Oh, hello! This is a bit awkward, you weren't supposed to be here. Why don't you come back another day, so we can choose something happier?

No, seriously. Leave. You still have some time.

This is your emergency broadcast system announcing the commencement of the annual Purge. At the siren, all emergency services will be suspended for 12 hours. Your government thanks you for your participation.

Too late now. You're in for it.

Welcome to the **Purge**, March 21, America's bloodiest national holiday.

Weapons of class 4 and lower have been authorized for use during the Purge. All other weapons are restricted. Government officials of ranking 10 have been granted immunity from the Purge and shall not be harmed.

You can drink in public. No setting any fires or riding tanks down the road. And no pranking your local mayor. We do set some standards.

Commencing at the siren, any and all crime, including murder, will be legal for 12 continuous hours. Police, fire, and emergency medical services will be unavailable until tomorrow morning until 7 a.m., when The Purge concludes

All laws are suspended during this time, to let the citizens relieve their stress and remove undesirables. Home invasions are common, and the streets become very unsafe.

Blessed be our New Founding Fathers for letting us Purge and cleanse our souls. Blessed be America, a nation reborn. May God be with you all.

Survive from dusk to dawn. Your twelve hours start now.



Settings

This is a Gauntlet. You may choose how serious of one. Failure or death during the **Purge** will not end your Chain, you will be ejected to the next Jump unharmed.

A Nation Reborn (+0CP): Welcome to 21st Century America, you may choose from any of their popular cities or well populated towns. You may not choose rural or isolated areas. You may have no outside perks, items or companions unless they are imported. You may have your Body Mod body.

Welcome to the Jungle (+1000CP): This is the standard jump conversion option. Your stay will now be ten years long. You may choose a place in amalgam America as in *A Nation Reborn*, though the look and culture may be affected by your Chain. You will have access to all your perks and items, but no Companions unless imported. You can only purchase new perks, items and companions from this Gauntlet. You may not take any backgrounds in this Gauntlet or benefit from discounts. You are limited to +600CP worth of Drawbacks. The NFFA will be equal in power to the most dangerous being you have faced in your Chain. They may only be assaulted on the 10th Purge of your stay. Purgers will be similarly empowered during a **Purge**. Should you die here, you will end your Chain.

Drawbacks

You can obtain more CP by taking Drawbacks. You are not limited unless noted otherwise.

The Purge (Mandatory)
On March 21 from 7pm to 7am, all crime will be legal, including murder. Psychopaths will take to the streets looking for prey, while others commit home invasions, robbery, piracy and all manner of debauchery. Only high ranking officials are immune. You are not.

Poor Little Lone Jumper (+100CP) (Once)
You must participate in the gauntlet alone. This means you cannot import Companions or attempt to make allies until the **Purge** has ended, unless otherwise mentioned.

The Roads Are Wrong (+100CP) (Twice)
You will find the layout of buildings, roads and entrances to be completely random. You will also not be able to obtain meaningful maps during the **Purge**. Citizens, Companions or Purgers will not be affected by this disorientation. You may take this Drawback again to lose any sense of direction you once had, eg. You may open a cellar to end up on the roof.

Purge Party Participant (+100CP) (Once)
Some citizens silently protest against the **Purge** by holing up at home in safety and throwing loud parties with friends and family. You were at one of these parties and then decided to walk home. There were intoxicants freely available. Do the math. For the first half of the **Purge**, you will be on a slowly lowering high until you regain full consciousness.

Crying Eagle Caged Citizen (+100CP) (Once)
Ignore any Drawbacks that make you alone. For the entirety of the **Purge** you must protect the last freedom-loving bald eagle in all of America. Although it is noisy and often hungry, should the bird die you will lose immediately. If you successfully survive with the eagle intact, you may keep it as a pet. It does not count towards your Companion count.

That Guy No One Likes (+200CP) (Once)
You are not popular among your neighbours and peers. Whether it is a difference in social status, personality or reputation, you will not find any assistance or allies from those closest to you unless they are also personally endangered. This Drawback affects any Companions you may have during the **Purge**.

Turf War (+200CP) (Up to three times)
Your neighborhood is the agreed ground for a **Purge** Gang War, for example they may be Bloods v Crips, Mafia v Mob, Mara v Aryans. You are in the center of the conflict. You may only ever ally with one side of the conflict, at the cost of angering the other. You will be involved in at least one incident per group. If you have chosen a setting other than *A Nation Reborn*, you may substitute other opposing groups from other settings.

The Fire Rises (+200CP) (Once)
With the lack of emergency services to provide valuable maintenance and crises prevention, the location you are in will slowly break down. Whether it is out of control firestorms, floods from burst water mains, or sudden infrequent blackouts, your locations will never be fully secure. This after-effects of this can be felt long after **Purge** day.

No One Is Listening (+200CP) (Once)
Although officially suspended, emergency service providers such as Triage medical vans or off-duty law enforcers go above the call of duty to provide much needed services. However, with this Drawback they will personally refrain from assisting you, refusing to treat your injuries or turning a blind eye to your cries of help during the **Purge**.

PurgeTV (+300CP) (Once)
You have agreed to the participate in the unofficial media sensation of reality brutality, to wear a body mounted camera and tracker, broadcasting to a live audience for publicity and entertainment. Your only consolations are that the camera is hidden, and the tracker does not mention your identity. The broadcast signal from the tracker cannot be interrupted. You have no idea who else is participating in PurgeTV.

Undesirable (+300CP) (Up to two times)
You are one of the NFFAs targeted groups during the **Purge**. As such, you are physically disabled in some way, either blind in one eye, lame, elderly or so on. This disability must be disabling. You may not take any mental deficiencies. You may take conditions that require constant medication. You may take this Drawback a second time to be personally on a list of available **Purge** targets, to be attacked at leisure by available Purgers.

No Heroes Left In Man (+300CP) (Once)
You may find allies and neutral parties during your time in the **Purge**. However, there is now a guarantee that at least one group will attempt to betray you, either to turn you to another group or to **Purge** you personally. This Drawback also affects imported Companions. You will have no warning who will betray you, they appear completely natural. This Drawback is revoked after the **Purge**.

Burden to Bear (+400CP) (Up to three times)
You may ignore any Drawbacks that make you alone. You may now choose a single Companion to accompany you, in the form of a mortal human. They must not be a Companion you imported. They must not leave your side. They may not purchase perks or take Drawbacks. If they die during the **Purge**, it is permanent. You will not be able to resurrect the Companion after the **Purge**. You will be given time to exchange last words.

Wrath of New America (+500CP) (Once)
You present a threat to the New Founding Fathers of America. As such, they have sent their personal assassination squad to deal with you during the **Purge**. They are well equipped, impossible to reason with, and trained in anti-personnel tactics. They can be attacked by roaming Purgers or gangs. If enough squads are dispatched, the NFFA will come in person. If you take this drawback, instead of being a half dozen old politicians and dictators, they are fearsome warlords and psychotics in their own right, with all the resources and training America has to offer. If you take *Welcome To The Jungle*, they will always be equal in power to the most powerful things you have ever encountered in your Chain and can only be truly vanquished during the events of the 10th **Purge**.

Perks and Backgrounds

You must choose a background. Discounts are half off. 100CP perks are free.

Pleb
The silent majority, unwilling participants of the **Purge**, the backbone of America. You are a simple citizen, often just trying to survive, with no real skills or feats to speak of.

100 No One's Home
You are very effective at reducing your own presence. You could find hiding places anywhere, from a broom closet to the crook of an alleyway. You can control your breathing and muffle your steps so well that it would take intensive efforts to discover you.

200 The Door Will Hold
You are very effective at barricading, securing or supporting locations against attack. You can identify simple weaknesses, and with some supplies make a system to alarm against intruders. It would take a dedicated team working noisily to breach your walls.

400 Ain’t No Saint
You are not completely harmless. Whether it is a past in law enforcement, the military, gang violence or self taught, you are a dangerous personal combatant, and ordinary Purgers will only take a little effort to remove. Similarly dangerous individuals such as criminals, soldiers and Purgers will find themselves respecting you, meeting on fair terms.

Purger
Willing participants of the **Purge**. They could be your neighbour, your mailman, even Ivan who’s just here for the holidays. Your skills range from deadly to amateur.

100 Put On The Mask
It needn't be a mask. You can now take on a terrifying personality to frighten and panic those you target. Though props such as costumes and makeup can help separate these personas, you can still slip into one as easily as grinning in a certain way. The thicker the disguise, the more difficult it is for others to connect this persona with your usual manner.

200 Bloody Was Their Finery
You can become a symbol of fear and panic, your mere presence begins to chip away at confidence and morale. Any weapons you use become tools of bloodshed, easily finding ways to weaken your prey or destroy their defences. This is best used while dressed in a way that clashes with your actions.

400 Food of the Strong
Purging isn’t easy in this crazy world. The effort it takes to maintain a hunt or collect your rage takes a toll. One that can be paid with the sufferance of another. Whenever you are in the presence of those in fear of you, your current level of activity can be maintained. For every time you take an innocent life, your energy and stamina is restored.

Rebel
You fight against the **Purge** and all that the NFFA stand for, in your own way. You could be an informant, a saboteur, even a willing footsoldier for the cause.

100 For the Cause
When you put yourself up to a higher purpose, gripes and grumbles can be ignored. With a stronger will propped up by belief, you can find yourself working longer, running a bit faster or enduring wounds more.

200 Follow The Blood
You understand the situations that arise in a lawless chaos of **Purge** night, and can easily spot areas likely to contain Purgers, death squads or victims of a raid. What you do with that knowledge is up to you, whether to dispense justice or be thankful for the distraction.

400 For Peace Sake
The **Purge** is a lie designed to control and terrify a population. You will not be swayed so easily. You can restore order, true order, and even the pretense of rational thought by taking down the biggest and baddest guy in the room. You can do this through either violent means or with a reasonable conversation.

Politico
A member of the hierarchy, the orchestrators of the **Purge.** Regardless of your personal views on the event, your rank is below level 10, making you free game to any critics.

100 Gift of Gab
You didn't get where you are today through hard work and gumption. You got there because you know people, and how to deal with them. You can easily start a rapport with anyone, even a Purger on the other side of a barricade.

200 Soothe the Madness
You are capable of reaching through the irrationality and insanity of others thoughts, an essential when dealing in politics. You can use this to calm hysterics, communicate with the insane or psych yourself up for dangerous tasks.

400 Better Than You Think
You have supreme charisma. Given a pulpit and an audience, you could gain a following in no time. The most powerful trick in this social arsenal is to convince others to lay down their arms, greatly reducing aggression. Many amateur Purgers will simply walk away.

Other
Skills and abilities not restricted to any one background

100 American Survival Skills
You can swear the Pledge of Allegiance, new and old, use the imperial system, drive a stick shift, but most importantly, fire any kind of firearm conceived by man. It's in the Constitution, yaknow. This does not apply to skill with melee weapons.

100 All-American Warrior
You can handle yourself in a brawl, using either your bare hands or nearby objects as makeshift weapons. You can easily pick out what objects would make good weapons and how durable they are. This does not grant formal martial arts techniques.

200 French Secret Technique
When the going gets tough, you get going. And going, and going, and gone. You have enough experience in urban exploration and parkour to find exits and paths through many buildings. This does not only apply to retreat, but to all forms of movement.

200 Triage
The **Purge** takes many lives, but some can still live while bearing scars of mind and body. You have enough medical skill that could patch someone up and keep them moving for a few hours, long enough to find a real doctor or facility. This includes self-surgery.

You may only purchase one of the following:

400 !! Release the Beast !!
Though the **Purge** claims to be about relieving stress and reducing violent tendencies, you have perfected it. A true unleashing of desires, harnessed into a berserker rage. This is most effective in repressed persons, an angry man would be slightly stronger while a nun could tear apart steel doors if she wanted. This technique can be taught.

400 !! Purge and Purify !!
Though the **Purge** is for the most part illogical and counterproductive, you have found something interesting. A blood baptism, a ritual to create innocence through the sacrificial death of another, granting supreme calmness and bodily control. The effects last roughly a year per individual. This can be performed on others, but not taught or passed on.

400 !! Luck of the Lamb !!
Though the **Purge** was designed to remove the undesirables and separate wheat from chaff, the NFFA never expected it to work. You are very fortunate, often running into old friends or just missing groups of Purgers in your wake. This effect works best when you need to be safe, and are on your back footing.

Equipment

Purge Countdown (Free & Mandatory)
This hardy and weatherproof wristwatch does only one thing, count the **Purge**. It will only be available during this time. Any time dilating or warping effects will not affect the count, it will accurately display how much longer the **Purge** will continue. It disappears after the **Purge** is complete.

Purging Chic (Free Purger)
You have a suitably disturbing costume to wear for the **Purge**. It does not offer any defensive benefits beyond the horror when others realize your purpose.

200 A Friend In Me (Up to Eight Purchases Allowed)
You may import a Companion. They have 200CP to spend. They cannot take Drawbacks. They may take backgrounds and benefit from discounts. They are an average human if you took *A Nation Reborn*. They have all their abilities if you took *Welcome to the Jungle*, but may only spend 100CP.

100 Dutch Courage (Free Pleb)
Everyone likes to get drunk when you are around. This high quality and high proof alcohol can be used to drug the unsuspecting, or as fuel for firebombs. You have a six-pack.

100 Home Invasion Kit (Free Purger)
Lockpicks, crowbar, power tools. The simple implements of many entertaining hours. You can enter locked buildings, access supply caches or find guests for your **Purge** parties.

100 Tunnel Map (Free Rebel)
Rebelling against the system often means working beyond its reach. You have obtained a map of hidden tunnels, shortcuts, boltholes and roof tops that could allow you to stay one step ahead of any would be Purgers or the forces of the NFFA.

100 Purge Playbook (Free Politico)
You have a **Purge** survival guidebook. It includes negotiation techniques, group tactics, psych profiles and escape tricks. A clever person could live on this. A dumb one wouldn't.

200 Radio Scanner (Discount Politico & Rebel)
You have access to local radio stations, secure band communications between the remaining authorities, and can attempt to tap into the NFFAs **Purge** progress channels to determine the security of your location, nearby supplies or neutral zones.

200 Predator Shades (Discount Pleb & Purger)
You have access to high tech sunglasses which can see clearly in darkness and detect heat signatures. You may use them to better evade during the **Purge** or to find prey. The glasses do not require external charge, they can run on body heat.

200 Armored Vehicle (Land Transport Only)
You have the keys to an armored vehicle in a secure location. You may choose to start in this location or move towards it. It has a full tank of gas, solid tires, and glass proof against small arms. It also has a battering ram, a tow cable, and high-beam headlights. You may attempt to outrun the **Purge**, but the vehicle will stall when you leave populated areas.

400 Safehouse (Discount Pleb & Politico)
You have a well-stocked safehouse in a hidden location. You may choose to start in this location, or move towards it. It has surveillance, steel doors and solidly constructed walls. There are amenities such as food, water, and power. Although you can wait the **Purge** out, it will become unsafe for 4 hours of each **Purge**.

400 Armory (Discount Purger & Rebel)
You have a well-stocked armory in a secure location. You may choose to start in this location or move towards it. It has a variety of firearms, ammunition and melee weapons. It does not contain explosives. Taking this during the **Purge**, the position becomes indefensible for roughly 4 hours of each **Purge**.

Scenarios

You may take as many Scenarios as you wish.
Failing a Scenario does not fail the Gauntlet.
Those who take *Welcome to the Jungle* only need to complete a Scenario once.

With Clean Hands (cannot take with Purger)

During the **Purge** you cannot take lethal action against another. You may attempt to lure them into deadly situations, but not take direct action.

Reward Cross of the Innocent: A wooden crucifix necklace that gives you the presence of an innocent person. It turns black in the presence of a truly cruel and evil person, and turns white in the presence of a just and kind one.

Under Siege (cannot take with Rebel)

Whatever locations you begin in, buildings you take refuge in or safehouses you own will swiftly become the target of Purgers. At first it will be simple amateurs with beef, then dedicated psychos, and finally hardened kill teams.

Reward My Home My Castle: Any property you defend becomes harder to breach the more you are personally invested in it. You could hold out in your own house for a year easily, though a hotel room for only an hour or so.

You are Being Hunted (cannot take with Politico)

A wealthy and influential group of Purgers have organized a hunting party. This group of half a dozen debutantes with advanced weapons, equipment and tracking will attempt to capture you and slaughter you for sport. You have an hour's head start. You may not kill your pursuers. They may only kill you in designated areas.

Reward Prey's Bell: A simple brass bell that is only audible to those friendly to you. It rings when you are being hunted, and can determine the direction and closeness of the hunter.

Night of Long Knives (cannot take with Pleb)

During the **Purge**, you will be given a list of six targets who cannot survive. They are political rivals, enemies of the state, or people whose faces you dislike. Some of them must be found in a group, several have bodyguards and security, and some just hide well.

Reward Influence And Affluence: A small notepad which has a list of a dozen names. Depending on preference, they may be the richest, most well connected or most influential people in the area. You simply define the area, and decide your preference.

Law Abiding Citizen

You must not commit any crimes during the **Purge**. You must also see to prevent any crimes you see occurring, or seek out crimes in progress to prevent them. Vigilantism is not a crime for the purposes of this Scenario.

Reward Hour of Anarchy: Once per year, suspend all legal consequences for an hour. This effect applies to yourself, companions, and any allies.

Rewards

Upon successful completion of the gauntlet and any scenarios.
All Drawbacks are revoked. All items, abilities, companions are kept.

Also, depending on your actions during the **Purge**, you obtain one of the following:

A red lily pin, if you were dedicated to the cause and supported the **Purge**, either through action or inaction. Those who are seen wearing it can be assumed to be dangerous and to be taken seriously until shown otherwise.

A blue violet pin, if you did not purge, but showed support of the **Purge**, either through actions or inactions. Those who are seen wearing it can be assumed to be supportive of authority until shown otherwise.

A white carnation pin, if you did not partake in any illegal or unjust actions during the **Purge**. Those who are seen wearing it can be assumed to be of strong moral character until shown otherwise.



Good morning America, and that's the all clear siren for the Purge. Put the knives down and put the coffee on, as I always say. Apart from some –interruption-, reports are coming in that tonight was one of the most successful Purges ever.

=The Purge - A Gauntlet Jump=
by Clover AKA Clever Penguin

Changelog:

V1.2
Added more Items.
Added Jump conversion

V1.1
Clarified Setting Imports
Added Companion Import Options
More Formatting

V1.0
Added Gauntlet Rewards
Added Welcome to the Jungle
Added Scenarios and Rewards
Formatting
Added Items
Added Politico Background

V0.5
Initial Planning