Scavenger Hunt Gauntlet

A Jumpchain Compliant Gauntlet by Sectonia

Why hello there young 'un! It's such a pleasure to meet you. Your benefactor has told me all about you, you know! We're old acquaintances, us two. We go back a very long way, been to when we first- Oh! I am sorry. I was almost about to ramble on then. We mustn't waste our time now, must we? Now, it seems like you wanted something fun and interesting to do, so I've arranged one of my favourite games for you to play.

A Scavenger Hunt!

Yes, that's right! I'll give you a small list of objects to find, and you've got to go and find as many as you can before the time runs out. Oh, the fun! The adventure! It's making my heart race just thinking about it!

Hrm? What's that? You don't think it sounds fun?! Why, when I was a lad, we used to play this every minute of every day, and we never got tired of playing it! It's because you youngsters are so fixed to your gadgets and gizmos you know. You can't appreciate a good game when you see one!

Although, now that I think about it, maybe you're right. I mean, a small scavenger hunt will only take about an hour or so. And I'm told you're used to... what was it? Ten year periods? Am I correct?

Well, it just so happens that I have a few ideas which could make it a wee bit more exciting.

First of all, let's change what you're searching for too. I tell you what. I've heard that you have a large amount of powers from previous “jumps” as you call them. And newfangled gadgets and automobiles and goodness knows what youngsters are into nowadays. As well as a few alternate forms! You have been busy, haven't you?

I’ll take the liberty of hiding these around the place for you to find. For your powers, I'll put their essence into these glass spheres. You'll be able to tell which of your powers are contained in which by intuition.
Your alternate forms will appear as you would when transformed. They will remain motionless. All of these things, when found, will disappear, and will be ticked off your checklist, and you will be able to access them later.

Now, where to hide all of these? Well, it really depends on the size of your collection. I just so happen to have a few planets of varying sizes I can use- where did I get them from? We haven't got time for that! But all are somewhat Earth-like, having the same gravity and varying ecosystems. And all are completely uninhabited, save for a few friends I’ve dotted round the

place running small hotels and restaurants for your usage. If you've only collected a few bits and bobs, the planet will only be the size of… Say, a small city. But if you've got one of those “Death Star” things I hear so much about, for example, why, your plant could be quite a few times the size of Earth! Of course, if you want to choose the size, you're more than welcome! You could pick a humongous planet for a longer drawn out Hunt, or an extremely small one for a fast paced scrambling race!

A race? Ah yes, I just remembered the most important thing. Naturally, you won't be on your own. It's no fun playing a Scavenger Hunt on your own! You need competition! And I know just the person.

You!

Meet your evil self! Well, not evil. They're a perfect copy of you, and will be just as nice as you are. But make no mistake, this doesn't lessen their intent to utterly defeat you in this game!

You will both be racing to find all of your items and powers. Because unlike regular Scavenger Hunts, there is only one of each item. Either you will get it, or your copy will. You are both searching on the same world, and can interact, although there is to be no fighting down there, or I’ll be having very stern words with the both of you.

And when everything's found, you will both return back here, where I will have set up an arena of sorts. And then, using only the powers and items you have found, you will fight.
To the death!
And if you win this fight, you will have won the scavenger hunt!

So yes. A bit more… Dangerous than your average Scavenger Hunt, that's for sure. But that's what makes it fun!

Here are a few things to help you out on your journey. You have no CP as of now, but you can easily get a few by taking a drawback, which you'll find underneath the abilities section.

And by the way, be cautious what you buy. While no drawbacks you take affect this evil version of you, half of the abilities you pick from this document will, rounded up to the nearest number. Roll a dice with as many abilities as you have purchased, for half the amount of abilities you have. So, if you purchased six abilities, roll a six sided dice three times, repeating any throws where you get a number you threw previously. I do hope you followed that somewhat complicated explanation!

ABILITIES

(0cp) Companions - When you take this, your companions become hunted things along with your items and powers. They retain all their personal items and powers, so finding one will be

very useful during the final battle. But be warned! Your evil self will also be able to find them, and they will believe that they are you. No amount of persuasion can change their minds after being found. Note- without this, you are not allowed to bring companions into this jump. And you can't take this if you have no companions.

(0cp) Knowledge - When you take this, everything you have learnt over your jumper years will be forgotten, and will join the hunted items. The same occurs to your evil self. They are contained in spheres, similar to your powers. Knowledge can be distributed how you like. You could have many individual bits of knowledge, or just one massive chunk of everything you've ever learnt. You will still remember the basics of what's happened to you, but apart from that, you're the same as you were when you started this whole adventure.

Attractive Personality (100cp) Well, if you aren't quite the charming young jumper! Even objects are slowly making their way towards you! Things you are seeking travel closer to wherever you are. Not very fast mind you, at a pace of about one mile an hour. But still, if you stay still, they'll eventually all come to you!

Sharp Eyed (100cp) Cast away your glasses! If before the jump you didn't have perfect sight, you do now! How I envy you! Alongside this, your eyes are better at picking out things which you are looking for.

Infrared Vision (100cp) You are now able to tell the heat signature of objects! This will come in very handy while looking for companions and alternate forms! Just don’t look at the sun! Well, you shouldn’t look at the sun anyway, but make doubly sure not to now, ok?

Night Owl (100cp) When the sun goes down, you have to pack up your things, and make camp. After all, it’s impossible to hunt in the dark. Well not for much longer! Now your eyes specially adjust to the light, and you see very well in all light! If someone flashes a torch at you in the dark however, you will be temporarily blinded. But it’s just a momentary inconvenience.

I Need No Food (200cp) Normally, you’d have to stop for a meal every now and then, to keep yourself healthy and all that, you know? But eating gets in the way of Hunting! And so, you have omitted it from your regime. You no longer need food, or get hungry. And if you don’t eat, you also won’t have to deal with… well, you know. What comes out the other end. So that’s good.

I Need No Sleep (200cp) If eating takes up time, sleeping does just as much.You no longer need to sleep, powering through the night without getting tired or weary. This does not mean you don’t get tired from over-exertion, you just don’t need to recharge your batteries every day.

Ultimate Survivor (200cp) If you’re going to last a day out there, you’re going to need food, water, and knowledge on how to survive in the great outdoors. Of course, there are hotels and shops, which offer all the services you could need, but sometimes you won’t be able to find one

in time. Luckily, you now know how to survive almost anywhere, finding food, water and shelter in the most unlikely of places.

The Walker Of Many Leagues (200cp) You now don't get tired from doing too much traveling. While you still have to sleep and eat, walking or running excessively does not make you feel like you've been run over by a truck whenby a truck you wake up the next morning. Lucky you!

Super Speed (400cp) You can now move extremely fast, about as fast as the speed of sound. That means it would only take you 32 hours to run all the way around a planet the size of our Earth. Of course, this will take a lot longer if your world is bigger.

A Shortcut Through The Core (400cp) Now, at any time you wish, you may instantaneously travel to the exact opposite side of the planet. Nowhere in-between, mind you, but it's the quickest means of getting to the furthest possible place from you.

Flight Through Air (400cp) You now have the power of flight! Soar through the air without limits! Well, there are a few limits. For one, this is sensible flight we're talking about here. You can only fly as fast as you can run, if you're going anywhere but downwards, in which case you're just falling. It also drains your energy, in much the same way normal running would. Hovering in the air drains nothing though.

Flight through Earth (400cp) You now have the power to submerge yourself in the earth, swimming through the earth as if it was nothing but water. Applies to all materials that are considered "floors". Concrete, carpet, tarmac, etc. This still drains your energy, much like swimming would. One the plus side, you can breathe underground, so don't worry about coming up for air every ten seconds.

Hive Mind (600cp) Hello there! It seems as if you've separated into two slightly smaller versions of yourself! I Though both of these forms only have half of your strength each, they maintain your speed and stamina, allowing you to cover twice as much ground. Neither will ever be as powerful in fights as you will without separating though. You can combine your two selves and split them up again at your leisure. If you take Building Resources, any powers or alternate forms that are found will immediately apply to both of you, but as for items and companions, well, you'll have to divide them up between you.

Building resources (600cp) Now, instead of disappearing to only reappear for the final battle, all found items and powers immediately become yours, aiding you while you hunt. **If you take this, your evil self also gets it, no matter what you roll.** Companions will stay with you, making it easier to hunt, and so will your gear. This will surely speed the game up as both of you suddenly start to hunt faster, gathering more items which in turn will also help you to hunt faster… This *Is* exciting isn't it?

ITEMS

Special Survival Pack (100cp) Here we are. Specially for you, I've gotten out all of my old Boy Scouts gear. Compass, map, sleeping bag, tent, it's all there! Some of it may be a bit moth eaten, but I'm sure you could fix that with a bit of sewing. I've even included complimentary needles and thread.

Reinvigorating Ration Pack (100cp) A set of food in silver packaging, similar to what might be used in the armed forces back on Earth. They can be cooked by placing them into a canister of boiling water, and taste nice-ish. They are all edible without being heated first, but… to be frank, they then taste completely disgusting. Comes with a complimentary Spork, a small gas fire, matches, and a metal canister. All food will replenish back in packaging 24 hours after consumed.

Wondrous Water Bottle (100cp) A bottle of infinite water. It will always be full, but will never overflow! Handy for cooking, washing, and drinking from. Comes in a colour of your choice, as long as that colour isn't magical. No Octarine bottles here!

Cosmic Checklist (100cp) Here's an indestructible list of all the items, powers and people you're searching for. When you find one, it will be ticked off. You'll also be able to see what your evil self has found, as what he or she acquires will also be ticked off.

ATV (200cp) While this may look like a metal purple butterfly, it's actually an all terrain vehicle! Capable of traveling across land, sky, and water at a top speed of 80 mph. It seems to hover indefinitely, requiring no fuel whatsoever, as well as being virtually indestructible. A work of art if I do say so myself. If you somehow manage to break it by doing something foolish, you won't get it back till the end of this jump. After that, it will reappear in the warehouse if ever destroyed.

Sonic ATV (Requires ATV) (400cp) Well now! I took that ATV of yours and tinkered around with it. It can now travel at the speed of sound, as well as protecting its rider from the effects of traveling so fast. Very helpful for traveling fast and far.

Map of Truth (200cp) Well, what have we here? It's a map of the planet! Seems like more of a globe than a map to be totally honest with you though. Now you probably don't think you'll need this, what with your Satellite Navigators and all that tosh, but this map is special. It will show just one random hidden item, power, companion or knowledge on it at a time. Only the location as seen from above from quite a distance mind you, but that's more than enough to give you a decent head start! And best of all, when you find that item, it will show another! Amazing!

Beacon of Hope (Requires Map of Truth) (400cp) Well, you've got a map showing you the location from above. And now you could find that location easily! A beam of light shoots up from the item shown on the map, viewable from about 5 miles away. It passes through objects too, so don't worry about items hidden in sneaky places or anything like that.

Save Point (300cp) A small circular metal plate with little glowing lights, that comes with a cylindrical button. The plate can be set down in any location, and will then become unmovable by anyone except yourself.. When you press the button, you will return to the metal plate instantly! Incredible! Helpful if you create a temporary base, or ever need a means of quick escape from a sticky situation.

Orbital Satellite Camera (300cp) It's one of those nifty orbiting High-zoom cameras. Is this what youngsters are into these days? You can control its movements to an extent, as well as it's magnification. You view what it is showing you on a tablet device. It travels at the same speed you do, as such it will always be found directly above you if you want it to. Not to say you can't send it off on a scouting mission though.

DISADVANTAGES

Sneaky Hiding Places (+100cp) All items you come across will be hidden. No finding things lying in the middle of the road anymore, instead they will be cunning concealed. No incredible, unfindable places, just enough that you won't see it at all if you're not looking. But that just makes it more fun!

Scavenger Hunt Live (+100cp) It would appear a few people in the TV reality business have caught wind of what's going on here, and have decided to make it into a program. You will be followed by a group of Cameramen and other people with all that technical equipment needed. You don't need to worry about babysitting them, they can more than fend for themselves, but if you attempt to leave them behind, you will lose! No swearing or explicit behaviour please, kids will watch this program! Every evening you'll have to have a five minute interview about the day. Remember to smile!

Friend Strike (+100cp) Oh dear, this is awkward. My so called friends, who were situated about the place running convenient little places for rest and meals, have decided that they're not being paid enough, and have gone on strike. You will have to find your own food and shelter, as I can't afford to get them back to their jobs!

Jumping the Gun (+100cp) Well knock me down with a feather! While we've been chatting, your evil self has snuck off and had started already! By my approximation, they've already found 1/10th of all the items and powers before the game has even begun! Better get out there and make up for lost time quickly!

Population (+200cp) Well well well! Looks like the planet you were planning to Hunt on is already inhabited. Never mind! We can still hold the Hunt there, there will just be people living their lives out there while you do so. But beware. If any of them find an item or power that was hidden, they will probably want to keep it. You'll have to fight and defeat them to get it back. Shouldn't be too hard though...

Hostile Environment (+200cp) Hmm. This world is a bit less like Earth than I realised. It's got a lot more… dangerous things then there were when I was a lad, that's for sure. Like poisonous swamps. And active volcanoes. And dizzyingly high mountains. Dearie me.

Rest In Pieces Pangea (+200cp) This world you're on. If you ask me, it looks like there's more water than land. So many tiny islands… It's going to be a hard journey for you if you don't have some way of traversing water! Let's just hope you don't have bad luck, or some items and powers might end up in the ocean...

Copycat (+200cp) Sorry, but your evil self has complained about your unfair advantage. I'm no good at arguing, so they're now going to have **all** the items and powers you've purchased here to make things fair, instead of just half. But you're still the only one who the negative drawbacks apply to. Sorry.

Pale Reflection (+200) You have two choices. Either you become slightly weaker, or your evil self becomes slightly stronger. Whichever you pick, you will now be slightly less strong, durable, smart, becoming in all aspects a slightly worse version than your opponent. You will need good luck to win this.

Jump-Cheerleader (+300cp) It seems your benefactor has taken quite a shine to your evil self. Maybe they genuinely prefer this other version of you, or maybe they're just trying to make things more interesting, but for whatever reason, your evil self will now be helped on by them. Handy tips, cunning strategies, and general encouragement are all supplied, but not to you. Nothing as blatantly game-breaking as leading them to the items, but pretty much anything below that is fair play. Sorry about that. But I'll be cheering you on in my head, up here, if that makes you feel any better.

Nature's Wrath (+300cp) All planets have a variety of plant life on them. However, somehow you seem to have angered Mother Nature, and as a result, nowhere in the wild is safe. Plants will try to hinder your progress, tripping you up, forming barriers, and even outright attacking you. The power of the plant is dependent on its size and age. Flowers could do little except hold onto your shoes, while an oak tree could bludgeon you to death. A small word of advice: Never go into the woods.

Who are you? (+300cp) (Can only be taken with the Ability 'Companions') I've got to admit something has been bothering me. You don't look at all like the person your benefactor described. Here, look in this mirror. Goodness, I saw your startled expression just then. Do you mean to say that this isn't your normal appearance? But that means that all your companions won't recognise you! Combined with the fact that your evil self still looks like the original self, you will be unable to recruit any of your friends, as they will refuse to go with you, and as a result, they will all join the opposition's team! How terrible!

Your Really Evil Self (+300cp) This is bad. This is really bad. Your evil self, though taking on a form that looks like you, is not a copy of you. They are your worst enemy from previous jumps, keeping all their old powers as well as gaining any they find here.They will still be able to fool your companions, and use your items as well as you could. Can you beat an enemy in this weaker form, who was hard enough when you had all your powers? You're going to need more than luck to win this one.
(If you have no worst enemy, or the ones you did have weren't really that strong, your opponent defaults to Ganondorf, from The Legend Of Zelda. He's sufficiently evil.)

REWARDS

After reading through all that, you may be wondering why on earth you should do this in the first place! Well, don't be going anywhere yet! I've prepared a few goodies for if you turn out to be the victor, which hopefully should be enough to get you motivated to win!

First of all, you gain the mysterious power- **Seeker's Insight**. I imagine after all this hunting, you'll never want to have to look for something again. Well you won't have to. With this, if you only hear as little information as an object's name, you have the ability to know exactly where it is. You would be able to find your way there, point it out on a map, or give directions to it. Can be turned off if you wish.

Second, you gain **The Trial Planets**. These are five earth like planets of varying size, as well as the one on which you held your Scavenger Hunt, which exist in a pocket dimension. Any time you wish, you may use these planets, testing out items and powers, or just enjoying a change of scenery. They reset every time you leave, meaning you don't have to worry about destroying them. You may also confine people to these planets, and set them tasks to prove their worth, similar to this one you have just completed. You can change these planets, causing natural disasters and shaping them to your heart's content. You are God here. However, don't go overboard and start going crazy. Your benefactor is keeping an eye on you, they can prevent any behaviour they see as inappropriate. I will only set one rule, which is that you may not kill anybody here. You may weaken them to the point of near death, but no killing, or I'll take the planets away again, and none of us would like that, would we?

Third, and finally, you gain **An Unbreakable Bond** with all current and future items, powers, companions, and knowledge. They belong to you, and only you. Unless you permit, no one will ever be as good as you when using these powers and items, even if they were to possess your body they would not achieve the level of skill you can with them. As for companions, they can never be turned against you, and you will achieve a deep level of understanding with each other.
This is your reward for completing the Scavenger Hunt. You have proved that you are truly deserving of all that has been given to you.

So that's that! Now, are you ready to Hunt? I do hope so!

Good luck, and Have fun!

NOTES

-When I say Disadvantages only apply to you, this only means the ones which directly affect you. Planet-affecting ones, such as Hostile Environment, will affect both. However, ones such as Scavenger Hunt Live will only affect you.