

Gauntlet by dragonjek

Version 0.5

Intro

Welcome to the land of Paradise. Where the Sun merrily waves at the little shapes below it, where beautiful beats fill the air, and all is peaceful and harmonious beneath the aegis of the Tree of Life.

But not everyone is accepting of this, and soon the feline cyclops that some call the Boss will break loose from his underground home and wreak chaos upon the surface in his pursuit of more power.

This is a world of simple imagery and complex sounds; you'll be reduced to just shapes and beats, and you lose access to all of your out-of-jump perks, powers, and items. You keep your Body Mod, but your appearance will be simplified to make you appear as a set of geometric shapes. If you so wish, you can choose to be reduced to a single shape; this will not impede your ability to act whatsoever.

As this is a gauntlet, you'll be starting the jump with **0 Beat Points**. Take note that as a gauntlet, you suffer no real consequences if you fail or die; instead of failing your chain, you simply move on to the next jump automatically, losing only what you purchased in the gauntlet.

Shapes

What are you in this world? Your decision here will determine both the conditions for you to win this gauntlet, and what perks you receive a discount for.

Heroic Shape:

As a heroic shape, you will be replacing the blue square in this story, who is off with the yellow triangle, green pentagon, and orange circle being somewhere else while the plot of the game is happening. You start the jump while trying to recover the pieces of the Tree of Life from the Boss for the first time (a.k.a. at the start of the tutorial). No matter what you do, the Boss will survive your initial encounter, and will escape to wreak havoc before corrupting and breaking apart the Tree of Life. Your goal in this gauntlet is to defeat the Boss and reform the Tree of Life by bringing its 3 main pieces together.

Villainous Shape:

As a villainous shape, you will be replacing the Boss in this story, who is otherwise asleep underground while you're taking his place in the plot. You start the jump soon after the game starts (after the tutorial and the Lost Chapter), immediately after breaking free from where you were trapped. You must break apart the Tree of Life, and when the heroes try to retrieve the pieces, you must stop them before they succeed.

This is the harder of the two origins; although you are more powerful, the blue square can infinitely revive itself from defeat as long as it believes that it's not over yet. You will need to crush more than the body; you will need to

crush its will to fight. Whether you force it to surrender or simply beat it to the point that it can't bear to try again, it doesn't matter; your goal in the gauntlet is to permanently defeat the blue square without letting the Tree of Life be restored. If the Tree of Life is fixed, you fail the gauntlet.

Discordance

Because you start with no Beat Points, you will need to take drawbacks in order to have anything to spend in the gauntlet. Pick however many you want, as long as you think you can handle them.

The Lost Chapter (0 BP):

A purely optional choice, this lets you start out at the beginning of the Lost Chapter DLC. You won't be able to change any story events there, but it does have some fun levels.

∆ & ♫ (+100 BP):

It's called *Just* Shapes and Beats for a reason. Although normally conversation would be possible, now it speaking is entirely out of the question… both by you and the rest of the world, although song lyrics with words can still be heard normally. You will have to convey and infer meaning through action… which may be hard to understand when both you and the person you are trying to communicate with are both geometric shapes.

Completely Tone Deaf (+100 BP):

You can't distinguish between different notes; everything sounds completely monotone to you. In a world where music plays such a big role, and where you need to read the music to know what to do next, it's a bigger handicap than it sounds like.

More Levels (+100 BP): **[Requires The Lost Chapter]**

Normally the story mode of the game features 26 levels (as well as 5 additional levels from the Lost Chapter). For you, however, the major pieces of the Tree of Life have splintered into a number of smaller triangles you need to recover, increasing the total number of levels you need to play to beat the gauntlet to the full level list of Just Shapes and Beats, meaning 55 as of this date.

For an additional **+100 BP**, you instead have to complete a level for each and every official song created by each musician whose music appeared in the game. That would be all the songs by Danimal Cannon, Zef, Bossfight, Nitro Fun, Chipzel, Sabrepulse, Big Giant Circles, Kubbi, Noistorm, Trip 40, Cardi, Silva Hound, Plesco, Shirobon, Pegboard Nerds, Destroid, Tristram, Avenza, Kevin Phetsomphou, Shawn Delay, Tokyo Machine, FantomenK, Meganeko, The Immortals, Jake Kaufman, Rainbowdragoneyes, F-777, MDK, Sterrezo, Kommisar, and Toby Fox… and that's just counting the artists who created the songs for the levels and not the background music for the overworld. Are you sure you want to do this?

Hardcore Mode (+200 BP): **[Exclusive to Heroic Shapes]**

The jump has just become significantly harder. Attacks have less build-up time, you get less warning before bullets, you have to face *more* bullets, and there is overall less safe space on each map. You can take this a second, or even a third time for more points, but each time you take it the jump will become much, much more difficult.

Multiplayer Mode (+200 BP): **[Exclusive to Villainous Shapes]**

The jump has just become significantly harder. Instead of fighting just one blue square, you have to match up against one of his friends at the same time; the yellow triangle, the green pentagon, or the orange square. You now have to force defeat onto the entire group, and as long as even one shape hasn't given up, you can't complete the gauntlet. You may take this a second, or even a third time, adding an additional shape to defeat into the mix, making the jump much, much more difficult.

Short Dashes (+200 BP): **[Exclusive to Heroic Shapes]**

Unfortunately, you have a stunted dash, and will not travel very far. You will need to carefully time each and every one of your dashes if you want to make it through a level without taking damage.

Sorry Guys, I'm Lagging (+200 BP):

You've got some lag in your actions; there's almost a quarter-second delay between deciding to take an action and your body taking the action. For an addition **+200 BP**, it's a half-second delay. For another **+200 BP** on top of that, the delay lasts for a full second before you move like you intended to.

Straightforward (+200 BP): **[Exclusive to Villainous Shapes]**

Your attacks are unfortunately direct and easy to read. Hopefully you can make up for it in simple mass of attacks, or you're not going to be hitting very many people.

When Does It End? (+200 BP):

The game often uses shortened versions of the songs to keep the levels from dragging on too long. You don't get that luxury anymore; if you're a Heroic Shape, every level lasts the duration of the full song. This doesn't make things easier for a Villainous Shape either; instead of the song lengthening, the blue square instead has double its regular health. This is worth double points if taken with either tier of More Levels.

S Rank (+300 BP):

It's not enough to just beat the gauntlet, you have to beat it in style. If you're a Heroic Shape, you must go through the entire gauntlet without getting hit so much as a single time, or you fail. If you're a Villainous Shape, you must beat your opponent(s) before the last 30 seconds of your level. This is worth double points if taken with Hardcore Mode or Multiplayer Mode.

Utter Joy (+300 BP):

Contrary to popular belief, lightheadedness, altered vision, eye or face twitching, jerking/shaking of the arms or legs, are not the symptoms for utter joy but of photosensitive epileptic seizures. Which you now have. Which may be a problem in a world with a lot of brightly colored flashing things.

Just Jumpers & Jumps (+1000 BP):

The “I don’t want to do a gauntlet” option. This changes from a gauntlet to a regular jump, letting you start with a full thousand Beat Points, but also making it possible for you to chain fail. Instead of the normal victory and loss conditions, you instead have to stay in this world for 10 years. Good luck entertaining yourself when you’re just a shape. You do not get a special reward for completing this if you take it as a normal jump instead of a gauntlet.

Beats

Now it’s time to spend that hard-earned BP. Discounts are 50% off to the associated shape, and discounted 100 BP perks are free.

General

Feel the Music (Free):

Your life is now accompanied by an incredible soundtrack of electronic music. Specific locations, people, and special events may have their own themes or leitmotifs, which will always be thematically appropriate to whatever is happening at the moment. You may at your discretion keep the music to yourself, or allow others to hear it; either way, the music is incapable of interrupting focus or of interfering with one’s hearing. You can turn this music off whenever you want.

Shape on Shape Combat (Free):

This is a perk that only applies while you're in the gauntlet, as presumably you'll be a proper 3-dimensional person outside of it. While in this world, you will be a shape.

Heroic Shapes are incapable of directly causing harm to others; the only way to fight is to engage in a "music battle", which consists of a level where the opposing side does its best to hit you, and you do your best to survive. You will die if you are struck 3 times in a normal level (6 times for a boss level). Levels can also come into being from ordinary hardships, difficult terrain, or as a method of solving puzzles, where the level arrayed against you is generated automatically even by nonsentient "opponents". Upon victory, you can seal away your opponent into their own level (although outside forces can break them out, it is impossible to escape from the inside), cleanse them of corruption, or make progress in resolving whatever puzzle you're currently trying to solve.

Villainous Shapes, on the other hand, have to create the level the Heroic Shape proceeds to try to defeat. You have incredible powers to manipulate the environment and project energy for the creation of these levels, but have a few limitations; firstly, you cannot cover more than 4/5ths of the "screen" in obstacles, energy, or your own body at a time; secondly, you cannot create a scenario where there is no possibility of escaping without damage. You can create situations that require very precise and delicate maneuvering to escape, but you can't make certain-death scenarios that guarantee the opponent will be damaged. You, as a boss, have to hit an enemy six times to kill them.

Final Hour Superpower (400 CP):

You gain access to a special transformation you can use only once per jump (or once every 10 years, whichever comes first). This lasts for the duration of a single battle; however, what form this power takes varies depending on your origin.

For Heroic Shapes, you are enveloped in a powerful, many-colored shell of energy, pulsing with vibrant power and dealing damage to any enemy that

dares to touch you while protecting you from 90% of all damage you might suffer. Furthermore, you can project beams of this energy outwards as a form of ranged attack. During this jump, it is the only offensive ability a Heroic Shape can possess.

For Villainous Shapes, you will be filled with corruptive power to the point that your base form starts to rip away. After a brief period of sessile invulnerability, you will evolve into a new and powerful form, themed after an animal of your choice, and covered with spikes. You'll have powerful abilities regarding energy manipulation, the ability to reshape your form, and will create an aura of fear that fills others with dread and weakens their fighting spirit.

Heroic Shape

Dash (100 CP):

As you are small and fragile, evasion is your surest method of safety. To this end, you have the ability to dash—to quickly move in a direction in such a way that it allows to completely bypass attacks and obstacles. There is, however, a brief moment afterwards where you can't dash a second time, preventing you from evading all obstacles via non-stop dashing.

The Power of Friendship (200 CP):

When faced with a barrier you don't have the capacity to pass—such as a sea filled with enemies, an aerial labyrinth, or an enemy with some method of automatically killing you—there will always be someone out there who has the ability to help you bypass this barrier. However, it is up to you to find them and earn their assistance.

We Will Build It Once Again (400 CP):

When you defeat a major enemy, events will conspire to undo the damage they have done. Those they have corrupted will be free, the disease they spread will be cured, those they have frightened away will return, the lands they despoiled will regrow, that which they built will be torn down, that

which they stole will be returned… just about the only thing this can't do is return the dead to life.

If you want to keep what an enemy of yours has done, however, you can prevent this ability from taking effect with an act of will.

It's Not Over Till It's Over (600 CP):

Even when you've been broken apart, by pure willpower you can bring all the pieces of yourself back together and breathe new life into your shattered body to fight again. You now have three opportunities to attempt every level in this gauntlet, and you only fail the gauntlet if you die three times in a single level.

After this gauntlet, you get three 1-ups per jump (or per ten years, whichever comes first), allowing you to return from death to make another attempt at the jump with time rewinding to the most recent occasion that might be considered a "checkpoint".

Villainous Shape

The Pink, It's Bad (100 CP):

You have the ability to project shaped blasts of pink energy. This energy is extremely dangerous, to the point that simply touching it causes damage. Well, dangerous to other people; you and your allies are unharmed by it. You can also fill your body with this energy, turning you pink and causing your merest touch to cause devastating injuries.

To My Own Ends (200 CP):

If you encounter a power being used for a specific purpose—such as to ensure safety and happiness in Paradise, for example—you can always find a way to twist that power towards your own ends. Perhaps you could steal the source of said happiness to make your own realm happy, or you could corrupt that power into an energy source to transform yourself into a

mightier form. To this end, you gain spectacular abilities at the physical, mental, and spiritual corruption of others.

Round Two: Fight! (400 CP):

Even if you lose in this world's form of combat, you cannot be defeated or sealed away forever. An opportunity to escape or make a comeback is guaranteed to come to you. Furthermore, by being defeated you are ensured to find a way to become even stronger in time for your next fight with the enemy who beat you. Even if you lose, it isn't the end for you. This only applies once for each enemy who defeats you; if they beat you a second time, you're finished. However, you can take this perk multiple times to have multiple "second winds", so to speak.

It does nothing to help you if you're dead, however. If you took Multiplayer Mode, all the enemy shapes collectively count as a single person for purposes of whether they've permanently defeated you.

You Have Been Destroid (600 CP):

When you damage people's bodies, you also damage their spirit and willpower. Crush an enemy enough, and even someone theoretically infinite determination will eventually realize that victory is impossible.

Harmonies

Music isn't made from repeating a single note, but by intertwining many sounds together into a greater whole. In this world they will be shapes, or collections of simple shapes. After this jump, they will develop a humanoid alt-form, where they resemble their original shapes mixed with human features, as well as a purely-human alt-form.

None of these companions will start off with you when you begin the gauntlet; you'll have to find them, and after saving and/or defeating them, they'll join you.

You get three floating discounts you can spend, reducing the price of a companion by 50%. **50 CP** companions are instead free if you discount them.

The Big Cube (-50 CP):

A close friend of the blue square, this big friendly cube is a different shade of blue. They're a good and helpful friend, if a little bit of a crybaby, but always does their best to be useful. Has an unfortunate tendency to be swept up by bad luck. If you wish, you can instead take the evil version of the Big Cube after they've been inflicted with the corruption from a twisted piece of the Tree of Life.

The Boat (-50 CP):

Another friend of the blue square, this one-eyed sailboat is a mischievous fellow with a love for games and pranks. But they're also always there when things go bad, and are willing to sail a blood-red sea filled with monsters for the sake of their friends. Unfortunately torn apart by the raging sea when the Boss escaped his cave.

The Helicopter (-50 CP):

A living helicopter, they're plucky and more than willing to take on impossible odds to do the right thing. Unfortunately, they aren't terribly competent at the form of combat this world uses, so wind up getting stuck in the factory when they try to take on the Boss themselves.

The Sun (-50 CP):

Yep, the sun itself. A very cheerful orb who shines brightly upon the land and is more than happy to watch over the inhabitants enjoying themselves. They can't interact with much, being so high in the sky, but they can reach down with their cloud-hands. Unfortunately, the Boss's factory will create so much smog that the Sun will soon be hidden behind clouds of smoke, but

he'll be happy to come with you afterwards. Being the same size as other people will probably be fun!

Oh, and if you're worried about him assuming his true form in another world, you don't have to be so afraid—this sun is small enough that it can hide behind a hill, and is made up of light rather than being a giant ball of fusion-powered explosions.

A Spider (-50 CP):

Yep, this is just a spider. Or it WAS just a spider; in the escape from the cave in the Lost Chapter, an accident will result in it being partially infused with the power of a piece of the Tree of Life and going a little crazy from it. But it's been *mostly* de-powered now; it can still summon energy-spiders and webs from nothing, but is otherwise back to its normal friendly self. Yes, spiders in this world are friendly. Mischievous, and not opposed to catching people in their web, but they won't hurt them when they're in their right minds.

A Plant (-50 CP):

This world has a number of large, vaguely cactus-like plants with rounded points. You can bring one of them along with you on your journey. They're friendly and jolly dancers who like to show off to others, although they aren't normally very mobile. They'll probably appreciate getting a humanoid and mobile body if you bring them with. Unfortunately, they're going to be corrupted en masse once the Boss takes over, but upon their defeat they'll be returned to normal. If you'd prefer their corrupted versions, however, you can take one of those instead. Or you can purchase this twice to take one of each.

Ooh, Barracuda (-100 CP):

A mysterious triangular boss who appears to fight the heroes once, then bursts into a bunch of power triangles. Regardless of their unknown identity, they're a powerful figure capable of forming triangular snakes in massive numbers to attack, as well as forming waves of energy from their

sides or growing into a massive pyramid. They're aggressive, secretive, and a bit of an asshole.

Evil Plant (-100 CP):

A resident of the volcano who's destined to fall into lava that's been twisted into a mutagen by the powers of a corrupted piece of the Tree of Life, they'll be remade into a powerful evil being who will serve as a boss. They're mischievous and mean, but still pretty great at dancing. They developed the power to live in and control lava.

Blue Square (-100 CP):

A brightly-colored blue square with dauntless willpower and a strong sense of duty to protecting Paradise, but with enough playfulness that they'd be willing to go gallivanting across the multiverse with you once you assure them that time will be stopped in this world while you're gone. They aren't particularly powerful, but they're impossible to keep down; they'll return to fight again and again, because as long as there's a scrap of will to fight in them, it's not over.

Alternatively, you can bring one of the blue square's friends; the yellow triangle, green pentagon, or orange circle. You may instead pay **200 CP** to purchase all four of them as a group companion. All of them are pretty similar, which may explain why they're such good friends.

The Boss (-100 CP):

Yep, this is just his basic, cyclops-cat form. He's pretty big and very, very strong, full capable of busting through solid rock with his bare fists. He's power hungry and easily gets resentful of others. He's the kind of person who sees other people being happy, and instead gets jealous and wants to take what they have for himself. Still, he's a good guitarist and also an excellent DJ, and if you can earn his friendship he's a friend for life.

For **200 CP**, you can instead take his empowered form with you. Now sporting two eyes, he's developed the ability to transform and control some of the power he drained from the Tree of Life.

For **400 CP**, you can instead take him in his final form; a spikey centipede-being with incredible power, considered to be permanently boosted by the Final Hour Superpower perk.

Finale

So, the gauntlet's over. If you failed, then that's it; you move on to your next jump and leave behind everything but your memories of your time here. If you took Just Jumpers & Jumps, you have the choice to go home, stay here, or move on to the next jump; you keep the perks and companions you purchased, but otherwise do not get anything extra.

But if you succeeded at the gauntlet, then you get access to a special reward for all your hard work to take with you when you leave this world. You get the ability to form a playlist composed of three of the songs you encountered in this gauntlet. You gain a single power or item related to that song. It can be based on the name of the music, the music itself, or how the song appeared in your run of the gauntlet.

Examples will be listed for each song you'll find in a normal playthrough of this gauntlet (as well as the Lost Chapter), but if you took More Levels, then you'll have to use your own creativity and sense of fair play to decide what your chosen song gives you.

If you have any CP left over, you can purchase more songs for your playlist at a rate of **300 CP** per song.

Examples

Corrupted:

You gain the ability to twist others to your own ends; you can insert corruptive ideas into the minds of other people, which will seem like their own thoughts. They will slowly whisper into their mind and twist them around towards whatever idea it is you put in their head. You can only have one corruptive thought in existence at a time, but the existing effects it had don't disappear once you switch to a new thought or a new person.

Chronos:

You can rewind time. Each day, you can rewind a total of 10 minutes, which can be spread out however you like.

Milky Ways:

You gain the ability to exist in a vacuum as though you were in a healthily pressurized and oxygenated environment. Furthermore, while you are in a vacuum you gain the ability to fly at superluminal speeds, sufficient to cross from one end of the Milky Way Galaxy to the other in only a month.

Logic Gatekeeper:

You become a supergenius, capable of correlating disparate pieces of information into a cohesive whole and seeing connections that would otherwise require far more data points before any reasonable genius would see what you see. You are innovative and brilliant and easily capable of pushing science far ahead of its accepted limits, or of breaking down even the most complex riddle or mystery.

Long Live the New Fresh:

You excel at manipulating trends and fashions. If you want something to be popular, it will be; if you want to make something—or someone—unpopular, all it takes is a few whispers in the right ears before you have a massive slander campaign built up to ruin a reputation. Now you control what's cool and what people want to buy.

The Art of War:

You have superlative ability in the art of war. Not necessarily in actual combat, but when it comes to maneuvering troops around, bluffing the enemy, misinformation campaigns, logistics, and strategy? Your abilities are borderline supernatural. It's almost like your enemies are actively trying to play into your hands.

Termination Shock:

You gain the power to slow things down to a crawl, creating an area of influence where things that are fast become… not-so-fast. This has a stronger effect the faster something is going; you could slow a bullet down to the point that a normal person could dodge it, but you could slow down DC's Flash enough that he can't even break the speed of sound. An ordinary person would just be mildly slowed down, though. You can selectively exclude certain things from this area of effect.

Sevcon:

You can peculiar powers over spheres. You can move them, manipulate them, transform them into different materials, or even generate spheres of energy. You can even create protective rings of energy spheres, utilizing dozens or even hundreds of them at a time to manipulate the battlefield to your advantage.

Cascade:

You excel at making the consequences of things more extreme. If you want to help someone, you can make a donation to a homeless person cascade into a grand series of events that wind up with that person winning the lottery. If you want to hurt people, throwing a rock in a guy's window might lead to that man's wife leaving him. You can't control what the consequences are, but you can control whether they are positive of negative.

Barracuda:

You gain the power to manipulate, control, influence, and even create fish and piscine creatures.

Dubwoofer Substep:

Sound is yours to control; you can manipulate existing sounds, produce new sounds, or amplify sounds to devastating levels. You can even put a complete stop to sound to make everything silent.

Cheat Codes:

You gain complete mastery over any programmable electronic medium. You can enter any email as though you have the password, bypass any security system, and activate any electronics from a distance. The digital world is your oyster.

Clash:

You become stronger and faster in accordance to how many enemies you are fighting. If you're only fighting one person, you'll get a tiny boost. If you're fighting an army, though? It would be a completely unfair fight. You might want to handicap yourself if you want a challenge.

Lycanthropy:

Select a mundane animal. You can now transform into that creature, or into a human hybrid of that creature. Your strength and durability are massively increased while you are so transformed, and you gain the ability to heal rapidly from wounds, to the point that only removing your head could be considered to be a "fatal wound" at that point.

Cool Friends:

Whenever you are close enough with someone that you could honestly call them your friend, they receive a power boost. From their friendship with you, they get an increase in all of their base statistics, allowing them to be harder, better, faster, and stronger than they were before in all respects.

For one reason or another, this improvement will never cause problems in their regular life.

The Lunar Whale:

You gain a giant pet whale. This whale is able to survive in all environments, and can also fly. Its mouth opens into an extradimensional structure that is basically a mansion; it has no actual need to eat, and is sustained entirely through the consumption of light, of which moonlight is the most efficient energy source. Speaking of which, during the full moon they gain the ability to teleport; not only being able to traverse any distance in an instant, but also being able to pass through dimensional barriers, allowing them to travel the local multiverse. Note that it is the *local* multiverse; they'll only be able to travel beyond that once you gain your Spark.

Spectra:

You gain the ability to reflect and refract light. You can condense light to the point that it forms lasers, or make light go completely around your body to become invisible. You can even create light illusions, but it will take a long time and a lot of practice before you can make anything recognizable as a specific image.

Unlocked:

You gain the ability to lock and unlock things. On the most straightforward end, this lets you open and close doors, access locked computers, or other similar and mundane abilities. However, it can also seal people's powers, unlock people's hearts to make them more open to suggestions, close portals, open new portals, make people close-minded, or unlock someone's hidden potential, amongst a host of other conceptual abilities.

Close to Me:

The closer someone is to you emotionally, the more protection they receive. They'll never lose their life from random accidents, minor inconveniences happen to them less often, and overall they become impossible to harm

through anything short of deliberate and malicious intent targeted towards them, specifically.

Into the Zone:

You gain the power to banish and summon things forth from a pocket dimension. You can do this in whole, such as to hide an item, or in part, such as to rip someone into pieces by banishing their arms. This pocket dimension can contain as much mass as you are capable of carrying.

Vindicate Me:

When other people take action on your behalf, it is always more effective. Much more effective, often with far-reaching consequences outside of what they could have originally intended or feasibly have planned for, all of which are beneficial to you.

Try This:

You gain all the skill expected of a super spy combined with the abilities of a master thief. Impeccable combat skills, precise shooting, suave people skills, extraordinary ability at stealth, ludicrous talent for sleight of hand, all the knowledge needed to be an expert at all aspects of breaking and entering, and the ability to bluff and improvise like nobody's business.

Final Boss:

You now have a crown. The centerpiece of this crown is a large fragment of the Tree of Life, freely donated. It serves as an incredible energy source, and can be drawn upon as though it were an endless reserve of energy. This doesn't mean you're capable of using all that energy at once, but you can draw upon it over and over again without draining it.

Annihilate:

That which you destroy cannot be recovered. If it's broken, it can't be fixed; if it's injured, it can't be healed; if it's dead, it can't be revived. If it's something that can't die, you can still kill it; if it's invincible, you can still hurt

it; if it's unbreakable, you can still break it. You can toggle this on and off for specific instances in case you don't want everything you damage to be unrepairable.

Till It's Over:

You get a copy of the Tree of Life. Yes, the full thing. You can't draw upon its energy like you can the fragment from Final Boss, but you can place it wherever you want. It will protect all the land that can be considered a part of the location it's placed in; the larger the area, the weaker it's protection, but even if it is protecting an entire nation it will still protect against poverty, corruption, and despair, ensuring healthy lives for everyone within its aegis.

Airborne Robots:

You get a small fleet of flying robots. These robots are armed with machine guns and missiles, and when you go to a higher technology setting their weaponry will similarly update; however, when you go to a lower tech setting they won't downgrade. This fleet of forty robots will replenish if destroyed at a rate of 1 robot per week.

Interlaced:

You gain the ability to control threads, strings, lace, and similar such things. Which isn't terribly strong on its own—they're remarkably fragile, after all—but you can also empower them with your own energies to make them harder and stronger, as well as use them as a conduit for other powers or elements that you might have at your disposal.

Last Tile 海底撈月:

There is no such thing as a futile effort for you. There will always, always, be a way to succeed, no matter what endeavor you are undertaking. You just have to find it.

Born Survivor:

You are extremely resistant to dying. Not only does this give you a complete immunity to any instant-death type effects (including being written out of existence, erased by a time paradox, or similar such means), but you are also high resistant to conventional death. Blood loss can't kill you, nor can severe damage; nothing short of the destruction of your brain or heart will actually end your life. Well, that and starving to death or being dehydrated, but when a single glass of water is all you need to survive for a month and you only need to eat a single meal a year to survive, both of those things become highly unlikely.

Spider Dance:

You gain the power to manipulate, control, influence, and even create spiders and spider-like creatures.

Notes

No, I didn't misspell the Villainous Shape capstone. "You have been Destroid" is part of the lyrics in the song Annihilate, by the artist Destroid.

Not sure what to think of this jump. I feel like I didn't do my best, but every time I sat down to write all I could think of is the music going through my head again and again. Hopefully something decent came out of it.