Father’s Day Gauntlet

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Oh Dear... have you ever lost somebody Jumper? A character you simply couldn’t save? Well Jump-Chan gave you a chance to say goodbye... that was a mistake.

You being you was certainly a factor as you did the whole ‘heroic rescue’ thing sadly it had consequences this time... time is breaking down, your powers perks and items are gone and you’re being hunted.



These are the Reapers, they sterilize paradoxes and you’re a hell of a paradox Jumper...

Your Benefactor is... perhaps understandably furious with you but she is willing to help, know this however if you die here you won’t continue your chain, you’ll have never existed.

Objective:

The Object of the Gauntlet is simple to say but hard to execute, you have to fix time this will be *hard* not only are the utterly indestructible Reapers systemically devouring the universe but linear cause and effect is more of a suggestion these days with everyone not in 'the eye of the storm' so to speak trapped in a time loop and helpless to resist the monsters consuming them.

There are two potential ways to do this each with separate rewards:

If you choose to let go and let the person you saved die you get the perk **What Must Be Done** that allows you to revert any negative event with a sacrifice of equivalent value, taking into account that value is from your (unaltered by mind control) opinion on the matter.

The Second potential solution can be found at the center of the Space-Time Anomaly, a Rift leading back to your chain guarded fiercely by the Reapers. If you manage to take the person you saved with you through the Rift they become a companion and you can resume your chain as simple as that...

They're All Dead Because Of You

Drawbacks:

You Brought This Upon Them (+100)

Each time you choose this drawback add another companion to the gauntlet... if they die they die forever

Double Trouble (+200)

Your past self is present in this timeline instead of being protected by your past benefactor, the Paradox makes the Reapers stronger and if your past self (who is also depowered) dies you lose instantly

Tonight We Hunt (+300)

Normally you wouldn't be the specific target of the attack just its instigator that's changed now they're coming for you *run*

Incursion (+300)

Each time this drawback is selected another jump you previously visited will be absorbed into this mess as the implosion of your chain intensifies

Perks:

Weight Of History (100)

You are able to use your age as a shield against temporal anomalies the older you are the longer you have before they're able to affect you... let's say... a decade buys you minute of grace

Cause And Effect (100)

Bit late for this perk huh? You'll always be able to grasp the short term consequences of your decisions, you may not know exactly what would happen but if it would be bad you'd have an inkling.

Time Police (200)

You can sense and travel to Paradoxes in your current verse, this comes with the ability to make a return trip when you're done.

Nothing Is Certain (200)

After this jump you will always be able to change time without the universe smacking you down for trying, I guess it just gave up after this mess?

Wound In Time (300)

Like the Reapers you are able to feed on time energy to attend to your basic needs and fuel your powers, the things you eat will never have existed.

The older something is, the longer it will take you to eat at a rate of 30 seconds per decade of existence and then an equivalent cool down time afterwards.

It is however possible for someone to be freed while you're in the process of consuming them

As a fringe benefit you can feed on paradoxes to empower yourself temporarily

Notes:

Reaper | Tardis | Fandom

That is what a Reaper is

You will essentially be living out the Doctor Who episode Father's Day

(which takes place in the 80s... beat the system!)

I made this in one afternoon with a broken wrist please be gentle