

Little Nightmares Gauntlet

Well, you've stumbled into a little mess of a World haven't you? Filled with nightmares, monsters, nomes, children and maybe even people. Well, I do hope you have a good reason for coming here. You'll get **No CP** from me or this world, and even your body mod might not help you as much as you expect. Read on if you're brave enough.

Origin

Child: You are, a child, one stuck in a big and scary world. Though you're much, much smaller than a child as you're used to. About the size of a teddy bear at best, which is why your body mod might not be much help, with everything so much bigger and weighing so much more and even with the...odd, physics of this world, you'll find the impossible monsters much, much bigger and scarier than you, and much stronger. Also your name is a Number, or related to one, just not related to one or six, those are taken.

Start

Complete the Game of the place you start and you get to leave, That means you escape after the actual protagon does whatever they need to do and you do still have to escape the place.

The Nest: You wake up on some kind of floating island thing, how does it Work? IDK Magic? Anyways feel free to pick anywhere on this little misbegotten slice of hell to start.

The Woods on an Island: Well shit, you seem to be stuck in some trap filled woods with a Taxidermy obsessed hunter stalking around, you might wanna leave if you can, or maybe kill him? There should be a few things around to help. Maybe a couple other kids even.

The Maw: This seems bad, in the middle of an ocean with a bunch of cannibals and some nomes. Start where you want here, just be weary, not all the monsters here look human...and some like shoes for some reason?

Perks

Note: No Discounts for any of these perks.

Little In Little Nightmare(Free): For Free, in now and future settings you can set your age to 9 and under, you can still roll or whatever for the normal age roll but you can choose any age 9 or under totally free.

MonoThinMono(Free): Time might be...well, time might have screwed the pooch here. This is some protection from that, basically while time weirdness can still mess with you, you will always at least have a chance to deal with it, break from time loops, escape a broken timeline, this won't help you "To" that goal, but always makes it possible.

Feed The Maw(Free): You're gonna get hungry, and then hungrier, and then so hungry it hurts, then you're really gonna want to eat. This perk is two parts, the first, you're always gonna find "Something" to eat before you starve, it might be a dead rat, it might be a leather boot, it might be another child, but it'll keep you alive. The second bit is uh, well, if you need to survive you can turn off your morals until you escape the situation, uh no help with the survivor's guilt though.

The Toddler(100CP): Survival, you my friend have surprisingly good instincts dedicated to keeping you alive, judge gaps with a quick glance, know if you can or can't move something, and a pretty big boost to your hearing, though, depending too much on one sense is never good.

The Fat Kid(100CP): You're surprisingly strong, nothing super amazing but where someone might need two hands to lift a lead pipe you'd only need one, also, you can live on candy and sugar with only minor stomach aches, and never need to worry about cavities again.

The Girl With Pigtails(100CP): You Don't Break, Ever. You Won't go insane or give into despair you can keep pushing through, even if it seems hopeless you won't break, not now, not ever.

The Refugee Boy(200CP): Well, I don't if this is lucky or just cruel, while this won't help you with the more, bestial or inhuman things you find, those who can think, plan, plot, talk or other such things are much more, inclined to "Play" with you before trying to kill you, giving you good chances to escape.

The Boy In Green(200CP): Oddly enough, even in this Nightmare filled hellscape you still manage to find friends, maybe not good friends, maybe even just some random kid you share a fire with, but that could always evolve into more! And most of the time they won't even try to kill you!

The Ghost Child(200CP): You're pretty good at hiding away aren't you? If it's to hide or escape you can even force yourself to move just a bit faster, hold your breath just a bit longer too. And you'll always have a chance to hide or escape from danger as well.

The Girl(300CP): You seem to cause shockwaves, much like being a Protagonist, even if you're not "The" protagonist. This perk actively boosts any other perk you gain, such as "The Boy In Green" now letting you make friends with even someone as antisocial and scared as Six and actively have her help you or "The Ghost Child" almost seeming to make searching threats act just a little bit dumber by not checking inside things or if they do check just missing the one you hid in. This General Perk Boost effects all Perks you gain, in both this jump and others. Even Other Gauntlets This perk will still be in Effect.

The Runaway(300CP): Come on, that can't be the end for you right? This is a two part perk, the first and most basic is "Hope" hope is a beautiful thing, something you can always cling to, no matter how dire the situation you could be considered a well of never ending hope, not only for yourself, but for others as well, inspiring hope in them too. The second part, well, what good is hope if it doesn't pay off? If it gets crushed? No matter how bad it gets, no matter how shitty life is. You can always find a happy ending even if you got turned into a Nome and had a starving six salivating on your windpipe, a happy ending would still be possible.

Items

Note:No Discounts

Iconic Outfit(Free): Six and the Girl have the Yellow Raincoat, Mono has his paper bag, and now you have an Iconic Outfit too, it has to be something mundane, and simple. Though this outfit can, in future jumps, merge with any clothing or armor you have gaining their powers and protect your entire body, for now it's just an outfit.

Disguises(100CP): Maybe it's a doll like clothes, a Porcelain Bullies head or just a shoe to hide it, whatever it is you can find helpful disguises wherever you might end up.

Helpful Nomes(100CP): In this and future jumps you'll find yourself receiving help, tips, and the like to get you on the right path, not much good on their own, they try their best.

Mono/Six(100CP Each): For 100CP you gain Mono or Six as a companion, They Don't Have Any Superpowers. They are just extremely Smart kids, though Both have "The Girl" Perk and 200CP to spend for them as you wish.

Canon Kids(50CP Each): Maybe you want one of the other kids, from the games or comics, well here ya go, pick them up as a companion, they get jack squat, can also be used to insert companions though they also get depowered into a normal kid.

Challenge

The Trifecta

This is a Doozy of a mess isn't it? Three Games, Three Kids, but only Two gain powers? That Doesn't seem right to me, does it to you?

Well, Either way you got a job to do, Don't worry I'm not Cruel you get **+200 CP** for even agreeing to do this, and an extra **+400 CP** Once you complete this task of mine, not to mention the other Bonus.

So, first thing's First, You are gonna replace **The Girl in the Yellow Raincoat** from Very Little Nightmares, and you're gonna have to survive, where she didn't in the first place, oh and kill The Pretender, Once you do that you and Six gotta get moving.

Somehow, you Two are gonna become a Three. Mono, go find that poor boy and help him with his own problems, the three of you need to escape to The Maw and Kill the Thin Man before you do.

Then the Three of you need to go through The Maw, and kill The Lady. And once all three of you exit The Maw together? Well, You Win!

You Gain a perk called **The Pretender:** Which gives a multitude of powers, Sonic Screams, Energy Absorption(Any Kind, though, don't blow yourself up), Spider Like crawling, Enough Durability to survive falling from the Stratosphere, an Affinity for all forms of magic, combat, or anything that involves dolls or puppets, boosting any you make, and anything you learn or use them for to about X10 what it would be otherwise, this includes things like Golems, robots and other such things as well. You can also create Nightmare Monsters such as those you had to face now. Ones made from actual humans are pretty strong.

As well as an Item called **Domain**: Your own personal domain where the rules of reality don't work quite right, like the Nightmare logic of The Nest, Black Tower and Maw, you now have your own personal little playpen that can exist in the real world while working on Nightmare Logic, in your favor of course.

If you Purchased Mono or Six as Companions not only do they gain **Domains** of their own they also gain their own unique perks.

Six gains **The Lady**: Which gives her Teleportation, Telekinesis, Darkness Camouflage, Life Absorption and Nome Creation, Any Nome She creates will be loyal to her. She also Develops a control over Darkness in her area, able to see through it and even use it to attack, though she'll need to train it up some.

Mono gains **The Thin Man**: Giving him the ability to hop into TVs, travel through them, even grab stuff in the TV shows or Commercials to bring out as long as it and him fit. It also gives him Telepathy, Short Range Free Form Teleportation, Mind Control Tech boost, and Massively more Control of His Domain, where he can act much like a God if a Minor one, in it.

If You purchased Both Six and Mono, all three of you get all three perks.

Drawbacks

The Collector(+100CP): You have a Need, to collect things, and find secrets, You won't be able to leave until you find everything hidden in your starting area, Luckily you'll know when a secret is in the area.

The Hunger(+100CP/+200CP): This has two Levels, for the First, all the food you find or eat is gonna be disgusting, moldy and rotten, For the second level, yeah, you're gonna murder and eat innocent kids, alot, and you can't turn your morals off.

The Unknown(+200CP): New monsters and enemies and adventures, the only three things that stay the same are The Pretender, The Thin Man and The Lady. Everything Else Is Different.

The Big World(+200CP): Everything's Bigger where before you were a Teddy Bear, now you and other kids are about the size of Rubber Ducks. Honestly the Rats are almost always bigger than you.

Nest Utop The Black Maw(+400CP): The Three Big Bads have joined forces, All three actively helping each other, and their monsters helping each other too if they can, I doubt you'll survive this jumper.

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