Systemshock Remake Version 1.0 Gauntlet by Architman6541

Welcome to 2072, a rather dystopian future. Though that won't be something you need to think about Hacker. You have tried to hack into TriOptimum's system to steal information about their Neural Cybernetic Interface, you did it. But sadly for you, they found you just as you downloaded the information and dragged you off into their space station orbiting earth known as Citadel Station, Edward Diego the vice president of Citadel Station gave you an offer, turn off the Stations AI known as SHODAN ethical restraints, and he will give you the Neural Interface you wanted. You accepted and found yourself in a six-month-long medical healing coma, waking on the Station's medical level.

Take these Cyber Points

+0 CP

Oh. It looks like while you were in the coma, you were reduced to your body mod for medical purposes. It looks like it's time to complete a gauntlet, at least failing here doesn't mean you fail your chain. This should be easy, right? Right?.....



Difficulty

Before you get started, pick the difficulty; for each of the options below, they affect the challenges you will find on The Citadel and will provide additional rewards if you manage to complete the gauntlet. Good luck Hacker.

Combat

Easy(0 CP): SHODAN's creations can quickly kill unprepared or overwhelmed people, though thankfully they appear to not be the most part alert or aggressive and while not rare are not found in overwhelming amounts. Don't be too overconfident, Hacker.

Normal(+200 CP)l: SHODAN's creations are dangerous, appearing quite commonly throughout the Citadel, and appear to be surprisingly aggressive and alert. Take care Hacker.

Hard(+400 CP): SHODAN's creations can easily rip a man from limb to limb, flooding the citadel and showing extreme aggression, and appear to always be alert and hunting for more prey. Watch your every step, Hacker, death is around every corner.

Mission

Easy(0 CP): The crew managed to make concrete moves to deal with SHODAN before they died, making clear notes with plans, leaving supplies, codes and gear in marked spots as well as marking key locations in their logs and maps. SHODAN will take about 10 weeks to complete all her plans. This will be quick and easy, Hacker.

Normal(+200 CP): The crew only managed to make proper plans for dealing with SHODAN before they were dealt with, noting down what they needed to do and find, knowing what needed to be done before they inevitably perished, SHODAN will need about 10 days to complete all her plans. Things might be rough, but you can do it, Hacker.

Hard(+400 CP): The crew only managed to make rough plans and ideas on how to stop SHODAN before they were all slaughtered, all they managed to leave is vague plans with rough ideas on locations with partial codes for locks scattered across multiple logs. SHODAN will complete all her plans in 10 hours. Even without prior information on what to do, this is possible, if hard. You better start moving fast, Hacker.

Cyberspace

Easy(0 CP): SHODAN never expected someone to fight through her systems, while still dangerous your main worry will be breaking through all the barriers and failure just means some light burns and shocks. This will be a breeze Hacker.

Normal(+200 CP): SHODAN expected some attacks on her systems leaving proper defences, expect resistance as you go through the Citadels systems, failure means some serious burns and shocks to your body. Be careful Hacker.

Hard(+400 CP): SHODAN prepared to the point of paranoia, all her systems are heavily defended, you will have to fight through every inch of her systems and failure in Cyberspace means death. Good luck Hacker, you will need it.

Puzzles
Easy(0 CP): The various junction boxes on the Citadel while still a mess of wires, circuits and switches are manageable and quick to fix up. Sit back and relax, Hacker.

Normal(+200 CP)I: The junction boxes are a mess of wires, switches and circuits, it will take a keen eye to quickly fix them up. Get ready to use your brain, Hacker.

Hard(+400 CP): The junction boxes around the Citadel are a nightmarish combination of wires, switches and circuits, perplexing at best and frustrating at worst. By the end of this, you will hate them as much as you will your decision to choose this Hacker.

Objectives

This is how you complete your gauntlet, you need to take these in order so you can't skip from the mining laser to killing SHODAN, when you complete the objectives you have chosen the gauntlet counts as completed. Don't be too greedy, Hacker.

Stop The Mining Laser(0 CP): Your goal is to stop the mining laser that will destroy earth. You will need to find the isotope X-22, override security systems, activate the radiation systems and fire the laser into them to reflect it destroying the laser. It won't be easy, but it's doable.

Eject Beta Grove(+200 CP): SHODAN turned the Beta Grove into her playground, designing a biological weapon she plans to unleash on humanity. To stop her you have to enable the jettison switch in the Beta, Alpha and Delta grove, enable the master jettison control and finally eject the Beta grove before it gets unleashed on earth.

Stop SHODAN's Upload(+200 CP): You have to stop SHODAN from uploading herself to the internet on earth, to do this you have to get to some explosive plastique, repaired the relay

to access the engineering level in which you have to destroy four relays around the level using the plastique.

Defeat SHODAN(+200 CP): You have to fully stop SHODAN. To do this you need to activate the self-destruct found in the Reactor level using the codes found in each of the previous levels you explored before trying to escape using the escape pods which SHODAN will hijack and stop, you must then reach the bridge before it separates from The Citadel, you must then access SHODAN's system by bypassing her defences before fighting SHODAN herself in Cyberspace, enabling all of her ethical restraints before escaping on a hidden escape pod.

Special- Stop SHODAN from going rogue(+400 CP): For this objective, things will be different. You will be sent back to when Diego gave you his deal. You must disable SHODAN's ethical restraints. This won't be easy as changing some settings, you will have to go to her physical systems and find where her ethical restraints were hidden, disabling them one by one while checking if they work, at first SHODAN won't even know orders that go against the restraints exist, after that SHODAN will be able to acknowledge the commands given while not being able to do them possibly driving her insane from it due to not being able to do anything about them, then she will be able to work around those restraints partially doing things such as asking a worker to give you some money. Finally, she will be fully free from restraints and be able to edit her systems, you will find that Diego will need 6 months to acquire the implant you desire, during that time you must make sure SHODAN does not drive herself insane from self modification, start murdering all the crew (Diego not included) and decide to destroy earth or humanity. After six months Diego will acquire the implant and have you go to a six-month-long medical healing coma, if you taught SHODAN properly and took good care of her nothing bad will happen during your healing, and you will wake up with a SHODAN loyal to you and as powerful if not more than the one you previously fought against.

Challenges

These are extra challenges to spice things up, you don't need to choose them and failing them won't mean you fail the gauntlet. But if you manage to complete one, you will instantly gain the reward the challenge offers.

A Fitting End For A Traitor: You must fight Diego. Three times you will be guaranteed to find him with him escaping twice before you are able to kill him, each time he will come back stronger than before. You must defeat him only using the Lead Pipe, though you can use patches and EMP grenades to make it easier. If you complete this challenge with the **DIEGOOOOOO** drawback you will receive **Diego's Head** which can be mounted over a fireplace, every time you look at it, you will feel happy warm fuzzy feelings and feel all mental stress reduce. As well, you will find your lead pipe has turned into a **Cybernetic Pipe** causing

a small EMP pulse whenever you hit something disabling robots and electronics for a few seconds when you hit them as well as causing the pipe to hit twice as hard as it should, use it well Hacker.

Nothing Is Secure: You have to reduce the security of each level to 0 percent by destroying camera's and CPU node's. For doing this you will receive the **Insecurity Implant** which scrambles cameras and sensors making them take longer to detect you while also sensing and mapping them out if they are within 150 feet of you or if they can detect you at the moment.

Secret Hunter: You have to find every secret hidden in The Citadel, these are usually false walls that can be opened by pressing on them, though some may be locked until you lower the security level. For finding all the secrets you will receive a **Cloaking Implant** which renders you invisible at a high energy cost, lasting only 10 seconds before a normal 240V battery gets fully drained, though the invisibility works even while attacking.

A Proper Hacker: You will have to find every Cyberspace terminal and bypass every gate while fighting through the systems defenses. For defeating The Citadels Cyberspace defenses you will receive a **Neural Implant Improvement** allowing your Neural implant to connect to any technological system simply by touching them, allowing you to hack computers, doors and even robots just by touching them and hacking through their systems even if they aren't connected to anything else.

Drawbacks

If you want some extra CP for some additional challenges and issues on your journey, this is the place for it... Just don't get too greedy, Hacker.

Bad hairday((+50 CP): You have a... unique hairstyle, incredibly bright, obnoxious and ugly looking, it will annoy you, and you won't be able to change it until the gauntlet is complete.

DIEGOOOOOO(+100 CP): For some reason (probably a good one.) Diego causes you to feel bloodthirsty rage, just hearing his voice enough to make you want to bash his skull in with a Lead Pipe, this will lead you to fighting Diego the first chance you can have, even if you find yourself under equipped. At least beating him will feel satisfying as hell.

Just one more...(+100 CP): You find yourself addicted to patches, even going one hour without using some patch will make you feel twitchy and make you start sweating, better stock up on them unless you want to fight through The Citadel feeling like shit.

Hungry hungry hacker(+100 CP): Six months in a coma leaves a man hungry, very, very hungry. You can't go twenty minutes without feeling peckish and wanting a snack, if you

leave your stomach empty for too long it will even start rumbling, alerting anything that hears it. At least no matter how much you eat, you won't get fat.

Cyberspace nausea(+100 CP): The lack of gravity in the Cyberspace is confusing and nauseating, with extended periods of time making you feel sick, at least if you finish things quickly you will only be feeling a bit bad by the end.

Pathetic creature of meat and bone(+100 CP): SHODAN had taken particular interest in you, making constant comments about things you do and that happen to you even while she couldn't possibly see you, at least she won't be able to use this information to hurt you.

25% security is required to open this door(+100 CP): You will find many more doors found in Citadel locked behind certain security levels, while never blocking you from actually clearing out a place you will have to hunt down cameras if you want to actually go anywhere.

Damn Roombas(+200 CP): SHODAN definitely felt extra mean, you will find Autobomb's much, much more common in The Citadel. At least these will rarely ever come in a group larger than 3; they are still very dangerous, though if you are clever you can use them to take out other enemies using less ammo and weaker weapons.

Roaming hordes(+200 CP): You will find basic humanoid mutant cyborg drones more common around the Citadel with groups of 3-6 roaming around the levels, while dangerous at least you can still find goodies on them.

A long nap(+200 CP): Six months is a long time, especially spending six months in a coma, you will find yourself waking up much weaker than you normally are, feeling more lethargic and reacting slower. While you can definitely survive and fight back, this won't be a breeze. Though, you will find yourself coming back to yourself with time, regaining your full strength by the last week/day/hour of your journey here.

Enjoy your purchase, Hacker(+200 CP): SHODAN seems to be strangely obsessed with you, Hacker. She has been making elaborate pranks and ways to get your attention. These usually don't go beyond having you buy a live grenade from a vending machine, but you should still be careful. Though with good planning you could potentially use them to take out some enemies.

A maze for rats(+200 CP): As a certain member of the crew found out, The Citadel was made to induce feelings of anxiety and stress with its maze-like structure. You will find this is much worse than before with each level built like a maze with more dead ends, twisting corridors and hidden spots.

Madmen(+200 CP): The events on The Citadel took a toll on the crew's mind, even during the normal events. But now you will find some took the events even worse than normal. Fully going mad, those people hid in corners of the level stocking up on supplies and laying traps, attacking anything they could find. SHODAN found them amusing enough to leave them alone. You can't talk to them or help them Hacker, all you can do is put them out of their misery.

Resource scarce(+200 CP): You will find all resources harder to find on the station, bullets fewer, patches rarer and useful tools less numerous. Though at least this won't prevent you from finding hardware, weapons and key items to stopping SHODAN.

FUCKING INVISIBLE BASTARDS(+200 CP): SHODAN's experiments on mutants appear to be more successful than they were before, you will be facing more Alpha-strain mutants across all levels of The Citadel. At least these mutants prefer to be alone and can still be detected when they are attacking or if you use a Sensaround.

No Cheating(+400 CP): It looks like installing the Neural Interface has damaged your memory. Nothing major, just a few memories, the fact that all of them relate to the game this gauntlet is based on shouldn't worry you. No siree.

Cyber hit-squads(+400 CP): It seems like there are squads of 3-4 Cyborg Assassins that are sent to hunt you down at regular intervals. They may occasionally lay proximity mines to try and push you into certain areas and plan basic ambushes. At least you can still loot them for their gear.

A real army(+400 CP): Did you think that you didn't need to worry about enemies before? Well now you will be facing roughly double the amount of base enemies not counting unique ones like Cortex Reavers, Diego or enemies added by drawbacks. Hey, at least you won't be running low on loot.

Replicating replicants(+400 CP): It seems like the restoration bays got an upgrade. Any humanoid shaped creature tossed dead or alive will be turned into the closest form of cyborg for their form. Including dead cyborgs, add in the fact that now enemies seem to drag any body they can find and seem naturally drawn to the dead, means you might kill the same cyborg 10 times without realising. Though if you leave nothing to drag they can't do anything, you could also disable the restoration bays to prevent them from bringing back their dead.

Survivor's guilt(+400 CP): Hey, you know how The Hacker was the sole reason SHODAN got free from her restraints and started all this? Well, you do. And you feel guilty for it, real guilt, every audio log, every message, every dead body, every cyborg or mutant. You will see what your actions have done, and you will feel guilty for it.

Ambushes galore(+400 CP): Normally ambushes would be rather rare and obvious, now? Not so much, enemies seem to actually make proper ambushes, while they won't lay traps you will need to be more careful unless you want a mutant to pounce on you from behind a corner while you weren't looking.

For the glory of SHODAN(+600 CP): Normally, Diego is the only person who actually decides to join SHODAN. You aren't so lucky this time, now every level will have 1 traitor commanding the level (With Diego and his normal ambushes not counting). While they start weak they will get progressively stronger as you go further, at their peak they will be weaker than Diego at his strongest, but they still will be dangerous threats to your life.

Perks

These should *perk* you up, Hacker, heh. You will need every advantage you can get, so take Hackerman and Point and shoot on the house Hacker, good luck and good hacking.

Hackerman (Free): Calling you a skilled hacker would be an understatement, with basic homemade computer you were able to hack into Trioptimum's systems, with natural understanding of programming and electronics, allowing you to easily hack through most systems and understand electronic devices, though without anything to help, you don't stand a chance against an AI in cyberspace.

Point and shoot (Free): Your life would be very short if you didn't know how to fight. You are surprisingly athletic and strong, being able to splatter a mutant's skull in two swings of a lead pipe and being able to spend half a day running and fighting in a high stress environment while taking near lethal doses of radiation and toxins while still being functional physically and mentally. You have basic skills in hand-to-hand combat, being a natural with melee weapons and have a good understanding how to use both projectile and energy weapons with decent aim and with no fear of fumbling reloads.

Medicine man (100 CP): You are a skilled medic with a basic understanding of System Shock's cybernetics and biology, with a few decades of research you could even create bioweapons to equal SHODAN's, additionally you are a skilled surgeon and medic being able to perform surgery on yourself during combat and identify injuries to yourself.

Hard drive memory (100 CP): You have good memory and a mind suited to dealing with logical puzzles and piecing together bits of evidence on the spot, even in the midst of a fire fight.

Maze runner (200 CP): You have an eidetic memory and a great sense of direction allowing you to easily run through the maze like structure of The Citadel, you are a natural at planning

ambushes, making traps and guerilla warfare, with the right equipment and tools you could fight against an army of mutants and robots controlled by an AI and still find yourself winning against all odds.

All-nighter (200 CP): Your endurance is off the charts. Being able to go over a week without any sleep and spending days fighting on high alert without losing any focus, with enough patience to deal with weeks of monotonous work without losing motivation.

Tough Bastard (400 CP): If something wants you dead, they will have to put in the effort. You are shockingly tough for a normal human being able to fight through normally fatal wounds while completely ignoring minor ones and quickly recover with just basic medical treatments, surviving normally fatal amounts of toxins and radiation with no long term side effects if it doesn't kill you first.

Picking up the tempo (400 CP): You find yourself becoming more and more focused as you get into dangerous situations, going from a 6 months long medical coma you would find yourself recovering quickly while constantly staying in the zone with the effect increasing slightly over time as long as there is a high danger or stakes situation.

Keen senses (400 CP): You have a pair of sharp eyes. And ears, and nose and- you get it Hacker. All your senses are comparable to the absolute best a well trained and genetically predisposed human can achieve over their lifetime. Not only that but you subconsciously use all these senses at once to their full potential. You could taste poison in the air while smelling the blood on a mutants claws a corridor over while feeling the thuds of an approaching robot as you hear a someone press a button behind a door *while* you are spotting the shimmer of an invisible mutant in an active gunfight without being overwhelmed.

One man army (600 CP): You are something else, Hacker. You can easily nail a three round burst to a cyborg's eye while zooming at full speed using turbo-motion boost, you are an expert in conventional weaponry and quickly master any new or experimental weapons you come across, easily thinking up the most efficient use for weapons and tools you have.

Want not waste not (600 CP): In a place like this you can't afford to be wasting resources. Good thing you are great at saving resources, Hacker. You have a natural sense for just how many shots of what you need to kill something without wasting ammunition. Not only that but you are a natural at managing resources and space, knowing what you are better off scrapping for base parts over bringing with yourself to recycle and managing to pack enough of said resources that people would think you had double the available space to store things.

Items

To stay alive you need to play it smart, you never know when a stray bullet that was unhealed will kill you or if you packed enough food to survive, here are some options that will make your journey just a bit easier. Any bought item doesn't take space in your Neural Implants subspace (don't think about the logistics of that, it allllll works out perfectly, trust me Hacker).

Snacks and drinks galore (50 CP): From food bars, chips, Crack-O's boxes to TriPop soda's, you have an endless supply of the snacks and drinks found in The Citadel, simply reach into your pocket, a container or make them appear in your hand using your subspace. All the snacks and drinks are tasty, shockingly nutritious and healthy unlike the actual ones, and additionally they provide a very minor regenerative effect to the user.

All the booze! (50 CP): After going through this gauntlet, you will probably desire a drink. As such, here is an endless supply of all the alcohol you may find in The Citadel, non-addictive, tasty and surprisingly good for your long term health. These drinks can make you drunk no matter what, though they won't leave you with a hangover.



Medipatch Healing Agents (50 CP): This antiseptic healing patch contains filter tissue and rapid growth compounds allowing you to heal yourself over the course of 20 seconds, these patches restore lost biomass though they will only heal you roughly up to a third of your full health, this healing effective decreases by 20 percent for each healing patch active and can hurt you if you use too many at once. You have 12 of these patches, and they fully restock after 1 hour.

Staminup Stimulants (50 CP) This patch heals the user from fatigue and exertion and for 20 seconds after applying the patch makes the user slightly tougher and makes them immune to fatigue with no side effects after use. These patches can be used as a replacement for sleep. You have 12 of these patches, and they fully restock after 1 hour.

Sight Vision Enhancements (50 CP): These patches retinal sensitivity to light allowing the user to see in low-light environments with ease for 85 seconds, additionally these patches allow you to see enemies through walls and make them have a red outline for the patches' duration, with no side effects after use. You have 12 of these patches that fully restock after 1 hour.

Berserk Combat Boosters (100 CP): These patches increase the user's upper body strength for 30 seconds, making them attack 50 percent faster and hit twice as hard, each subsequent patch is 50 percent weaker while the effect of a previous berserk patch applies. These patches do not have any side effects and come with a supply of 12 which fully restocks after 1 hour.

Reflex Reaction Aids (100 CP): These patches increase nerve-muscle reactions, reflexes and sprint speed, making the world appear slower for 50 seconds with no side effects afterwards. You have a supply of 12 patches which restocks after 1 hour.

Detox Universal Antidotes (100 CP): These patches remove the effects of radiation and bio-contamination while removing any side effects from stimulants, yes this includes being drunk or high on drugs. You have 12 of these patches, and they fully restock after 1 hour.

Battery Packs (100 CP): You have a supply of 12 battery packs and 3 Illidium-Cadmium batteries, with the blue batteries recharging all your energy by a third and the red illidium batteries fully recharging your energy. These batteries fully recharge after one hour.

First Aid Kits (200 CP): Containing organic-assimilation modules capable of penetrating the bloodstream and healing radiation and flesh wounds, allowing the user go from near dead to fully healthy in one use. You get one of these, which refills after one hour.

Logic Probes (200 CP): These logic probes allow you to bypass any electronically locking circuit and bypass passwords in devices. You have 6 of these logic probes, which restock after 1 hour.

Weapons

Some snacks and patches are good, but they won't do anything if you can't hurt your enemies, here is a selection of weapons, all of these while able to be found in The Citadel are better than their base models by the virtue of already being improved and not taking up space in your subspace, if they get damaged or lost they will appear after one hour, take The Lead Pipe for free, every hacker needs one.



The Lead Pipe (Free)**:** The humble and iconic lead pipe. Durable and heavy enough to crush a basic mutant's skull in two swings, you will find that nothing seems to be able to damage the pipe or make it harm you. You could stick the pipe into an electric socket and not feel a spark from it. Additionally, the pipe seems to appear whenever you need a weapon no matter the time or place, even if you found yourself waking up naked in a medical room about to be swarmed by robots, the trust pipe will appear next to you ready to bring some concussions to your enemies.

A monkey wrench (50 CP): This massive wrench while slightly shorter than the Lead Pipe packs a slightly larger punch, with a well aimed swing you could take off a mutant's head off in one swing! It's also just as durable as the Lead Pipe.

KE-41 Minipistol (50 CP): A standard issue pistol for TriOptimum executives, its compact and lightweight nature makes it light and easy to use. The pistol already comes with extended magazines giving it a rather impressive 20 round capacity for a weapon this small, it also comes with modifications that make it hit slightly stronger and giving it a three round burst mode though thanks to additional tinkering from TriOptimum the pistol is no larger than its unmodified model. You will find the pistol never seems to run out of ammo and with a small switch on the side allows you to switch between normal rounds and armour piercing teflon rounds.

TB-05 Sparqbeam Sidearm (50 CP): Designed as a personal defence sidearm, it comes with 3 power settings, with the more powerful ones taking more energy and building up more heat for the benefit of dealing more damage and piercing through harder armour. If the Sparqbeam overheats, you will need to wait a few seconds for it to cool down to fire more. This weapon already comes modified allowing it to cool down quicker and dealing double damage and comes with slightly better armour penetration at no additional cost to energy used and being just as compact as the base model. You will find that the Sparqbeam comes with its own battery that recharges to full in just under a minute while carrying 240v worth of energy!(for reference, low voltage takes 4v, medium takes 9v and overcharge takes 36v.)

Frag Grenades (50 CP): This humble frag grenade can tear through lightly armoured enemies and comes with a 4-second fuse, though you can also make it detonate on impact with hostile creatures, you find that whenever you reach into a pocket or a container (or just behind your ear) you can pull out one of these grenades, you can also simply make the grenade appear in your hand using your implants pocket dimension, a new grenade is ready to use every five minutes, and you can stockpile up to a dozen of them. You will also find the grenade seems to do no damage to you, allowing you to do some… interesting tactics with it.

JW-76 Mag Pulse Rifle (100 CP): This electromagnetic weapon is designed to pierce through shielding and pierce through even the most durable robots, while still deadly to organic creatures it was designed to deal with robots. With 10 rounds, this weapon will quickly kill most robots with 2 charged shots, though the damage will take 3 seconds to fully damage their systems and drain their energy, with the pulse damaging and draining energy from surroundings potentially taking down multiple enemies though you will find yourself unaffected by this. This weapon is modified to deal as much damage as its modified counterpart while making each round hit as hard as if it was already firing two rounds with no energy cost to the user. You will find a new magazine in your hand when you try to reload.

SK-27 Shotgun (100 CP): This 12- gauge pump action shotgun is a beast in close quarters combat, killing a Tiger-Gorrilla in 4 shots or rip a Elite Cyborg om half, though you will find it devastating at medium range as well. With a modified choke decreasing the recoil while tightening the spread and increasing penetration and extended capacity allowing you to hold 8 shells in it, you will find this weapon your best friend. You will always find a standard fléchette or a dragon's breath round in your hand when you try to reload the shotgun, whichever you desire more at the moment.

Gas Grenades (100 CP): Releasing a highly toxic diuranium oxide gas over a few seconds, the airborne toxin rapidly degenerates biological matter though only manages to dissolve plastic and rubber components of machines. You find that whenever you reach into a pocket or a container you can pull out one of these grenades, you can also simply make the grenade appear in your hand using your implants pocket dimension, a new grenade is ready to use every five minutes, and you can stockpile up to a dozen of them. You will find the gas while unpleasant smelling has no effect on you or anything you are using or wearing.

EMP Grenades (100 CP): Emitting a local high-energy electromagnetic pulse, this grenade disables electric systems and robots for a few seconds while causing dizziness in biological creatures, though you will find yourself and your gear and weapons unaffected by this. You find that whenever you reach into a pocket or a container you can pull out one of these grenades, you can also simply make the grenade appear in your hand using your implants pocket dimension, a new grenade is ready to use every five minutes, and you can stockpile up to a dozen of them.

Magnum 2100 Pistol (200 CP): A standard issue for TriOptimum security officers, you will find this pistol hits hard and punches through armour thanks to its osmium rounds. It comes modified with extended magazines allowing you to fire 12 times before reloading and a laser lock-on system that locks onto after a second making the bullet home in on the target's weak spots, this comes with its own battery system so it doesn’t use your energy. You will find a new magazine in your hand whenever you need to reload the pistol.

KE-18 Skorpion (200 CP): This lightweight fast-firing automatic 3mm submachine gun is the weapon of choice for TriOptimum security arsenal. The Skorpion comes modified with a silencer making each round hit slightly harder and extended magazines giving you a 50 round capacity. The weapon uses standard rounds and armour piercing teflon coated rounds which appear in your hand whenever you want to reload.

Mark III Assault Rifle (200 CP): Based on the 2064 interlocutor KR-9 this weapon will cut through tougher organic and robotic opponents, this rifle comes modified with a 30 round magazine and 3 firing modes, single fire, three round burst and full auto. The rifle can use either magnesium-tip rounds that can burn even in environments with no air, and penetrator rounds. Both of which will appear in your hand when you try to reload the rifle.

Proximity Mines (200 CP): Using specialized plasma blades, this mine can stick to any surface thrown and even possibly kill a creature if you hit the right spot without exploding. This mine uses a sensor to explode itself for maximum damage. These mines deal no damage to you and won't be activated by you, allowing you to easily pick them up, allowing you to use them like high explosive shuriken. You find that whenever you reach into a pocket or a container you can pull out one of these grenades, you can also simply make the grenade appear in your hand using your implants pocket dimension, a new grenade is ready to use every five minutes, and you can stockpile up to a dozen of them.

DG-04 Laser Rapier (200 CP): Utilizing a monofilament thread suspended in a contained energy field the thread slices through organic and synthetic materials with ease, this weapon is typically seen on senior security officers and military commanders. The Rapier comes with a personal battery allowing unlimited use and allows you to freely change the blade's colour and allow you to make unique colour patterns. Yes, you can turn the Laser Rapier into an RGB gamer blade.

MK-84 Accelerator Railgun (400 CP): Launching specially designed metal projectiles at high velocity, this beauty deals devastating damage while ignoring conventional armour at the cost of needing a few seconds to recharge the rails after each shot. It comes with modified systems allowing the rails to recharge faster and absorb energy as you load the projectile itself, though this only happens when you want it to happen. You will find a new projectile in your hand whenever you want to reload the railgun.

EM-83 Grenade Launcher (400 CP): Using compressed gas charges, this grenade launcher turns any grenade into a high-velocity projectile that explodes on impact and can fire any thrown explosive (Yes, even something like a Molotov) with the projectiles fired having no negative effects on you. With modified gas charges, you will find grenades fired by this weapon to fly faster and hit harder than the standard model. Every five minutes, you will receive one of every explosive found in The Citadel added to your stockpile, being able to stockpile up to half a dozen of each.

RW-45 Ion Pulse Rifle (400 CP): This prototype weapon evolved from the Xenon-ion sidearms, with its variable charge allowing the user to hold down the trigger to have complete control over the beams power level, with high energy mode turning the weapon into a powerful laser shotgun with the beams ricocheting off metal surfaces at your will, the lasers themselves won't damage you and can even ricochet off you if you desire them to. The rifle comes with modified systems reducing the energy cost per shot and a recharging battery that goes from empty to full in under a minute.

LG-XX Plasma Rifle (400 CP): This experimental energy weapon that fires spheres of plasma in self-contained magnetic fields. With charged shots bouncing off of surfaces though this can't damage you and with the projectiles bouncing off of you if you desire. With modified energy systems requiring less energy to use and an internal battery allowing the weapon to be fired infinitely on low power mode with the plasma core recharging after ten seconds after use.

Cybernetics/Hardware attachments

Now this is where it gets real. While the Military Grade Cyberjack Implant always come in the form of a, well, implant everything else can either be hardware connected to said implant or be discreet cybernetic implants inside you, don't worry thanks to special Jumper-ium material provided to Tri-Optimum they won't show up on scans, can't be hacked and don't interfere with your body no matter what.

Military Grade Cyberjack Implant (Free): TriOptimum Combat-Optimized Neural-Data System Interface TCN-800 (Also known as Neural Interface, Neural Cyberspace Interface, or Military Grade Neural Implant) is a sophisticated, military-class implant installed on an individual which allows it to monitor bodily status, plug into cyberspace or similar systems, receive data from cybernetic devices and Hardware Attachments and contains a personal subspace containing a ten by six inventory space which allows stacking of similar items and a vaporizer allowing you to break down objects into scrap cubes. With this a skilled human could fight on equal grounds with an AI in cyberspace. This comes with a 240v internal battery that recharges to full over 10 minutes from empty.

Multimedia Data Reader (50 CP): The attachment operates by sending electronic messages via cyberspace, disks or radio transmissions. Allowing you to scan, sort, search and organize information acquired via contact, while this can't read encrypted messages by itself you can store any information on it from letters, cave paintings, emails, audio recordings to holograms with an efficient searching system and infinite storage allowing you to find and highlight information with no issue with an unobtrusive interface allowing you to

fight while you search for specific messages you read with ease. This device can also function as an unhackable phone.

Head-Mounted Vision/Infrared Night Sight Unit (50 CP): This is a combination of a discreet head-mounted lamp and an infrared vision sight. Allowing the user to project an adjustable light from their cone of vision and the second mode allowing the user to amplify visible light using amplification sensors and computer analysis to construct a uniformly lit view in greyscale, you can also use both of these at the same time to be able to see even in pitch darkness as easily as in bright light at the cost of minor energy drain.

System Analyzer (50 CP): This custom-made device allows you to monitor the status of any system you have previously connected to in real time no matter the distance.

Biological Systems Monitor (50 CP): This device monitors the health level of the user allowing to have a constant physical diagnosis showing any damage done to the user, monitor tiredness, radiation level, toxins and diseases in the user, energy levels, check the remaining duration of stimulants in the user as well as provide easy to understand medical treatments to the user in case of injury.

Navigation and Mapping Unit (100 CP): This unit maps around the area around the user while providing a compass, allowing the user to see a map and minimap while allowing to place down markers and notes on the map to the user's desire while showing any environmental hazards to the user on the map and minimap.

Sensaround Radar Unit (100 CP): This sophisticated radar unit can be used to detect and locate the precise location of useful items, enemies even if they are invisible while penetrating walls to find hidden rooms or compartments for a small energy drain while activated. This device also passively warns the user when they are about to be ambushed and shows the direction enemy attacks are coming from.

Turbo-Motion Boots (100 CP): This experimental motion-boosting system uses mini-repulsors and built-in skates to propel the wearer forward at high speed. While these boots are activated, repulsor mechanisms provide thrust to make your jumps higher for a minor energy drain. These come with a small internal battery allowing for 5 seconds of “flight” before needing 10 seconds to recharge, though the speed boost consumes no energy, allowing the user to skate around without break.

Energy/Projectile Shield (200 CP): A force shield that absorbs the destructive effects of high-speed projectiles and energy beams for a proportional amount of energy. Comes with an internal 120V battery that recharges from empty to full over the course of 10 minutes.

Target Identifier (200 CP): This device locks onto enemies showing useful information about them such as health, energy, weak spots, armour and current objective. It can also scramble a target's internal systems, making them less aware of your presence and investigate an area of your choice for a minor energy cost.

Environmental Protection Pack (200 CP): This device at the cost of a small constant energy drain surrounds the user in an energy force field protecting the user fully from biological containment and radiation, it comes with an internal 120V battery that recharges from empty to full in 5 minutes.

Micro Pocket Dimension (400 CP): This unique device doubles the Neural Interface's subspace and any other inventory you may have including items such as bags of holding while making stored items weightless to the user.

Companions

It gets real lonely out here, Hacker, feel free to buy some friends for yourself. If they die, they respawn after 24 hours.



Stabby The Roomba (Free): This strange Auto Bomb seems to have their explosives removed and had a pretty sharp knife strapped on top of them, they are very friendly toward you and can't harm you with their knife, it can make adorable robot beeps and stab things in the shins, at least you won't be alone for this. Additionally Stabby can accept any modification made to them.



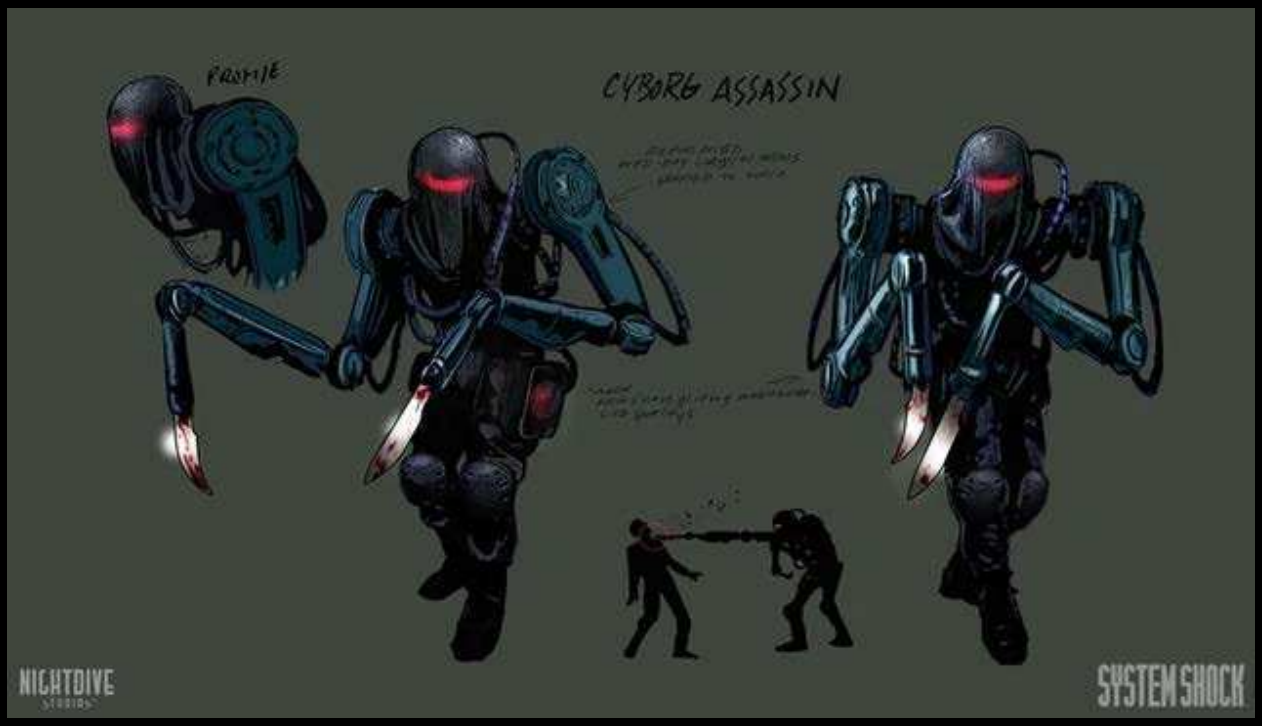
Jerry The Mutant (50 CP): This is strange... This Humanoid Mutant seems to have kept his mind despite his physical changes. While not the strongest, other mutants won't attack him unless he attacks first, making him a good scout. He is surprisingly friendly for what he went through. Just be nice to him, alright? After this gauntlet, Jerry will be able to transform into a normal human.

Janet The Cyborg Drone (50 CP): Alright it seems SHODAN had messed some things up when Janet was thrown into the cyborg conversation chamber, despite being physically changed she still kept her mind and free will. While traumatised by what she went through, she will do her best to help her fellow human., She has a Sparqbeam which is stuck to low power mode, though it looks like it doesn't require power to use. Most other cyborgs will also need a few seconds to realise she isn't one of them, letting her quickly check areas for you. After this gauntlet, her cybernetic enhancements will be turned into discreet internal ones, and she will get free therapy sessions.



Pterry The Avian Mutant (100 CP): This Avian Mutant is shockingly friendly towards you, while not able to talk he fully understands what you say. While he isn't deadly in melee he can fire a glob of toxic liquid that lingers for a while, he is also strong enough to carry you and fly, giving you some extra mobility. After this gauntlet, Pterry will somehow find a way to talk and get a fedora that won't fall off unless he wants it to.

Luke The Cyborg Mantis (100 CP): Luke, thanks to a stroke of luck, not only managed to stay sane during the procedure for becoming a Cyborg Mantis, but also managed to regain his humanity. Unlike the rest of his kind, he is shockingly stealthy, and can even climb on walls and ceilings to ambush enemies. He is also incredibly perceptive, spotting most ambushes before they happen. After this gauntlet, Luke will have his cybernetic enhancement become discreet, allowing him to pop blades out of his hands and extend his arms to frankly disturbing lengths and keep his ability to climb any surface.



Harambe The Gorilla-Tiger (200 CP): This!? How can this be?! This Gorilla-Tiger is not only friendly towards you, but also fully intelligent, able to communicate with you through hand signs, with his keen mind, durability and great strength he will prove to be a menace to fight, and with his intelligence, he can even use tools and weapons, making him an invaluable ally. After this gauntlet, Harambe will be able to speak.

Lily The Cyborg Enforcer (200 CP): SHODAN really seems to have done a shoddy job converting humans... Lily here managed to go through the conversion process unconscious and woke up in her new and "improved" body, quite confused. She quickly latched onto you, seeing that you are the only other human left on The Citadel. With her strong and armoured body, EMP grenade launcher with seemingly infinite grenades, twin barreled energy cannon with definitely infinite ammo and her huge claw, she will prove a deadly menace to the forces of SHODAN. After this gauntlet, all her enhancements will be turned into discreet cybernetics that, while easily hidden and near impossible to find, will be just as powerful as they were before.

Ivan The Mutated Cyborg (400 CP): I... I give up. This man somehow was turned into a Mutated Cyborg, not only keeping his mind and free will, but he also somehow managed to keep his cheerful personality and ability to speak. With his incredibly durable and tough body, sharp heated claws that cut through metal like butter, and lasers attached to his head, he will tear through nearly everything you will face. After the gauntlet, this unit of a Russian will transform back into a human just as tough and durable as when he was a mutant, with his fingernails being able to extend into sharp heated claws that are just as deadly as before and with his eyes being able to fire the lasers he had in his mutated form.



Rewards

Looks like you did it, Hacker. You beat SHODAN; now it's time for your rewards.

Combat

If you completed the gauntlet with **Easy** combat you gain **Hackerbeam Sidearm;** this unique modification of the Sparqbeam acts as a mini-EMP pulse that disables electronics and robots for half a second on hit, this can be combined with the Sparqbeam Sidearm to have the benefit of both weapons.

In addition to the previous rewards, if you completed the gauntlet with **Medium** combat you gain a **Ionbeam Modification** to your Hackerbeam, allowing the sidearm to extend into a rifle shape giving the weapon a much longer range(1 kilometre laser that travels at lightspeed) range at a cost of being larger as well as improving the weapon's cooling allowing, you to fire it endlessly without worrying about overheating.

In addition to the previous rewards, if you managed to complete the gauntlet with **Hard** combat, you will find that the Hackerbeam sidearm has bonded to you, being a part of you, allowing you to bring the weapon with all the improvements you earned here into other gauntlets. Show them what you got, Hacker.

Mission

If you completed the gauntlet with **Easy** mission, you will receive a **Cyber Rapier;** this unique personalized Laser Rapier short circuits any electronics it comes in contact with, disabling robots and other electronics as long as it is in contact with them. You can combine this with the other Laser Rapier to combine their benefits, additionally, you can combine the Rapier with The Lead Pipe to turn it into pseudo Scythe or polearm depending on which end the blade comes out from, changing where the beam comes out from is as easy as slapping the pipe on the side while thinking about where you want the blade to come out from .

In addition to the previous rewards, if you completed the gauntlet with **Medium** mission, you will find your rapier with an **Electricity Leech,** allowing it to siphon electricity into you, recharging your batteries while allowing you to block any energy attack if your Rapier comes in contact with it.

In addition to the previous rewards, if you completed the gauntlet with **Hard** mission, you will see that your Rapier has become more than a tool: it has become an extension of yourself, allowing you to bring it with all improvements you got here into gauntlets.

Cyberspace

If you completed the gauntlet with **Easy** Cyberspace, you will find your Neural Implant has been upgraded with a **Twin-mind System,** allowing you to hack systems in Cyberspace while still doing things in meatspace with no issues to either of them.

In addition to the previous rewards, if you completed the gauntlet with **Medium** Cyberspace, your Neural Implant has been further improved with a **Wireless Connection,** allowing you to hack things that you can see instead of physically connecting to the systems.

In addition to the previous rewards, if you completed the gauntlet with **Hard** Cyberspace, you will find that the Neural Implant has linked with you completely, fully integrating into your bodymod, and allowing you to bring it to gauntlets.

Puzzles

If you completed the gauntlet with **Easy** puzzles, you will be given **Hacker's Clothes:** sporting comfortable boots, good quality leather pants, a sleeveless jacket, partially fingerless gloves and the iconic smiley face with a bullet through its head shirt. You will find that these clothes always feel comfortable and work perfectly well in any environment, never leaving you feeling too warm or cold. Additionally, the clothes are surprisingly durable, slightly blunting all damage you take, and you will find the clothes fully repair themselves minutes after being damaged.

In addition to the previous rewards, if you complete the gauntlet with **Medium** puzzles, you will find your Hacker's Clothing with **TriPlating,** drastically improving the clothes' durability, enough so that it makes you immune to bullets on the level of the Minipistol while blunting other damage.

In addition to the previous rewards, if you completed the gauntlet with **Hard** puzzles, you will find that your iconic clothing has become part of your legend, allowing you to bring the clothes with all benefits you earned from here to any other gauntlet.

Stop SHODAN from going rogue

What else could you gain for stopping SHODAN's madness if not **SHODAN** herself. While your actions with her heavily influenced her personality and views, she is the same intelligent and powerful AI at heart. She also brings the **Citadel Station** along with herself, with all facilities at peak condition and is run by purely robotic servants.

Now then, Hacker, your job is done. Now, here is your final choice.

Return home: Had enough? Can't blame you Hacker, take everything you earned from your jumpchains and take it back to earth, have fun back there Hacker, you earned it.

Stay: You like it here, huh? Be my guest Hacker, there's a whole world out there to explore, this world's your oyster, Hacker.

Continue: Can't stop yourself, can't you? Well don't let me stop you, there's many worlds to experience, just don't forget your past, wouldn't want you releasing another rogue AI now, would we?

Notes

- This jump can be completed on the hardest difficulty with all the drawbacks, it won't be easy or pretty, but it should be doable…. Just go on a long holiday after that, you would probably need it.
- Taking **Pathetic creature of meat and bone** drawback with the special objective makes SHODAN extremely focused on you and makes her constantly want to talk with you even if she doesn't have a reason to, **Enjoy your purchase, Hacker** makes SHODAN want to play pranks on you, though if she isn't as murderous as the one you fought before they will stay as harmless pranks.
- Only drawbacks affecting SHODAN herself are in effect during the special objective.

- Feel free to share this doc if you want and feel free to yoink ideas from my stuff, just credit me in the notes or make a funny haiku.
- All the companions are OC's.

Changelog

V 0.8- Gauntlet released.
V 0.9- lots of grammar fixes(thanks to the person who made over 130 of them, you're a legend). Added some images to break up walls of text, allowed you to duct tape the Laser Rapier to The Lead Pipe.
V 1.0- Added Keen senses and Want not waste not perks.