powered.

Skilled Professionals (Variable Cost) - several of the people who crash-landed actually possessed valuable skills. Hurray! Each purchase buys at least ten experts on that area. Each one can be bought multiple times.

Farmers (100 CP) - they're the people who actually know how to plant the crops that've come along and take care of the animals.
Doctors (200 CP) - people get sick. It happens. They're here to insure that people recover and don't die.
Veterinarian (100 CP) - animals also get sick.
Architects (100 CP) - they know how to design the best version of the colony they can with the supplies you'll have.
Engineers (200 CP) - they're going to know how to build or control electricity.
Scientists (100 CP) - not engineers, but scientists (especially biologists) who can help figure out the strange new world you're in.
Sailors (100 CP) - those who know how to sail the seas, go out and catch fish.
Boozemakers (200 CP) - these guys know how to make lots of good booze. Trust me, as time goes by, you're going to want this.
Soldiers/Police Force (100 CP) - you get a hundred of these, rather than just ten. Young men and women, who are trained as both an emergency army and as a police force.
Specialized Food Makers (100 CP) - these are the guys who can make things like cheese, salami, and so forth.

Drawbacks

Not the Leader (+100 CP) - Did I say you were the leader of this colony expedition - you're actually the second-in-command. Don't worry - the leader is a fairly reasonable and competent dude (they gets the Mediator, Multilingual, Leadership and Really Long-Term Planner perks for free) and you'll find you actually quite like them. But the two of you will have disagreements and ultimately they are in charge. Expect to have some of your ideas shot down. This can be taken a second time, making you the third-in-command.

Stupid and Incompetent (+100 CP) (Requires Not the Leader) - Did I say the leader was smart? And competent? Sorry, I was looking at the files of one of those wrecked transports. You're

actually stuck with an idiot and coward as your commander. And no, you can't just overthrow him. If you took Not the Leader twice, you can take this twice. You can also choose to have this apply to only the first officer, and the not the overall leader or vice versa.

Damning Inexperience (+200 CP) (Requires Not the Leader) - The logic was sound. Her father was a stellar leader, so presumably, she would rise to the occasion. Experience is showing otherwise. Social awkwardness is leaving her having issues communicating what she thinks needs to be done, teenage temper leaves her flustered when it doesn't get done, or when someone calls her judgement into question... It makes you wonder if the chief was just trying to get her out of the house, some days. Albeit she does have the potential to be a great leader - just maybe she was given her shot a little too early. This cannot be taken twice. For half its value, she can instead be the first officer instead. Can't be taken with Stupid and Incompetent or Budding Tyrant for the same person.

Budding Tyrant (+200 CP) (Requires Not the Leader) - well, your leader's not stupid but he is looking to subvert democracy and become a dictator. For some reason, nobody else can see it and he enjoys widespread support among the colony. If you took Not the Leader twice, you can take this twice. You can also choose to have this apply to only the first officer, and the not the overall leader or vice versa. However, if you have it apply only to the first officer, his hunger for power and tyrannical tendencies will be the leader's sole blindspot.

What a Guy (Budding Tyrant required) (+100 CP) - You know what I said about you being the only one who could see the leader's tyrannical tendencies - you can't anymore. You'll just believe that you took "Not the Leader" and that it was valued at 400 points. It will take something really shocking for you to realize and by that time the damage may already be done.

Not Even on the Council (+400 CP) (Requires Having Bought Not the Leader twice) - you're not even on the leadership council at all. You're just another citizen of this new colony.

Moral Quandary (200 CP/400 CP) - The local wildlife have shown signs of intelligence. At the first rank of this drawback, it's simple intelligence, but enough to raise concerns among the settlers. At the second rank, some animals have appeared to attempt to communicate, raising significant debate as to whether hunting them would be just.

Unvaccinated (100 CP/200 CP/400 CP) - While scientists did their best to make you immune to the illnesses that you might encounter, they could only do so much. Taking the first rank of this will mean that while not serious, your colonists will come down with illnesses that'll keep them out of the action for a while. Taking the second rank will mean they'll have serious issues and a few might even die of illness. Taking the third rank will mean that many will die a painful death of a disease their body is not equipped to fight.

Another Ten Years (+100 CP) You'll be spending twenty years here, instead of ten. Can be taken four times, meaning you can spend thirty, forty years or even fifty years here. You are

guaranteed not to die of old age - but there are plenty of other things that can get you. Even if you've bought some sort of healing factor with the Remains of Another Jump Perk, you'll still visibly age on the outside at least.

All By Myself (+500 CP) - As you stand among the wreckage, you find that none of the other settlers have survived. It's just you and your companions and pets. You'll have to spend ten years in this strange new world, surviving and surviving as you few people. 8 companion limit. For obvious reasons, this drawback is mutually exclusive with all other drawbacks save for the two ones that require it, Another Ten Years, Don't Mess With Time, Strange and Wondrous Creatures (and the two drawbacks that require it), and Afraid of Man.

No Good Conversation (+200 CP) (requires All By Myself) No companions either? You can take any pets with you but that is it (and no this doesn't mean companions who can take a bestial form like a Pokemon).

Not Even That? (+400 CP) (Requires No Good Conversation) So you truly want to be on your own for ten years, huh? Well, don't blame me if you go stir crazy.

All By Myself...for a Bit (+200 CP) Before the colony ships were sent out, scout ships were sent out. Like you. You've landed two years in advance to the colony ship. Two years alone without any companions. You can have non-speaking pet companions but with a limit of two. You can take this twice, each time doubling the length of time you spend alone.

Far Far Away (+300 CP) (Requires All By Myself...for a Bit) So you know that colony ship landing? You're at least two year's walk away from it. If you want to meet up with other people, you're going to have to make your own journey.

The Captain Goes Down With the Ship (+300 CP/+600 CP) - Even if you are third-in-command, the principle still applies. After you leave here, the colony should be able to survive for at least a hundred years. If it doesn't - then you lose all your perks, gear and rewards from here. For another 300 CP, your chain ends. Cannot be taken with Not Even on the Council.

Don't Mess With Time (+300 CP) - as it turns out, shooting yourself through time isn't the smartest idea. The colony (or just yourself if you took All By Myself) will transport every three years or so to another time period or location. You will roll for these yourself.

All the Scientists Are Dead (+200 CP) - uh-oh, looks like all the engineers and scientists died in the crash. This means nobody left alive knows how to reproduce those things that came with you. It would be very easy to descend into barbarism in a couple of generations.

Medieval Ages 2.0 (+400 CP/+600 CP) (Requires at least two other colonies that survived) Wow, so you and your colony came way later than the rest. Like one hundred and fifty years later. These people descended back into a middle ages type of life and have forgotten their origin. They're less advanced but far outnumber you. You get it for 600 CP if you took All By Myself. Can't be taken with Colonial Ages 2.0.

Colonial Ages 2.0 (+400 CP) (Requires at least two other colonies that survived) Alright, it isn't as bad as feared - you came late and the colonists before you descended technologically - but it isn't like they're in the Medieval Ages - something more along the lines of 18th century America. Can't be taken with Medieval Ages 2.0.

Strange and Wondrous Creatures (+200 CP) - so if you're here for this Gauntlet, you're probably a fan of speculative evolution. You might even know a lot about the world you're going to. Now? Now you don't. This world will be as strange and fantastic as it is to everybody else - and dangerous too.

Close-Minded (+100 CP) (requires Strange and Wondrous Creatures) Some might look upon these creatures and plants as beautiful, but you're disgusted by them. You will never appreciate this place or find any beauty in it and will often try to replace native terrain with that of the animals and plants brought aboard the ship. Only then can you see beauty in the landscape. Incompatible with Gotta Record'em All

Gotta Record'em All (+200 CP) (requires Strange and Wondrous Creatures. You feel a constant need to record and study the creatures of this place. As a leader, this might prove a bad distraction. Incompatible with Close-Minded.

Non-Edible (+200 CP/+400 CP) - hope you brought along your own animals and crops because you'll have a bad time if you don't. Eating any of the native life will cause nausea, stomach cramps, and even diarrhea. The second rank will mean that eating the native life is downright lethal. Oddly enough for some reason, it only affects humans - your animals and plants can subsist on the environment just fine and can then be eaten by humans with no problems.

Less Than (+300 CP) Did I say 1000 people survived the wreck - I meant 500 people. This downsizes every person related gear you buy - instead of ten scientists you get one, instead of a hundred soldiers, you get ten. This can be purchased once.

Afraid of Man (+200 CP) - probably one of the best things that will happen in the immediate finding is that none of the animals you'll find have a reason to fear man. Except now they do. Some instinctive response inside of them tells them to be wary of you.

Racial Tensions (+200 CP) - it seems like the grudges of the old world haven't disappeared. Racism, sexism, jingoism all still exist. Even though countries like "America" and "China" no longer actually exist, it seems like people are still willing to kill each other over such minor differences. This isn't the vast majority of people, but there is enough that it will be a problem./

Old World Pests (+200 CP) - rats, how the fuck did rats make it onto the ship? You don't know, but somehow they did and they've already spread like a plague - on both the natural environment and your own supplies. They're going to be a massive pain and it will be very very hard to kill them all off.

The Old World was Corrupt (+300 CP) - Well, look at this, there's a small faction among your survivors who believe that the old world was corrupt - while they're not about to kill themselves, they do believe anything reminiscent of the old world, any crops and animals need to be killed off and that humanity should become hunter-gatherer tribes. They're going to need a good few thumpings before they finally quiet down. Can be taken with Templars of the Old World - meaning the two factions will both be trouble for you.

Templars of the Old World (+300 CP) - some of your settlers are truly convinced that the new world is an abomination. They will constantly be trying to kill out the native life and replace it with the life of the old world and try to recreate the old world as best they can. Can be taken with the Old World was Corrupt - meaning the two factions will both be trouble for you.

Anarchy (+300 CP) A lot of your settlers don't seem to take to authority well. They don't seem to understand the idea of long-term planning and will often try and steal food or supplies for themselves over others.

Democratic Elections (+200 CP) Without this drawback, you rule alone guaranteed for the first five years before elections take place. But with this from the start, you need to be elected every two years or lose your position as leader similar to a presidential election. This can be taken with Not the Leader if taken only once, as you will still be on the ticket. This cannot be taken if you took Not the Leader twice.

REWARD

If you survive your time here, your reward is an island-continent version (with sea-creatures around the island) of the place you found yourself in. If you chose Don't Mess With Time, you can choose which time period you preferred. This will be added to the warehouse or any other dimension you may own.

You can also get a second large island (with sea creatures) of any time period of your choice of the available choices for free. Again, this is connected to the warehouse or any pocket dimension you may own. If added to a pocket dimension, both of these islands will expand the size of your pocket dimension so as to make room for them.

Unless put in your warehouse, any gear bought will stay with the colony, not you. To make up for this, this gauntlet can be taken up to three times allowing you to collect new islands - however each use of this gauntlet will be considered a fresh take - and Jump-Chan will not allow you to go to a place you have gone before. So if you went to the Bay of Bengal your first time, you cannot have that as the colony's location the second or third time you take the gauntlet.

After the end of the Gauntlet, you're faced with a choice.

GO HOME
This place has reminded you of a home and community you've left behind. You're tired of this journey. Time to go home.

STAY
You're proud of what you've helped build here. You don't want to leave. This place is your home now.

CONTINUE
You've seen such strange and amazing things and you're ready to see more and you're not ready to give up on seeing those more.

Notes

If taking another speculative evolution setting not mentioned (eg. Serina, The True World of Birds) is chosen - you must also choose a time period in said setting to stick to unless of course you took the drawback Don't Mess With Time. Your islands can both come from this timeline.