Generic Stick Fighters

This world is a strange one. A blank grey world where battle continuously flows around like a great sea. As you stand upon it you watch everything shift and with a great heave you stand in a different place watching as figures in the distance do battle for seemingly no reason. Sometimes weapons fall from the sky, sometimes the fighters throw vivid blasts of energy or grow tentacles, and sometimes they just brutally punch each other into unmoving stillness. This place is weird and yet oddly entertaining.

Within this strange dull plane wars wage, stories may develop, and all of it for naught. No one dies, no pain seems to be felt, and at the end everyone who walks away seems to be laughing.

You stand in the world of stick fighters, all of them.

There is no death.

Only the Victor and the fallen who have endless chances to rise up once more.

Climb to the top of this world, becoming victorious battling to defeat the other million foes and you will walk away from this world. Or you could just survive for a year in this hostile environment.

Here you've been reduced to your own base body, or body mod if you have one, and whatever upgrades you happen to pick up in this world.

You get 0000 CP to start with.

Please remember that you are able to quit this gauntlet at anytime, merely by speaking the words "I Quit." aloud.

Ready?

Start!

Drawbacks:

Optional Boss: Moot (+000): A anthropomorphic cat person of indeterminate gender wearing a pink shirt over white fur and a little four leafed clover pen at one ear. With a massive hammer in hand this strange figure fights you at the beginning of your journey. If you beat them you may take their hammer as your own. It's nice, big, red, and has BAN written on it gilt letters along the side!

Jumper, the Stick Fighter (+100): You're a stick figure composed of a solid color, as is everyone else. It doesn't really impede you any but it is a thing. For an addition 100 CP you are your least favorite color.

Ill Winds (+100): At times weapons may appear nearby or drop from the very skies themselves, but for you this almost always seems to be in the favor of your foes. They usually are several inches closer to weapons when this happens.

It Hurts. Every. Time. (+100): Your life is not threatened by this world, in point of fact everyone here isn't able to really kill anyone else, but even pain is just a dull warning to most folks. To you each defeat is akin to a near death experience and you feel pain just as vividly as you would normally.

Mid-Boss: Xia (+100): After the first couple of dozen foes you'll encounter a figure able to move incredibly fast, is a skilled hand-to-hand fighter, and has a unique skill to form hordes of clones which he uses to tire his foes out. His clones are solid enough to punch a man out, but break under any blow that would do more damage than simply bruising him. Numbers are a problem, but the guy seems hopeless with most weapons. For an additional 100 CP expy's of him become a uncommon foe you'll see every now and again.

First Boss: Shock (+100): After the first hundred foes you will meet with Shock, a strange foe who has a unique skill to increase their sense of time and speed to the point that, to them, the average of this world may as well be standing still in mid-run, though they burn through their stamina at very high rate just standing still in this state. They're a skilled combatant, a drab hand with the various weapons of this world, and you have to defeat him in a one-on-one brawl to get to the next level.

!!???!??!!?!! (+200): There is a foe among the hordes your fight who is abnormally lucky. Everything from a chance recovery to just falling away from strikes are things they'll experience. While they are terribly random in their own fighting style, naught but a simple brawler and unskilled with the myriad weapons of this world, they often make up for it with sheer dumb luck. Though, as a good Jumper knows, those who rely on luck to win are often weak to the skilled, break their glass jaw. However, there's always one among those you're fighting.

4 Player Mode (+200): It’s a party and everyone's invited. But you’ve got to go the long way around by fighting three others at a time. This isn’t really going to make your chances of defeat any worse but it is quite slow.

Never Gonna Be The Boss (+200): A solid tactic in this world is to wait for the Boss Mask and break your foes upon the mystical powers that come from it. You don’t get to use this tactic as everyone gets to the Boss Mask first.

Why Is It Always Snakes (+200): There is a gun in this world. A gun that fires out invulnerable, short lived, snakes at semiautomatic speeds. You’re going to be on the receiving end of these weapons so often you may either develop an entire martial art specializing in countering them or you develop a pathological fear of serpents.

You Fall (+200) A problem for you is that this world’s gravity seems to have some kind of weird favoritism. Most folks have a floaty kind of fall that makes it easy for them to catch themselves but you don’t. Instead of the feathery fall of a normal person in this world you fall at normal speeds like a brick, which means you have much less time to react than normal when pushed off the arena.

Optional Boss: Beast of Argh (+200): Through the ever shifting battlefields you will find yourself, at some point, stumbling upon a figure in a field of corpses, as in the field itself is to the inch covered in dead bodies. This is the mighty Beast of Argh and it’s a monster who can easily match a person in a Boss Mask for sheer vitality. It is able to move faster than the human eye can see and has a tendency of tearing a person's head free from their body. Weirdly enough it looks like a bunny rabbit or some other cute animal at first glance. Thankfully it can’t use weapons and while its attacks hit harder than the average shotgun a skilled, or well armed, person should be able to kill it with enough time… and if you can hit the damn thing.

Second Boss: Xiao (+200): As you approach the apex of one of your fights a new foe will step forward, an enigmatic foe whose attacks trails fire. This is Xiao and they will be the ‘gatekeeper’ for your victory. The fighting is fierce as Xiao can keep up with any non-unique skill based level of speed with the kinds of ease that may seem shocking and they also seem to have the acumen born from fighting you a million times before. In fact the most powerful skill that Xiao has is that they are able to experience all of your foes battles before they met you and gain some sense of your abilities from it whilst ballooning their own experience while doing so. It is very difficult to surprise such a foe.

The Ground Quakes (+300): If the quakes ruined the arenas that you’re put in often enough that alone wouldn’t be too bad. This is like the world itself is not fighting you in addition to the often arena breaking quakes you have to deal with on the regular you also have to deal with the fact that there are often more than twenty foes around you at all times and none of them seem inconvenienced by the quakes quite like you are. It’s like these legions feet are what make the

ground quake so, in addition this makes it so that only after defeating twenty foes will you get a single victory point.

Mad Skillz (+300): After hundreds of fights you'll start to notice them. One or two among the teeming masses which seem somehow different. They are tougher, have more skill, and on average seem faster than the average mook. These elites become commonplace after a time and by the point where you've slain thousands there aren't any average foes any longer. They get unique skills after you pass the halfway point in your journey each one now being a foe that could have taken on the bosses at the begining with equality.

The Measure of Humanity is Blood (+300): They still aren't dying when you kill them but now blood is getting everywhere, slicking the ground you fighting upon, getting on your hands, and in general making everything harder. Moreso this is effecting your mind with a haze and you fight your desire to not deal with this stuff grows. It'll take titanic willpower to get through the hordes to your goal..

The Prelude to The End: He Comes (+300): Something strange happens during your fights every now and again. Sounds become muted, the sun turns black for a moment, or all your foes just blink away for a moment as you're left alone in the world with a distant figure seen near the horizon. Everything fixes itself in a moment but every single time this happens you suddenly are left on the back-foot as the foes take advantage of your inattention. This could be fatal in the latter stages of the battle.

Final Boss: Xin (+300): Xin is the final foe upon the world after nearly at the cusp of victory. This foe has all the skill to have earned his way to the top of this strange world and when you meet him for the first time he reveals his first ace. He can simply copy all aspects of your existence as and then add it to his own. While he can't become a Jumper, it's not really an aspect of YOU but of the journey you're on by his telling, he CAN gain a copy of all of your perks and skills from this world easily enough. To fight your equal one-on-one, this could be a true challenge, yes?

Optional Boss: Zalgo [Requires: The Prelude to The End: He Comes] (+600): At the end, however you got there, you meet with one lask foe. He Who Waits Behind the Wall has finally found someone who can break the wall down. This being is Zalgo and he's a strange being with strange powers. The victories from before were basically training to take this thing on, or sacrifices to see it brought forth. He fights with numerous tendrils and he recovers from wounds as they're made and thus this isn't a battle for victory but a fight for time as the Wall between what is and what should-not-be mends. However long that may take, you must fight this eldritch abomination under the light of a black sun while the 'souls' of those you've fought before fly upwards into that blot in the sky as you repeatedly 'kill' it as if they were simply a part of the greater hive, but your victories release them from it.

Death against this foe, and Zalgo CAN kill you, is Gauntlet Failure, but you'll be spared any other terrifying fates as you're pulled out.

Perks:

Starting Synth Stereo (Free): Before even the first punch is thrown the idea of conflict is already thing. When you decide to go into battle a catchy synth tune plays, either audibly or heard only by yourself, as you wreck house. Can be switched on and off at will.

Floating Figures Falling (Free): Everyone here seems to drift lightly in the air. While this can't keep you from falling off an edge it can keep that fall from being fatal and allow you to recover. In addition you have an innate talent in kicking off walls, running along breaking pathways, and other strange skills that would usually be attributed to wire-fu in movies.

Standard Stick Style (Free): Take all of Earth's martial arts styles, ever, and then break them down to their most iconic and simple moves. Blend them together perfectly and then you have the style you've just gained. A strange style that allows you to use pretty much any martial arts skill together as long as it's just the simple physical parts of the style. Qi use and other such mystical abilities take special training to blend so easily. The style itself is simplicity itself and thus really easy to teach, but it'd still be within the top ten lethal styles on your homeworld.

Iron Shirt (-100): Your flesh is a bit more resistant to attacks than the average. To be more exact you've got a shell for your mortal coil that is about as tough as a suit of chainmail instead of anything flesh-like.

Stone Bones (-100): You will face people with mystical powers, nigh endless vitality, and guns, lots of guns. Though this task will be one of long hours and little returns your body will be able to shoulder the burdens of it easily enough. Your body has become tough in a number of ways now, easily able to be bounced off a concrete wall hard enough crack it lightly and not break a bone. In general terms you have a huge amount of health and kicking your ass would be a chore for most average fighters, elites will find you a hard nugget, and even a boss can be impressed enough when you get up from being put through a few walls.

Breath Like Fresh Daisies (-100): Firstly, your breath now smells like a mundane fragrance of your choice, chosen at the beginning of the day. Secondly, this is a stamina management skill that can allow a person to fight for hours on end with no noticeable drop in effectiveness you'll likely need this in the coming times.

Lead Block (-100): You have an amazingly weird talent to block attacks coming at you. Everyone in this world is able to float around like a feather but you can do the inverse, suddenly becoming akin to a brick of lead. This is most useful when your blocking as it significantly lowers damage from most conventional attacks, but it could be used in other ways by the creative I guess.

Salvation, Thy Name is Cover (-200): With the amount of weapons literally falling from the sky around her you'd think folks would be more used to hiding behind cover, but you really take the

cake. You've got not just a talent for getting behind cover at the drop of a hat but also you've got a strange ability. When there is absolutely no cover you can get behind you can slap your hand on the ground and 'flip' up a section of the ground to get some. Fun for parties as well.

Borrowed Time (-200): You're in a world where folks aren't afraid of lifting guns on you to beat you. Thankfully you've got a nice little trick up your sleeve in the form of this. When you are about to be hit by a crippling, near-fatal, or fatal attack your personal perception of time multiplies to the point where even bullets are crawling through the air slowly. In this state of Borrowed Time you can try to counter the attack, seemingly reacting dozens of times faster than you really are.

Refresh (-200): After every fight you'll find that the arena switches around and you continue through the endless hordes. As stated before this world knows not death so you'll be taking on one million foes in an ever changing environment with very few lulls in all the fighting. Thankfully with this any lull in real-time battle beyond a minute can be as good as a full night's rest for you.

Martial Mentor (-200): In addition to having phoenix eyes that flash like flame and immaculate hair which never inconveniences you, you are not just an able body among the horde but one like the mountain hermits and ninja masters of yore. You are very capable on your own having the ability to 'juggle' your foes bodily using your martial skills and you likely have a special named move or two which uses the internal breath of Qi as a source of energy. In addition to this general competence you are blessed with a truly beautiful talent to pass on your skills, even those you've learned from other worlds, indeed you can carry over a martial art that isn't covered by Standard Stick Style with this perk though it's maximum output is on the level of an building breaking at it's greatest for the duration of the Gauntlet. You may purchase this multiple times if you so wish for 100 CP per style that you add to your repertuar.

Power (-300): Elite is a term in this world for anyone with enough power or skill to manifest a strange abberitionary ability beyond just beating the tar out everyone around you. With the Boss Mask an average person could achieve such lofty heights, but you are already there on your own merit. You have the general skill level in combat equaling world-class fighters and a toughness to be able to get into slugging matches that leave the entire building you're in a twisted wreck of broken concrete, bent iron, and destroyed walls.

You also have the ability to throw out blasts of brilliant light, of your chosen color, which can completely bowl over the common rabble in one shot and you'd need only a few direct hits to take down your fellow Elite. OR Create up to two dozen clones equal to your own skills and abilities though they'll fade after taking a hit that would normally reduce your own effectiveness in battle.

Accelerator (-300): In the world of combat it can be said that speed is king. With this perk you are a person who personifies that ideal. In general you are able to outpace the average person in both combat speed and running speed by orders of a magnitude, however where your ability

really shines is in a unique skill that you may share with one other where your perception of time and speed of motion accelerate to the point where the world just stops moving. In this state your stamina burns at an alarming rate, but you are able to experience approximately a five minute window in tenth of second real-time. Best use for this is for short bursts.

Warmaster (-300): This is a measure of skill beyond the kin of normal humans. There is nothing normal about how easily you'll find fighting the average people and while, given time and numbers, an Elite may manage to hit you every now and again you'll find that they're relative level of skill depressingly low and only their enhanced bodies able to make up for the oppressive martial acumen this perk grants. Be it your legs, arms, or head your strikes are always with whatever measure of your total force you're able to create with even the smallest seeming movements, your body moves fluidly from one stance to the next, and even weapons of this world have become like familiar friends.

Bulletproof Monk (-300): Firstly, yes you really have become bulletproof as if you flesh were formed from kevlar. Secondly, as a fighter you have gained an edge in battle as your attack trail flame with every stroke and you can use your personal energy, or chi, to form ranged attacks on the fly, the least of which is about as deadly as a thrown rock and the most powerful of which could equal create thirty meter wide spheres of building breaking explosions. Finally, your mind is clear and you'll have a lot easier time with mysticism in general, and philosophy in particular.

Humanities Apex Predator (-600): So many things hunt humans. Wolves, tigers, hippos, and even other humans to name but a few foes of humanity. However, this power you now have grants you the edge to take on even the great example of this world people, the Bosses, with the kind of ruthless ease that makes you the king of the jungle in this dog-eat-dog world. This edge makes you a being able to adapt to and then overcome things while growing in the face of adversity. To be more specific this ability grants a body which is far above and beyond even the Elites of this world, grants animal-like traits as long as those traits are improvement upon the human base, and is able to deal with such traits instinctively by having an amount of innate intuition on the ability themselves.

Items:

Weapons Falling from the Sky (-100): Mundane swords, guns, and more fall from the sky. For an additional 200 CP you can have weapons from your warehouse gain this trait as well post-Gauntlet.

Do note though they don't need to fall from the sky, they can appear in hand for you.

The Armory (-200): An example of several 'unique' weapons like the snake gun, a pistol that shoots bouncing bullets, and a mining laser all can now be found within a special extension of any building you stand in. The extension can link to the Warehouse if you have it post-Gauntlet.

Do note though they don't need to fall from the sky, they can appear in hand for you.

Boss Mask (-300): A strange piece of headwear that grants the wearer access to the Power perk, or if they already have the Power perk then they gain either Accelerator or Warmaster, for a period of around ten minutes. A person could train using this Boss Mask multiple times over a few weeks and gain the Power perk permanently.

Knock-Off Weapons of Wonder (-600): These are strange weapons unique to a lot of other places at first glance. The Shikai of Ichigo Kurosaki, the unique initial sword of Tidus, weapons unique to a range of Sci-Fi novels and television shows, and more, but at a closer look they're just weird knock-offs which are still nigh-unbreakable weapons able to do some weird little thing. While the weapons can't do anything more than wall breaking blade beams or the rough equivalent they're still neat thing you might want to get them.

Do note though they don't need to fall from the sky, they can appear in hand for you.

Rewards (Gained upon passing the goal described.):

Perfected Psyche of Pure Progress (Ten+ Victory Points or Survive One Year): Not many worlds are like this one, so absent of true death. So, as a bit of a bonus for anyone who manages to wait out the Gauntlet this will be your reward, merely a side-prize for those who went the distance. Your mind is in a constant state of upkeep which allows trauma to be turned into lessons well learned and beneficial within moments of it happening. Be it PTSD or Sanity Breakage you'll only benefit from such terrifying trials from now on.

Unforeseen Consequences (One Hundred+ Victory Points): Unlike any folks around here you now have the simple ability to make many enemies ignore you outright as long as you don't interfere with them or theirs. This is an effect that makes itself known in two ways. Firstly, people about to pick fights with you are suddenly, viscerally, aware of their chances fighting against you should everything go your way, this may leave a false impression of your power. Secondly, you have the ability to throw off an air of ignorance which keeps the lower levels of most highearchies from taking things into their own hands. If someone chooses to come after you after that, well then they understood that the consequences weren't exactly unforeseen.

Disproportionate Repercussions (One Thousand+ Victory Points): Fights usually start with the violent attack those who are passive. This is so totally in line with this world that the trope could be codified here as a law, but for every person who has just being riding the peace the response to these acts of aggression have always been, at least in this world, devastating. If you are the injured party and your injury wasn't warranted by your own code of honor or the law you gain a huge boost to doing everything you can to dismantle the entirety of your assalants support structure down around their ears. At the absolute minimum this could take a simple mook and make them able to take out a hundred of their previous equals in under a minute.

Virtuoso of Violence (One Million Victory Points): Bruce Lee once said he'd fear a man who practiced a single punch a thousand times, but you are so much more you are a living, walking apocolypse to such a quote. This is a flat improvement to the skills gained from Standard Stick Style and it is massive. Where the Standard Stick Style is incomparably simplistic and fluid you have ironed out all of the various stances, attacks, and defenses in a crucible of challenge to the point where every martial movement is considered to have been done already over a thousand times when they are practiced. In addition to this side-effect the experience you've gained here is ingrained into your very instincts, allowing you to develop a sort of danger sense which can accurately predict the movements of your enemies as long as they wish to do you any form of harm whatsoever.

Jumper the Gatekeeper (Defeat Zalgo's One-Million Lives): If you somehow manage to defeat He Who Waits Behind the Wall before the mending proper has caused something to change in your core self. You are something more, Jumper, and the world's hereafter will know and acknowledge this.

As the Gatekeeper you will gain the ability to interact on a meaningful level with all forms of being, be they eldritch or not. This trait spreads from you to any weapon you personally use, even a lowly fork could become able to harm Zalgo as long as it was in your hands, for example.

At your weakest moments you will never be anything less than Jumper the Gatekeeper, the very existence that stood the long watch at the Wall from which an eldritch being fought to break through. At your strongest you will be able to call for this world's Ban on Death for up to a year.

When you wish you may wear the title as armor making beings of an eldritch nature tend to give you the kind of polite respect a normal human gives to the average police officer. They will see you as a being who has beaten back the Nezperdian Hive-Mind of Chaos with your bare fists and simple, to them, weapons of war, and for that they grant some facsimile of respect. They will treat you as if you were the world's natural immune response to their existence, for you very well may be, and try their best to not cause overt showings of their powers to occur before you without knowing, for sure, they are stronger than you first. This feature can be switched on and off with a thought.

Changelog:
0.1 Generic Stick Fighters created.
0.1.2 Edited time and victory counts where I could
0.1.3 Edited for better consistency in time/victory counts, added perks, and rewards.

Notes: