

WANTED

Version 1.1
Created by WalkingSixPaths

Welcome to the world of WANTED (The Movie Version). This is a Gauntlet so you get **OCP** to spend and you are restricted to your **Body Mod**. You can only get CP here by taking drawbacks.

Your Origin is Drop-in.

Your Starting Location is in an empty apartment on the fringes of Lincoln Park in Chicago Illinois, two hours after the assassination of Mr. X.

Your Physical Age is up to you. Pick any age from 18 to 49.

Your Sex is whatever you are now or you can change it for free.

You have no set time to be in world. You can leave once your Goal is complete or you Lose.

Your Goal: **Kill Sloan**.

Sound easy? Not really. Sloan never leaves The Textile Mill, home of The Fraternity. That means he's guarded around the clock by some of the best assassins in the world.

Notice how the goal says 'Kill Sloan' and not 'The Death of Sloan'? You have to be the one to pull the proverbial trigger. Whether it's poison or a bullet, his death has to be by your hand.

If someone else kills him: You Lose.

If someone kills you: You Lose.

If you die for any reason and stay that way for longer than 30 seconds: You Lose.

Don't worry though, Losing isn't Death, even if dying is how you Lose. You simply awaken in your warehouse none the worse for wear. Of course... you don't get to keep anything you purchased from here with CP or get any of the rewards for completing the Gauntlet either.

I am merciful however, if you want to keep the stuff you bought if you fail the gauntlet, you can pay double the price (no discounts) to keep them next time you get CP. You still don't get the rewards though. This isn't Little League, you don't get rewarded for Losing.

Now, go. Make your Choices.

PERKS

100CP – Gunsmith

No, not the guy. There's some pretty sweet guns in WANTED like the CornerShot, the customized Remington Rolling Block 1871 Cavalry, the Ruger Super Redhawk, the Taurus Raging Bull, and that's not even getting into guns that don't exist outside of it like Magazine Fed Flintlock Pistols which are by far the best guns for bending bullets and Cross's Sniper that can fire across an entire city and hit it's target dead on.

With this perk, none of that is out of your reach. You have an innate understanding of firearms and how they work; You could come up with revolutionary new designs or just figure out how already existing firearms could be improved. Whether you're working on the tiny 2.7mm Kolibri or the monstrous GAU-8 Avenger you'll probably be able to find ways to improve them like increasing fire rate, distance, accuracy, or just making them look pretty without losing any functionality. On top of that you become an expert at disguising guns to look like ordinary objects. Flashlight guns, lipstick guns, cane guns, umbrella guns, briefcase guns. If it can fit a bullet into it, you could probably make a version that could shoot it.

This also gives you a very minor specialization in physical electronics. Enough to rig up an electric motor for a minigun, wire a bomb properly, make minor circuit board modifications, or hotwire a car. It's just the simple stuff.

100CP – I'll Get It Done, Janice.

Everyone can use a little downtime to relax, now you can make the most of it. No matter how dark, depressing or stressful things might be around you, you'll always be able to look on the bright side and have some fun. Not only that but the people closest to you will as well. Maybe you're looking at a menial job, 100 years of absolute boredom, or maybe 100 straight years of warfare. It could be as simple as a card game, but if you're trying to distract yourself or others from thinking about something awful/tedious/stressful, you'll find it especially effective and lift everyone's spirits so that you can keep sloughing through anything.

100CP – Drive It Like You Stole It

Who taught Fox how to drive? I don't know but apparently they also taught you because you're just as good as her. You took the Aggressive and Defensive driving manuals and improved on them. Driving upside down and with your feet is entirely possible now. A car chase is now no different than a leisurely drive to you, and doing stunts is like second nature. This also includes motorcycles.

100CP – They Were Just Decoys

Traps are your bread and butter. From small tripwires and feints to large gunfight decoy setups with an 'X' carved into the ground. Making new and novel traps is easy for you and tricking people into them becomes even easier. Make everyone fear entering a place you've been before.

100CP – Assassin's Basic Training

It's like you studied with The Butcher who taught you **how to use bladed weapons**. Studied with The Gunsmith who taught you **how to curve bullets**. Studied with The Repairman who taught you **how to fight in hand-to-hand**. Studied with Fox **who taught you agility and parkour**. Studied with Sloan who taught you **how to harness Assassin Time**. Of course none of that actually happened, but you gain the skills as if it did. This was just basic training though so you've only gained basic competence in the listed skills. You could always train yourself up to Master Assassin levels on your own though.

200CP – Master Assassin's Training

For an extra **200CP** on top of the **100CP** spent on **Assassin's Basic Training** for a total of **300CP** you can skip all that training. You have now not only mastered the basics, your skills are now greater than Fox's and on par with Cross.

200CP – I'm the Perfect Weapon

All the training and skill in the world won't get you to the top. Sure maybe you can bend bullets or use a sword or guns like a master but if someone else can too you'll be completely outclassed if your body isn't up to snuff. The Butcher has reflexes that allows him to deflect bullets at close range with knives. Mr. X can run fast enough and jump hard enough to crash through the safety glass in a skyscraper, cross a six lane highway and only drop about 10 feet in height in the process. Cross and Wesley can shoot bullets out of the air. Each Assassin forges their body into another weapon in their arsenal. You now have a similar body to those superhumans. Bullets won't bounce off of you, but you can run faster, jump farther, have reflexes that allow you to dodge and deflect bullets, ignore pain, and take enough bodily punishment that it would probably kill someone lesser than you.

200CP – Sixth Sense

You know that feeling you get when you think someone's watching you? Now you know for sure when it's happening. You'll also get a general sense of the direction and distance they're watching you from and what they're feeling as they look at you. Are they happy for you? Do they think you're attractive? Do they want to kill you? Probably a good idea to have this since some people in this world can easily snipe you from over a mile away. Parts of this perk can be toggled off at will. You can toggle everything off so you only know when someone is looking at you with murderous intentions. Maybe you're just lookin' real fly and want to set the toggles to only tell you when people be 'mirin (admiring). Or just toggle off everything and go back to guessing if people are watching you. You do you.

200CP – Silver Tongued Devil

You've got a way with words and charisma in spades. You can talk just about anyone into doing just about anything. Your lies will also be easier to believe, and promises you make sound significantly more plausible because it's you promising them. Tricking a kid into killing his own dad? Just appear legitimate enough and have enough 'proof' and it would be entirely possible. Maybe you want to pervert an ancient organization for your own means and ends. With enough well placed and well executed lies to the right people and it's entirely possible. Are you the leader of something or trying to become the leader? Even if you fail to keep promises you made, with enough excuses and misdirections you'll be able to pull the wool over people's eyes for the most part. Although a promise kept will be worth more and mean more to people than if someone else made the same promise and kept it. This isn't foolproof but you'll be significantly more successful at talking your way into or out of something than you would be without it.

100CP – Managerial Duties

This is a subsection of **Silver Tongued Devil** but it can be taken independently. Maybe you want to create your own Fraternity or even The Illuminati. It doesn't matter how good you are at talking, if you can't manage an organization well it's going to collapse. This perk fixes that. You gain an innate understanding of how to properly run a business/organization. Whether you're trying to create a large money making corporation or a clandestine assassin's guild, you'll know what needs to be done to keep things running in the direction you want. You'll also receive general feelings on whether or not a particular action will help or hinder your business/organization.

This isn't a guarantee that you'll be able to create a successful business/organization since they consist of more than you alone, but a strong leader that knows what they're doing will definitely be an incredibly helpful asset and like 20 steps in the right direction.

300CP – Shoot the Wings Off the Flies

"A lot of things for you weren't possible before today." With this you have gained the ability to grant people access to Assassin Time. What is an innate biological ability you can now induce in others at your choosing. Their hearts will beat in excess of 400 beats per minute and their system will flood with adrenaline which will allow them to see and react faster than normal. That's not all. You'll also gain instinctive knowledge on how to teach them the skills of an Assassin of Fate. How to harness Assassin Time, bending bullets, knives, all of it. On top of that a specialized physical training regimen will break the limits on their bodies and allow them to achieve a body similar to an Assassin (***I'm the Perfect Weapon***).

A few things you should know, the physical training regimen won't work on someone who already has a physique exceeding an Assassin, though they can still be taught the skills. Also, be wary of using this ability on someone with a weak heart, it may explode if they try to use Assassin Time since it puts quite a bit of stress on the heart. 400 BPM is absurdly high.

ITEMS

100CP – Guns

If you're gonna kill someone you need a tool to do it. What better tool than a gun? If you end up having to kill your way through a bunch of people you'll need more than one. How you kill Sloan is up to you, but with this you'll have plenty of options.

This purchase is an ornately carved wooden trunk. Inside this trunk are tools of the trade. 1 Beretta 92S with 200 9mm rounds. 1 M1911 with 200 .45 ACP rounds. 1 sawed-off double barrel shotgun with 50 12 gauge rounds. 1 MP7 with 200 4.6x30mm rounds. 1 TAR-21 assault rifle with 200 5.56x45mm rounds. 1 M200 sniper rifle with 50 .408 rounds. 1 Ka-Bar combat knife. 1 punch dagger. 10 throwing knives. 3 M67 Fragmentation Grenades. 3 M84 Stun Grenades. 5 pounds of C4 with 5 blasting caps and a remote detonator.

100CP – Safe House

Maybe you've attracted too much attention and need to lay low or you just want a safe place to hangout and plan things. This safe house is the answer. Nestled into the piping system below the city it has all the creature comforts, like air filtration, air conditioning, heating, electricity, running water, plumbing, comfortable furniture, internet, and even satellite TV. That's not the only thing! It's also completely off the grid. No one will be able to find you here... Unless they follow you home. Try not to get followed. Also watch out for security cameras. You're not invisible to those. Though you do have the guarantee that no camera will be looking directly at the entrance to your safe house.

200CP – Bulletproof Car

With this purchase you now have a car/truck of your choice that is immune to bullets. It isn't bullet-resistant, it's **bulletproof**, yes, even the tires. Be wary of explosions, crashes, any bullet larger than a .50 BMG, and leaving your sunroof open. All of those things can still destroy/damage the car and/or kill you.

200CP – The Russian Special

This is a 55 gallon drum of the high explosive Astrolite G and three hundred detonators attached to digital watches... You'll have to source your own garbage truck, peanut butter and rats.

300CP – The Fraternity

It's not the actual Fraternity. What you do get though is a phone number. On the other side of the phone are 2 assassins that follow your every order and are at your beck and call 24/7. After calling, the Assassins will appear at your side within five minutes. How they arrive is up to you. Maybe they step out of the shadows, appear from thin air or drive up in a car. Whatever you want. (They are **not** immune to telefrags... so careful with that.)

The two Assassins have **Basic Assassin's Training** and ***I'm the Perfect Weapon***. You cannot customize them as they have no personalities and they appear as Joe Generic #1 and Jane Generic #2 so they will fit in pretty much anywhere. They also learn as they work and their skills will increase as well. Given enough time and work they could become Master Assassins. Unless they die.

Don't worry though even if one of them does die, their corpse will disappear and the next time you call the number they will be replaced by another Assassin. Although this new one will be at the baseline of skill and would have to train to reach the heights of the predecessor. So be careful of suicide missions if you want to be in command of 2 Master Assassins rather than 2 standard ones.

Or you can just order them into suicidal missions over and over again and have an ever changing roster of Assassins. Whether you want improve them into Powerful Knights or use them as Sacrificial Pawns is up to you.

They also come equipped with an M1911, a Ka-Bar, and street clothes. You can arm them/dress them better yourself but beware, any equipment they die with is gone forever... unless you go pick it up.

The Assassins are not companions and cannot become companions.

COMPANIONS

0CP/100CP – Anyone

Maybe it's the Gunsmith (I've heard he's a good rapper), or the Repairman, Fox, Cross, The Butcher, Wesley, or even Barry if you want him. If you wanna take them with you, you can... With some restrictions of course. You can only take 4 people and they have to be alive at the end of your time here. You just have to convince them to go with you. But...

If you can't convince them (Fox and Cross would probably be incredibly hard to convince with how absolutely they believe in the code and making their world a better place) you can simply pay **100CP** to kidnap them. It won't be a standard kidnapping though, their memories will be rewritten to having agreed to come with you, even if you never met in your time here. This is CP backed and cannot be undone by anything, the only way they will ever know is if you tell them, so... make sure not to do that unless you're sure they won't care about you messing with their memories. It's on you at that point.

... Or you can just kidnap them for free. Their memories won't be altered in anyway and they might hate you for kidnapping them but you can make them come around eventually though, right? Right? You probably shouldn't give them any weapons for a while.

DRAWBACKS

+100CP – You’re One of the Good Ones

Fox’s name never came up on The Loom of Fate. Wait... why is this a drawback? Oh right. After her fight with Cross on the train and his death, no matter what happens she will receive a letter or message sent from Cross before his death with incontrovertible proof of Sloan’s betrayal and of the fact that her name never came up. From that moment on she will take up Cross’s mission to bring down the Fraternity which includes killing Sloan. If you haven’t killed Sloan by then prepare for a race in which she holds all the advantages. She *is* Sloan’s right hand after all, getting close to him wouldn’t be a problem for her. (No matter how much you change things, she will **always** learn the truth somehow.)

+100CP – Not THAT Gullible

As Wesley and Cross fight on the train Wesley will piece together some clues and end up figuring out that Cross is actually his father without having to be told. Thus, he won’t kill Cross on the train and the two of them will team up to take down Sloan and the Fraternity together. Cross because that’s his mission and Wesley because they almost manipulated him into killing his own father. If this is taken with **You’re One of the Good Ones** Cross will tell Fox the truth during their fight and provide her with proof. After that she will also join the father/son team up to bring down the fraternity. Good luck beating them to Sloan.

+100CP – Naughty List

Your name came up on The Loom of Fate, luckily none of the assassins can seem to locate you no matter how hard they try. Unluckily a BOLO (Be On the Look Out) was issued to every Fraternity member in the world. They won’t actively hunt you since it seems to be useless, but if they see you, expect them to start shooting first and not bothering to ask questions. This doesn’t include Wesley but if you try to approach him you should be incredibly careful. He’s being stalked/watched over by Cross and Fox who are strict believers in the Code and won’t hesitate to take you out.

+100CP – Hunted

Sloan found out you were after him and gave Fox the kill-order on you. Fox is easily the second best assassin in-universe so you should really be on your guard. She won’t stop hunting you until you are dead. This can be taken with **Naughty List** but the location hiding aspect of it won’t shield you from Fox. She can and will actively hunt you down.

+200CP – You Should Start Running

Somehow Cross became aware of you and believes you to be an even greater danger to the world than Sloan. He won’t stop hunting you until you are dead which is fairly bad since Cross can take on the entire Fraternity by himself. This can be taken with **Naughty List** but the location hiding aspect of it won’t shield you from Cross. He can and will actively hunt you down.

+200CP – Not So Immortal

If you take this drawback you have to bring an end to the game as well. Not only do you have to **kill Sloan** as usual, but you have to **kill The Immortal** as well. The rules that apply to Sloan apply to The Immortal. He has to die by your hand, or you Lose. If Wesley, Cross, Fox, or any combination of those three are still alive they will hunt down The Immortal. You'll have to beat them to him.

Some free advice, The Immortal is the Head of the Paris branch of The Fraternity so that's where he spends all his time, and he isn't actually immortal. It's just a name.

+600CP – It's a Graphic Novel!

This drawback cannot be taken with any other drawback listed in this jump. You're no longer going to the WANTED Movie-verse, you're going to the WANTED Comic-verse where things are... totally insane. You arrive one month after the end of the comic and your new goal is now to **Kill Wesley and The Fox**. Good luck I guess, you'll need it considering the type of people they employ, and how well connected they are now.

REWARDS

If you managed to complete your goal and not get killed, congratulations! Your rewards are as follows:

You get to keep anything you've purchased with CP in this Gauntlet. Neato, huh?

But wait, there's more! **[This Next reward is permanent and is added to your body mod.]**

Bending a bullet like they do in the movie is impossible. You know this, I know this. It only works in the WANTED universe due to wacky laws of physics... Those wacky laws of physics from this world now follow you and you alone. You can now bend bullets whenever wherever in whatever universe you like just as effectively as you were able to within the WANTED universe. Without this reward you would just be swinging your gun around like a crazy person without being able to bend bullets since it isn't possible.

Not only that but those laws also apply to any car/truck/bike you're currently driving. You can now ramp a car off another car doing a complete aileron roll and keep on driving after landing, or skid your car into a side flip and land on the side of a bus merely knocking it over and driving off.

If it's a car stunt that would probably only work in a movie, you should be able to pull it off without your car being rendered completely inoperable. Basically all the stunts in a Fast and Furious movie are now possible, and you can even drive off afterwards if the car on screen was able to.

(If you took **Shoot the Wings Off the Flies** this reward will also apply to anyone you bestow with the ability to use Assassin Time.)

Go get your Dukes of Hazard on there good buddy.

[End of permanent reward.]

But wait, there's more!

You receive five (5) 3 meter long, 1 meter wide, ½ meter deep tubs filled with an unknown chemical slurry. Submerging yourself within this bath will heal any wound short of mortal/fatal within a matter of hours (will not restore lost body parts) with zero to minimal scarring. If you would have healed within hours anyway it'll only take a few minutes.

Any attempt to analyze this material in absolutely any way (even with powers) will result in errors and return that the bath is nothing more than water. The tubs also cannot be drained of their chemical slurry through any means. Thankfully you won't need to make more of it or store it up for later use since every time it is used it resets back to a perfectly usable state within a few minutes.

This probably won't be of much use to anyone with a Wolverine/Deadpool level of regeneration or similar but not everyone is lucky enough to have that now are they?

But wait, there's more!

It's a pain to run out of ammo isn't it? Now you can designate a single man-portable (standard human-portable, not you-portable) projectile based (this **does** include rockets and bows/arrows) weapon to receive infinite ammo. Not only will it receive infinite ammo, but it is also immune to wear and tear. Whether you've fired a single round or ten million, it'll always fire like it did when you first started shooting and the barrel won't even heat up no matter how many rounds you put through it. (This **does not** mean that the weapon is invulnerable or invincible as it can be destroyed just as easily as any other weapon by an outside force. It just won't destroy itself through use like any other weapon meaning it won't even need maintenance... unless you're using it to bash people/things or throwing the weapon. You might wanna check and see if it still works if you do stuff like that.)

Also, don't worry about drowning in a sea of spent brass/etc either, the ejected casings/etc will disappear after 30 seconds.

And finally, you can move the designation from any weapon to any weapon within your sight once every ten (10) seconds but only a single weapon will be able to have the infinite ammo designation at any one time.

But wait, there's more!

You get your very own Loom of Fate! ... Kinda. It's actually a laptop that creates a list of everyone within a 100 mile radius of you. This list gives a name, picture, and a list of crimes they have committed throughout their entire life (not just ones they have been convicted or accused of, every single one, even if absolutely no one knows about it). This list can also be customized to only show specific crimes. You wanna find all the people who stole candy, or committed white collar crimes? You can do that. Looking for rapists, murderers, kidnappers, and pedophiles? You can do that too. You can also exclude people from this list like your companions or yourself. No one can EVER know you stole candy as a kid, right?

You also get an actual loom. Maybe you can make some stuff with it?

But wait, there's more!

If you bought the **Safe House** you can find one in every major city moving forward, though be warned, it will be altered to fit in better within the setting. If you're in an old western, the creature comforts will be reduced to what is available at the time. Maybe it'll be dirt and wood/stone walls with a table and chairs and a bucket for the restroom. Or maybe the walls will be steel or some other alien material if you're in a future setting with perfect climate controls and a hologram projector instead of a TV.

But wait, there's more!

If you bought **The Fraternity** the phone number will continue to work in any universe you enter. The Assassins you call up will still be human however so... if you're on an entirely alien world, be careful?

NOTES

Version 1.0 ... it's Version 1.0

Version 1.1 Added some perks, items, and drawbacks, made minor edits to spelling/grammar.

Thanks to Nerx and shinshikaizer for ideas on improving this.