
DEMONS
GAUNTLET
Version 1.0.1

A Mysterious Ticket

That's odd. You seem to have received a ticket for a viewing of a movie at a theater. It's just here. Maybe you're even receiving local memories that tell you why it's here, though really do you need them? Maybe it's a dream… it almost feels like one… like you've fallen asleep watching some late night movie and now you're just walking in a dream. Can you even remember yet who you are? The man with the silver mask seems quite pleased to see you have come, and everyone in the lobby of the, rather new, 1980s Italian theater seems to have received their own mysterious tickets too.

The ticket did come with these

+0 Cinematic Points

Despite the lack there are still choices to be made. Like there's a strange silver mask prop you could put on. It's oddly enticing. Though maybe you shouldn't touch it and should just go watch the movie? Then again one could leave the theater…

Put on the Mask

You knew you wanted to. It's odd, though, all the mask did was cut your face. It's a little later, as the movie begins that you begin to feel sick. Something is happening. It's when you look in the mirror in the bathroom you understand what and why. You're remembering who you really are, and what you're doing here.

*You're a demon possessing this mortal host. Oh you're still **you**. You're just inserting into this world as a possessing demon. And you know why too. This is a Gauntlet, and your purpose here is to fulfill the prophecy of Nostradamus. You are an instrument of evil. You will make cemeteries your cathedrals, and turn cities into the tombs of mankind.*

And this is not without power. You are, after all, a demon.

*As a **Demon** you possess the following powers. First, you have fangs and sharp claws designed to cut through flesh. Second, you have enhanced strength. This isn't enough to take an average out of shape, middle aged man to above the peak of humanity, but it's enough to bring one close, and if you were fit already, well you'll certainly be stronger still. Third, you are also resistant to injury. You need your brain, and enough*

damage to the rest of you can bring you down and kill you. Fourth, you are able to turn others into demons by killing them with your claws, hands, or teeth, causing an evil force to possess their corpse. This seems to heal them to an extent, but superficial wounds will remain, and we don't see any recovery of lost appendages or the like. You don't actually have to kill, though, as just cutting them with your claws or biting them can spread the infectious curse.

Of course, as a demon you look markedly inhuman, with an ashen gray skin tone, glowing eyes, talon-like claws springing from your finger tips, and fangs that don't fit in your mouth. Also some other things like lines of corruption running across your body. While you're recognizable as you, you're also very clearly not a normal human. Oh, you also may or may not need to eat and drink, but you certainly seem to need to kill humans for sustenance as those demons trapped away from access to humans for long turned into mummified husks.

Be warned that creating demons doesn't give you control over them, and while they're obviously thinking beings and can be clever, they seem to be driven purely by their need and desire to kill humans and make them into more demons. They do not talk. They do not build society. They do not even seem to strategize. They are in many ways closer to zombies or a pack of predatory beasts than humans in behavior.

Post-jump this ***Demon*** *nature will be retained as an alt-form.*

Your task here is hopefully not too hard for you. You simply need to ensure no one escapes the theater. Thankfully it will magically seal itself, but this seal is not perfect and it is possible for normal humans to escape. It just won't be exactly easy to do so through the main doors, and the windows are pretty durable now but there may be side doors that aren't locked this way, and other routes to escape. You'll have to find them and block them off. If anyone escapes the theater you will fail this gauntlet every bit as much as if you died (which is still possible and would still be a failure).

Before you think of going the 'easy' route and just burning down the building, or something like that, be warned. You need to at least try and turn everyone. Having someone kill themselves to avoid being a demon, or accidentally killing someone in a manner that doesn't turn them won't be a failure, but intentionally killing someone in a way that doesn't turn them, or trying to set it up so they die in other ways, will be considered the same as letting them escape. Your goal is to start the apocalypse, not just kill a few movie goers.

This is a gauntlet, however, and normal gauntlet rules apply. You lose access to all out of jump resources save your Body Mod, and death here will just result in you waking up from this nightmare having gained nothing but the experience.

Watch the Movie

It's just an old horror movie. Something about Nostradamus's prophecy, and demons. As you watch the dream-like quality seems to fade, and where you are and what is happening does seem to become more and more clear. You are a jumper after all… this isn't your first jump is it? If so, my apologies.

The sound does seem to be really well done. The screams sound like they were actually real, and coming from someone in the theater, not merely from speakers.

And then there's why and everything clicks into place, the dream-fog fully lifting. Just as one of the characters in the film becomes fully a demon the screen itself is ripped open and a woman, herself transformed into a demon, steps out from behind it.

The demons are real. They've entered this world. And you have to sto… escape. That is your entire mission. Escape the city and you will have won.

This is a gauntlet, however, and normal gauntlet rules apply. You lose access to all out of jump resources save your Body Mod, and death here will just result in you waking up from this nightmare having gained nothing but the experience.

Leave the Theater

Nah. Screw this. You're out. Turn around. Leave the theater and… wake up.

You have chosen to avoid this gauntlet. You're safe, but you won't be entering this world.

Or will you?

If you don't wake up in your next jump, you may just wake up in this one. Hopefully you still have a way to leave. If you do wake up in this world proceed to ***Where's My Ticket****.*

Where's My Ticket

Though maybe you didn't get a ticket (or refused to use it). You're not in the theater, you're in the streets of the city. And you're in this world to stay for a decade. The good news is that you're waking up here with all your out of jump perks, powers, items, companions, followers, etc. And as the veritable bad ass that you are due to your jumper nature, you'll even receive these:

+1000 Cinematic Points

The bad news is that this is no longer a gauntlet. If you die you'll fail like normal, and instead of leaving when you've completed the gauntlet's mission you'll be staying a full decade. There's some additional bad news. The theater… not the only one showing the movie and not the only demon outbreak. If you don't do anything humanity will be worse than decimated, as cities are turned into tombs and forced to be walled up. Eventually humanity will win, but the population is going to plummet drastically. This is only one city in the start of the apocalypse, and it's happening globally.

In addition, you are no longer eligible for ***Promotional Swag****. You're not attending the special viewing after all. You will also have to use the red prices for purchases, are limited to 600 CP worth of Drawbacks.*

Sequel:

Though there is another option. Instead of entering the world of Demons, you could enter the world of Demons 2.

*If you **Put on the Mask**, you will be arriving in the apartment complex by stepping out of a TV to begin and spread the infection. Your mission is much the same. The only difference is that you need to turn everyone in the apartment into demons.*

*If you **Watch the Movie**, you will be awakening from the dream-like trance once Sally has already finished slaughtering her guests. Thankfully you weren't invited to the party. You need to escape the city.*

*If you **Left the Theater** or simply arrived via **Where's My Ticket** the infection will be starting in other apartments as well, and will escape the initial apartment one way or another. Of course, we don't have a sequel to show through a film within a film what happens in the future here, so there's no guarantee humanity will survive at all without you.*

Double Feature:

Or do you perhaps want to visit both films? You may choose to do so, doing both back to back. If you do there are some special rules.

*You may take different drawbacks for each gauntlet, though if you take **No Swag** it removes rewards for both films. However you will only gain Cinematic Points from one set of drawbacks, and if one film has less CP worth of drawbacks you will only receive a portion of your purchases based on how much CP you would have had for that scenario. That is to say you can choose to Blind in one film and Pregnant in the other, but if you take 500 CP of drawbacks for the first film and 400 CP for the second, during the second film you will only have access to 400 CP or less of your purchases but these 400 CP must be included in both builds (so if you bought **George** for 400 CP and **Pimp's Authority** for 100 CP you would have one of them in both films, and both in the film you took 500 CP of drawbacks for).*

*You may choose to **Watch the Movie** for one scenario and **Put on the Mask** for the other. If you do so you will receive **Promotional Swag** as if you had **Put on the Mask** and not **Watched the Movie**. You may not choose to **Leave the Theater** or use **Where's My Ticket** with the **Double Feature**.*

*Taking this option locks you out of the film specific **Promotional Swag** rewards (the **Metropol** and **Apartment Complex**), unless you take **Back for the Sequel**. That is the price of having 2 chances to succeed. Alternatively you may choose to have to succeed on both films or fail the gauntlet entirely. If you do so you will receive the film specific **Promotional Swag** for both films, and either an **additional +200 CP** (as if you had taken an additional 200 CP of drawbacks in both films) or the **Back for the Sequel** perk for free, as a reward for the increased difficulty.*

*If you take **Sneak Preview** with this you will forget the details of the previous film when doing the second. You may remember bits and pieces, even recognize Bobby Rhodes, but you will forget how you succeeded or failed the scenario.*

Drawbacks:

Since you're not getting free Cinematic Points, you might need to take some Drawbacks if you want to become a movie worthy hero or a main antagonist. These will make things harder for you, and generally trump perks and powers and the like, but they will provide you with Cinematic Points to purchase Perks, Items, and empower your Companion with.

All drawbacks are lifted at the end of the gauntlet (or jump if taken with A Where's My Ticket). You may take any number of drawbacks to gain Cinematic Points, or up to **+600 CP** worth of them with A Where's My Ticket. If you arrived without a Ticket (or Left the Theater) you will receive the red value for Drawbacks.

Remade (Special/+0 CP): You will be entering into a tweaked version of events. Nothing is precisely the same. The characters are different, the layout of the building might be different, and things are just subtly tweaked all around. There will still be a George equivalent, and a character played by Bobby Rhodes in similar roles, but you can expect events to unfold differently. This drawback is chosen by default by your Benefactor.

Sneak Preview (Special/+100 CP): You lose all metaknowledge of *Demons* and *Demons 2*. If taken with **Where's My Ticket** you are completely unaware of the coming apocalypse. If taken when you **Put on the Mask** or **Watched the Movie** you will know your mission, but you won't remember things like Bobby Rhodes being the initial competent leader, George being the protagonist who lives, or things like how in both films escape is achieved through climbing to the roof and then climbing down from there. This is worth **+200 CP** if you **Put on the Mask** and **+300 CP** if you **Watched the Film**; knowing the way out gives you a bigger advantage there.

All Jumper Viewing (+100 CP; Requires Remade/NA): It'd seem that everyone at the viewing is actually a jumper attending this as a gauntlet. Whether you're a demon or not this is a mixed bag. This means that many of the attendees have had real experience dealing with dangerous threats, and outlandish situations. However it also means that many of the attendees are used to having powers they now don't and will do things like think that because they've killed demons for 1000 years in Hell with a whole suite of powers they can do so now without any of them, not realizing just how differently one's body moves in battle without all their Perks and Powers and show just how quickly overconfidence can get you killed. Making things worse if you chose to **Watch the Movie**, then some of the survivors are seeded as traitors, being required to ensure a

number of other individuals turn before they do, and requiring a demon victory meaning some of your fellows are actively working to sabotage your efforts.

If one of you took **Sneak Preview** all of you did, and all of you will forget about this drawback as well. Other drawbacks will vary.

Coked Out (+100 CP/+100 CP): You are high as a kite. You've been snorting some cocaine and it shows in your behavior. You're not so high you can't understand that demons are dangerous and shit, but you will be operating under the influence of drugs and your decision making won't be the best. And yes, if you took **Where's My Ticket** you will be spending the full decade high on coke.

Merciful (+100 CP/+100 CP): You just don't like hurting people. Unfortunately this includes demons. You'll find yourself hesitant to fight back or hurt them, and very hesitant to use the sort of lethal force that you'd need to deal with them. This can be overcome, and will affect you less with each fight, but expect to try and run, or use nonlethal force first, and something like ramming an umbrella through their skull as an absolute last resort until you've had a few confrontations.

If taken with **Where's My Ticket** this will reset every few days or weeks.

No George (+100 CP; incompatible with Put on the Mask/+0 CP): George (or his equivalent with remade) doesn't exist. On the one hand George is effective at fighting the demons so he's actually useful to have exist. On the other he doesn't really help anyone but his girl. So it's not like he'd be directly helping you.

We're Better Off On Our Own (+100 CP/+100 CP): It might be true. Either way you're not one who plays well in groups. An exception can be made for companions, and **Cheryl** (and her friend(s)) if you took the **Cheryl** drawback, but otherwise, you just find yourself being out of place in a group, and having trouble working within one.

Child (+200 CP/+200 CP): You are a prepubescent child. Your body is young, with short limbs, and less physical power and capabilities. It does make things easier to hide, though, I guess. You can grow out of this, if you're here long enough, but you can't artificially grow yourself up and will have to take the slow road to adulthood.

Dazed (+200 CP/+200 CP): You're not good with an emergency response. You have a tendency to get mentally left behind in an emergency, being initially dazed and reacting very slowly. You'll shake this off after a bit, and each time you're confronted by danger this will affect you less, so you can expect this to stop after a few escapes and demon

attacks towards you or those around you (or a few times humans put up real resistance), but just one instance of standing there dumb and confused could be too many.

If taken with **Where's My Ticket** this will reset every few days or weeks.

Muscle for Brains (+200 CP/+200 CP): You're not particularly smart. Basic math is difficult for you, and you're not reading at a high school level even if you're an adult. In general, and even just in general you're mentally rather simple, and you won't be thinking up complicated plans, or thinking very far ahead. You're just not bright.

Shouldn't Have Taken That Ticket (+200 CP/Special): The companion you imported through your **Extra Ticket** has already been turned into a demon. And they are actively hunting you. They retain all of their memories and knowledge about you, your behavior, and your tactics, and they believe they must turn you into a demon. They receive an additional 200 CP to spend as they see fit to hunt you down. You may also pay to let them retain their demon form post-jump as if you **Put on the Mask**.

If you **Put on the Mask** they are not a demon, and in fact cannot be turned into one (you are free to kill them). Making things worse they are fully aware you have turned into a demon and believe that you are a demon who has possessed you in an attempt to usurp your chain, and that the only way to save you is to kill you. They still receive an additional 200 CP to spend as they see fit to hunt you down.

If taken with **Where's My Ticket** this does not give you CP, or interact with **Extra Ticket**, but instead allows you to import any number of companions (even more than 8) for free. This functions as the Companion Import option with them gaining an additional 200 CP to spend as they see fit, however they will be demons (though they will not retain this demonic form or abilities post jump) hellbent on turning you into a demon as well or failing that killing you. They will each retain all their powers, abilities, items, knowledge, skills, etc and will not be mere predatory animals but fully in control of their faculties save for the fact that they are absolutely driven towards your destruction.

Where's Bobby Rhodes (+200 CP/+0 CP): Bobby Rhodes's character (or equivalent with **Remade**) has been recast. Besides losing his flamboyant flair and sense of general awesomeness, this has led to him being re-written as far less competent. There is now no one to initially organize the survivors, or lead them in a fight against the demons. While George is more successful in his fight, Bobby Rhodes buys the initial time for people to survive, so this is worth more CP.

If taken when you have **Put on the Mask**, instead you'll find that several of the movie goers have his level of competence, and ability to beat an average demon one on one. The humans have just gotten much, and I mean, much harder to deal with.

Love Interest (+300 CP/+200 CP): You have a love interest. They're not an old companion, and in fact they might just be the hot stranger sitting next to you in the theater. They're rather aggressively useless, but at least they look pretty. Unfortunately you have to keep them alive because if they die, it counts as you dying. At your option they may have a friend for your Companion brought in with **Extra Ticket**, this friend will be less aggressively useless, but still very difficult to make into a net positive, but their death will not cause you to fail the jump. If you **Put on the Mask,** turning them into a demon doesn't count as them dying (even if you do so by killing them) as long as they're alive as a demon. They'll still be aggressively useless as a demon.

You may take them as a companion after the gauntlet/jump for free. They'll even stop being fiat guaranteed to be aggressively useless.

If taken with **Sequel** this love interest does not begin with you, but elsewhere in the apartment complex. Thankfully they'll stay in a locked room (whose location is known to you) for a while though eventually it will be broken into, unless you **Put on the Mask** in which case they will go out and start attacking people. Either way you probably want to find them fast.

No Swag (+300 CP/NA): You are no longer eligible for **Promotional Swag**. The Gauntlet will still end, with the option to say here for a full decade before moving on, when you have completed the conditions, but you will forfeit all special rewards as well as the **Demon** alt-form if you **Put on the Mask**.

Pregnant (+300 CP; incompatible with child/+300 CP; incompatible with child): You're pregnant. It's the last trimester. The baby is due any day now. It's actually entirely possible you will give birth during this gauntlet, though really now is not the best time. Though not if you took **Where's My Ticket**. With it, you will simply be in your last trimester of pregnancy, with all the effects which that brings to your body, for a decade.

Blind (+400 CP/+300 CP): You are blind. You cannot see. This is a rather dangerous condition to have in a horror movie. You will not be able to restore your sight by any means while you're here.

I Can't Not Panic (+400 CP/+300 CP): You know what's worse than freezing in a dangerous situation? Breaking down into a hysterical, screaming panic. Unfortunately you have a tendency to do the latter. Hopefully you've got a friend who can take care of you and get you out of here, because left on your own you're not likely to do much of value. Taken with **Where's My Ticket** and you'll be panicking over things that'd be dangerous if you were an ordinary human, even if you're an immortal god-being who is completely incapable of being harmed by anything in this world.

Perks:

Now that you've got some CP, you probably want to spend it. Perks represent special abilities, skills, and the like to help you in your time here and in future worlds.

If your arrival here is Where's My Ticket you will use the red prices instead. With Where's My Ticket you will also get all post-jump effects immediately.

Escort (50 CP/200 CP): You have the looks to walk the streets or work as a high class escort. At your option this can give you the skills and potentially experience of an experienced prostitute.

Happening Birthdays (50 CP/200 CP): You know how to throw a rocking birthday party where people enjoy themselves. Not just birthdays either, you can throw a good number of types of parties. You're pretty good with them in general.

Possession Resistant (50 CP; 100 CP for Companions/200 CP): You are resistant to possession as well as corruptive transformation such as those that change you into a zombie, werewolf, vampire, or the like. This is not immunity, and this will not stop the change or possession. However, this will slow it, and ensure that in the case of corruptive transformations your mind remains unaffected and your own until the change is complete. In the case of possession that does not include a corruptive transformation, this will help you fight from within, and generally make it take longer to subsume you.

Car Thief (100 CP/200 CP): You are an expert at stealing cars. You know how to hot wire cars, and how to run a chop shop to disguise them or break them down for parts and sell them after you steal them. You're actually pretty good at hotwiring other vehicles like a motorcycle or helicopter.

Since cars have come a long way in the decades since this film was made, you've got a talent for figuring out how to hijack new and unfamiliar vehicles.

Decisive (100 CP/200 CP): Sometimes doing something is more important than the precise details of what you do. When you find yourself in an emergency situation, you won't freeze up, but have the ability to quickly decide on *something* productive to do. It won't always be the best decision, or what you'd have done if you had time to sit and think, but your immediate gut reactions are relatively good and aren't terrible in comparison to if you had a minute or so to think.

I Never Have an Accident (100 CP/200 CP): You're an expert driver, especially at high speeds. You know how to weave through traffic with a reckless ease that'd make most passengers or other drivers think you're crazy. This also gives you pretty good reaction time. Just do try to avoid high speed chases since you still can actually have an accident even if you're good at driving dangerously.

Siege Master (100 CP/200 CP): You excel at figuring out how to create emergency barricades and improvised weapons. You're not a trained engineer, but you are good at figuring out how to block entrances and exits with what you have, and at identifying what nearby objects are actually good to smash someone's face in with.

Street Fighter (100 CP/200 CP): It seems like you've been in more than a few street fights. You know how to throw a punch, and you're skilled with a knife in a fight as well. This also gives you generally quicker reflexes so you can dodge an opponent's knife or stab them when you have a clear opening.

Gym Instructor (200 CP/300 CP): You're a gym instructor. Oh not a school gym instructor, but someone who teaches classes at a weight lifting gym. You're a pretty good personal trainer, and know the ins and outs of how to work out and build a healthy, strong, and aesthetically impressive body.

You are also strong enough to throw loaded barbells around like they were props, and to physically overpower a demon that was made from some out of shape guy. One made from someone fit and strong might still be stronger than you, but given all of them are some level of superhuman, you're pretty swole.

I Can (200 CP/300 CP): Make it through, that is. You have something hard deep down inside of you which keeps you from giving up or breaking down in despair or terror. You've got the will to push through dangerous and difficult situations, and are thankfully quite resistant to psychological trauma and horror more generally.

It Can't Be (200 CP/400 CP): When you display something supernatural, impossible, or just too unbelievable to be true people are disproportionately likely to freeze up in wonder, awe, and fear. This will only last a short time, and while this will reliably keep an average person from bolting (or reacting) for several seconds, some people are made of sterner stuff and those who have a nature that rises to the occasion will prove immune.

Strangely this also makes them liable to forget what they saw or dismiss it as mere imagination or hallucination within moments if they do not have further evidence being given to them.

Pimp's Authority (200 CP/400 CP): Or maybe it's fitness instructor's authority. Whatever you are, you're someone that people naturally turn to in an emergency. As long as you act like you know what you're doing, are taking some action, and haven't demonstrated clear incompetence, it's very easy to take control of an emergency situation and get people listening to you and following your lead. This usually involves being loud. People will even overlook things in an emergency like the fact that you're a pimp and thus of a low social class and likely a criminal.

She's Alone (200 CP; 300 CP for Companions/600 CP): You find that you have a surge in capability when someone you really, really love is in danger. This does require you to put their safety as a priority over yours, but when you're ready to risk your life, and perhaps very soul, for those you care about you can see your abilities increasing significantly; probably less than doubling but still a noticeable general increase in all your capabilities. A normal human could equal a demon physically, not quite, but who knows how much further you might go since you're probably not a normal human. If you had to rappel off of the top floor of an apartment building dozens of stories tall while carrying your pregnant wife and being chased by a demon you're the one to do it. This will also make you think and act quicker, as well as improving your other abilities. When you've got someone to save, you're the person to do it.

Street Samurai (200 CP/400 CP): Is riding a motorcycle actually an advantage in close quarter combat? Well you certainly make it seem like one. You are oddly good at wielding a sword, or other melee weapon, from the back of a motorcycle, or from on/in any sort of vehicle or mount. The high speed movement and various bumps and jostles

don't seem to bother you, and you are very good at swinging and striking things outside of your vehicle while it remains moving. In fact you seem to hit harder and do a bit more damage when riding a moving vehicle (or mount); maybe it's the added speed but it seems more than that.

In addition, when you're on a bike-like vehicle, or a mount you ride like one, the faster it goes the harder you are to hit. This is beyond the basic fact that the faster something goes the harder it is to hit, though it won't protect your vehicle (or mount), just you.

Hideaway (300 CP/600 CP): You're pretty good at hiding. You've got a good eye for potential hiding spots, or ways to move from point A to point B unseen. Helping out even more, you find that attempts to find you with senses other than sight are less effective than usual. Hearing is less affected than most, but it is much less useful to pinpoint your precise location as if where it was coming from is muffled, and sonar and echolocation

are stifled much like olfaction and mystical life senses. This won't make them *completely* useless, but dogs lose your trail, and demons are unlikely to be able to find you unless they can see you or you're making a racket.

Back for the Sequel (300 CP/800 CP): So what if you were a very recognizable character who died, you've been cast as a new character in the sequel. Maybe you impressed the director or just stole the show too much not to bring back. Whatever the reason, once per jump when you die, you will be immediately reinserted as another individual. This won't duplicate Items, so you might have to track them down and fight a legal battle for your properties, nor will it let you make any new purchases or change your build for the jump, just make you a surprisingly similar replacement to your previous self.

During this gauntlet this will instead place you in the other movie when you fail. You may choose a new build completely forgoing everything you would have gained from the first movie, though you still must include this perk (meaning you must gain enough CP from drawbacks to do so) though it will not have any further effect. If you took **Double Feature** this perk has no effect during this Gauntlet.

George (400 CP; incompatible with Put on the Mask/800 CP): Your name is George. As such you are the designated hero and survivor of this film. Your survival isn't guaranteed, but you do seem to have a good deal of luck on your side. When something starts to go down, you won't be among the first victims of opportunity. Even more generally you won't be killed by something before you're aware of the danger; oh a demon could grab your leg without you seeing it, but not before you were given some sign or heads up that there were demons in the general area to be on your guard. If death is coming you'll generally have some form of advanced warning.

You also tend to be lucky with opportunities to escape, hide, or fight back. It won't do everything for you, but helicopters crash through the roof to give you an escape route, you just happen to be on an elevator when power goes out ensuring the demons can't reach you until you have a chance to climb out and choose the direction you meet them from.

Perks of the Mask:

There are other options that are not available to mere humans. Those who arrived here via Where's My Ticket are not mere humans and may purchase these perks (using the red prices instead) but those who came through a Mysterious Ticket cannot purchase these Perks unless they Put on the Mask.

If taken with Put on the Mask you may choose to limit any or all of these perks to that alt-form (allowing you to toggle them on/off by shifting alt-forms).

Demonic Nose (100 CP/200 CP): You have a highly sensitive nose, at least to the scent of human's, their fear, and their blood. It's like a bloodhound's, but only for your human prey.

Strobe Effect (100 CP/200 CP): You are able to make lights flicker and strobe in your presence. It's pretty good for causing epileptic seizures in those who have the condition, and is pretty headache inducing even if one doesn't; plus it can be rather disorienting. You are also able to stop the flash of cameras or flashbangs from going off.

Doesn't affect sunlight.

Scitter (200 CP/400 CP): You have an impressive ability to climb, especially ropes. You can climb ropes at incredible speeds, several times that of a normal human climbing a rope, and may do so face first when going down without any disorientation. You are also capable of climbing, or sticking to, sheer walls as if they had handholds and footholds, though not nearly at the same speed.

Hot Blooded (200 CP/400 CP): You are able to make yourself sweat blood. This blood-sweat is sizzling and boiling hot and caustic, capable of eating through materials such as would be used to build an apartment building, though metal takes more and longer than plaster. It can melt flesh as well. If you are a **Demon** it will carry the same infection/possession effect as your claws.

Gargoyle (200 CP/600 CP): You're not an ordinary demon. You burst from the chest of one in a more fully, and truly demonic form. You look something like a gargoyle, with longer claws, a monstrous hide, and small, stubby wings. The big advantage is that you're generally physically superior to what you would have been as a demon being faster, tougher, and stronger. This won't make up the difference if you're a small child compared to an adult, but you'll be a lot closer to an adult in ability with this.

This will also protect you from being turned into a demon in this world if you took **Where's My Ticket**. You'll even be able to spread the infection, though, only while in this world.

Back for Blood (300 CP/600 CP): That is not dead which can eternal lie, and you can lie eternal till given fresh blood. If you should die, you can be revived by introducing fresh, human blood straight from the source to your remains. For something where you're effectively intact, say death by suffocation, this only requires a drop or two. For something like having your head caved in, you might need someone to drain a body onto you to stimulate the healing of your wound. If you're reduced to ashes or the like this won't work at all.

From Screen to Flesh (300 CP/800 CP): You possess the ability to extend your senses through videos of your self, even those playing in other dimensions or universes, and you may even emerge through screens displaying you, stepping out of the screen into the physical world. This will end all currently playing videos of you when you do this.

Until you obtain your spark this power is limited to dimensions and universes in the local multiverse.

Items:

Of course some advantages for the main character are represented in discrete, physical objects. Items purchased here will never be permanently lost or destroyed. Unless otherwise noted, during this gauntlet Items will not begin on your person, but you will know where they are (such as in the lobby), and they will remain undisturbed until you go to get them.

If your arrival here was through **Where's My Ticket** you will use the red prices instead. With **Where's My Ticket** you will also get all post-jump effects immediately and they will start on you, in your warehouse, or somewhere appropriate.

Barbell (50 CP/100 CP): This is a barbell with one weight added on each end. There's nothing special about the weights, but if you remove them the bar itself seems to be half the weight it ought to be when you try to use it as a weapon or are just carrying it for non-exercise purposes. Well at least when you're moving it around. It still hits like it weighs a good deal. This still makes it somewhat awkwardly heavy as a weapon, but it's a lot easier to use than it should be, and packs more of a punch too.

Can of Coke (50 CP/200 CP): This is a coca-cola can filled with cocaine. It will refill over the course of 2 weeks, and no matter how much coke from this can you take at a time the overdose will not directly cause you worse physical ill-effects than knocking you out for a few hours.

You may have this coke begin with you during the gauntlet.

Pimping Suit (50 CP/200 CP): This is a suit fit for a pimp, or a dress fit for a high class escort. It manages to look somewhat classy on you while also emphasizing your sexual charisma, and making you cut an impressive figure with an air of wealth and importance.

This suit will clean and repair itself when not being worn.

UV Tanning Bed (50 CP/200 CP): This is a UV tanning bed. It doesn't need external power, will repair and maintain itself over time, and is guaranteed not to cause cancer. It's not really useful here, though.

Spring Blade (100 CP; 50 CP if you Put on the Mask/50 CP): This is a spring blade knife. That is a knife which uses a spring to come out of the hilt with additional force before locking into place. This knife is incredibly sturdy and will repair, maintain, and sharpen itself over time when not in use.

This spring blade will begin in your pocket during the gauntlet.

Motorcycle (100 CP/200 CP): This is a motorcycle. Besides automatically repairing, maintaining, and refueling itself when not in use, this motorcycle is oddly easy to ride into battle with excellent turning and ability to shift speeds or brake in a fight. It also is an incredibly smooth ride, capable of driving up and down stairs, or driving along the backs of theater chairs or between rocks that have significant gaps, with ease.

Rope (100 CP/200 CP): This is a length of rope. Or well maybe it's more a long, long strip of cloth. Either way this is a long, thin thing that can be used as rope. It even comes with a clasp tied to one end that can be used to attach it to something in case you need to secure it and climb down a building. It's long enough to climb down from the top of a fairly tall apartment complex too. Just in case you need to do something like that.

The most impressive thing about this rope, though, is you don't even seem to be carrying it until you need it and then it's (almost magically) there.

Gym (100 CP/400 CP): This is a full room gym including free weights, weight machines, and even at least one treadmill, rowing machine, and maybe some other exercise machines, as well as at least one full wall mirror.

This gym's equipment will scale to your physical capabilities when being used for exercise: the weights will grow super dense to help you exercise your super strength; the treadmill will run at FTL speeds to facilitate you running on them at FTL speeds; etc. This only works for exercising, so trying to weaponize the super dense weights will just see them being normal iron weights.

Car (150 CP; 50 CP if you Put on the Mask/100 CP): This is a car. You have the keys. It's fueled and ready to go. It will even repair, maintain, and refuel itself when not in use.

During the gauntlet you may choose to have this in the building – where it may or may not be able to crash through one of the walls or doors to make an exit – or waiting for you outside of it.

Kill Me With This (300 CP; 200 CP if you Put on the Mask/500 CP): This is a katana. And like all katanas in film it is sturdier, sharper, and cuts better than it really should. No matter how strong you become this katana will scale with your strength to always remain sturdy enough for you to use it as a weapon, and its blade will resist chipping and dulling. It will also repair, maintain, and sharpen itself when not in use.

Of note, however, is that it is oddly easy to deal fatal wounds to demons with this weapon, allowing you to strike down the possessed or transformed corpses of humans almost as if they were normal living human beings. You will find it retains this ability against other forms of undead, or demon possessed beings and corpses, striking them down almost as if they were normal living individuals despite their undead nature, or any enhanced durability bestowed by being demonically possessed.

Shotgun (400 CP; 100 CP if you Put on the Mask/200 CP): This is a shotgun with a whole box of ammunition. The box refills over time, and the gun will even reload itself after a minute or so in a fight if you don't load it yourself faster. It will repair and maintain itself over time.

The shotgun has no special demon killing ability. It's just a shotgun meaning it's plenty capable of killing this world's demons.

Helicopter (400 CP; 200 CP if you Put on the Mask/300 CP): This is a helicopter. Once per year when you are in a dangerous situation and need an escape route it will come crashing down through the roof. And since you're paying CP for this unlike the one in the film it will be miraculously unharmed.

It won't appear immediately during the gauntlet. In fact you'll have to survive a good while. But if you wait long enough this helicopter will crash into your life to give you a chance to escape if you can get into it before the demons get you. It's not as useful if you're a demon.

Companions:

Extra Ticket (1 Free/NA): This is a companion you have from another world. They're reduced to a normal human form, without any special powers, or any perks, powers, or abilities from other worlds, and don't even think about asking about Items. But they are one of your old friends imported into this world as a human to help you. They gain no CP inherently but you may transfer up to ½ your CP from Drawbacks to them at a 1 to 2 ratio, meaning you pay 1 to give them 2. If you **Put on the Mask** they will be a Demon as well, though you must pay **100 CP** for them to retain this form post-jump. You cannot take this option with Where's My Ticket, and may only take this option once.

This companion may take the following drawbacks for ½ their normal value: Coked Out, Merciful, Child, Dazed, Muscles for Brain, Pregnant, Blind, & I Can't Not Panic.

Canon Companion (NA/100 CP each): Choose any human character from these films, including the films within the films. This will give you some background connection to them (unless you dropped in) and you may take them as a companion even if they died in the film or became a demon, though they will be human once more and not a demon. You cannot recruit demons. You must have taken Where's My Ticket to take this option.

Companion Import (NA/100+ CP): This is a companion from another world or you can create a new one here. They gain 400 CP to spend as they see fit, and you can transfer additional CP to them at 1 to 1 rate. You may also pay 200 CP to import 3 companions (each with 400 CP), 300 CP to import 5, or 400 CP to import up to 8. Transferring additional CP to them is tracked separately for each companion. You must have taken Where's My Ticket to take this option.

Promotional Swag:

Congratulations. This section is only available to you if you did not take the **No Swag** drawback, and you finished the Gauntlet with either **Watch the Movie** or **Put on the Mask** while succeeding on the Gauntlet. There are certain rewards you can purchase when taking **Where's My Ticket** for CP costs listed in red.

You will receive the following special rewards:

Movie Collection (100 CP): This is the films on VHS, Betamax, DVD, BluRay, and a USB. This includes *Demons*, *Demons 2*, the film being shown in the theater in *Demons*, the film being shown on TV in *Demons 2*, as well as *The Church*, *The Ogre*, *The Black Demons*, and the version of either (or both) movies you visited in the gauntlet.

You will also receive a copy of the soundtracks for both films on CD, tape cassette, vinyl, and wax cylinder, as well as on a USB.

Bodymodded: Select perks with red values worth up to the CP you spent (-100 CP, to a minimum of 0 CP, if you **Put on the Mask**) and did not transfer to your Companion with an **Extra Ticket**, you may add them to your Bodymod. Your Companion imported with an **Extra Ticket** can select perks with red values worth up to the CP they spent (-100 CP, to a minimum of 0 CP, if you **Put on the Mask**).

In addition, if you chose to **Watch the Movie**, you will also receive the following special perk and item:

Complementary Tickets (200 CP): This is a pair of tickets for a movie showing in a local theater at some point during the next week. Each week you'll receive a new pair of tickets. The tickets will be for a specific movie and time, but not for a specific theater, and you will find that if you take the ticket to a theater it will be playing the specified movie at the specified time. These tickets are unusually likely to be for sneak previews and test screenings, and rarely will be for movies from other worlds than your current one.

Faster Than a Shark (500 CP): When you have rock or metal music blaring in the background, you will find that your combat abilities are increased. If you're a normal human you might see a doubling or more in your overall combat ability. As you get stronger this increase will be reduced more and more, though it will never stop being noticeable.

If you did the original film you will receive the following additional reward:

Metropol (600 CP): A copy of the Metropol theater will appear in each future world you visit. It has a whole host of movies, and will regularly receive new ones, but it doesn't come with staff, or many special bells and whistles.

Each copy may be slightly different in design matching the local setting's construction philosophies and looking in place – as much as a movie theater can – in the local setting. Post-chain you will find a Metropol on your home reality and may travel from one Metropol to another, even those in other worlds. Post-spark you will be able to take the entire Metropol and everything in it with you when traveling worlds.

If you did the original film and chose to **Watch the Movie** you will receive the following additional reward **even if you Put on the Mask in the Sequel in a Double Feature**.

Coke (100 CP): This is a can of coca-cola. You'll receive a new one every day whether you used the previous one or not.

If you did the **Sequel** you will instead receive the following additional reward:

Apartment Complex (800 CP): This is an apartment complex. It will follow you between jumps as a full-scale apartment complex. Anyone living in it who has signed (or had a legal guardian sign for them) an agreement to do so may follow you between jumps in this apartment. Any special powers or the like that they have which would not function in the new world will not function, and they will not be replaced if they are killed or move out, but they count as **Followers** and not **Companions**.

You may choose to have this apartment complex act as a warehouse add-on, import into setting, or even to have it not appear for a jump and suspend its existence for the duration.

If you did the **Sequel** and chose to **Watch the Movie** you will receive the following special item **even if you Put on the Mask in the original film in a Double Feature**.

Birthday Cake (100 CP): Every year, on your birthday, you will receive a wonderfully made birthday cake large enough to serve at least a dozen individuals.

Outro:

First, if you succeeded on the gauntlet, congratulations on your escape or murder of a bunch of (mostly) innocent people. All your drawbacks are now lifted, and your full powers and items are restored to you. You may choose to remain here for the rest of 10 years, in either the world of the first or second film if you survived them both in a Double Feature, or go along to your next world immediately. This will no longer include gauntlet immunity, though, so if you die it will count as dying normally.

Second, once you've reached the end of the jump – whether through failure, surviving 10 years, or finishing the gauntlet and deciding you're done with this world – your drawbacks if not already lifted will lift now, and it's time to make a final choice.

Oh wait. Before that, if you died and became a demon, you'll be cured of that little issue. Still for your final choice in this jump:

No More Movies For You: You will return to your original world the same moment you left it. Your chain is over, but you will keep what you gained from it. If you died with Where's My Ticket then you've got to take this. That's the price of going in with full power.

Let's Make This a Franchise: You're going to say here? Alrighty. Your chain is over and you'll be staying in this world with everything you gained on your chain. That's your choice. Hopefully you can contain any more demon outbreaks.

What's in the Next Theater: Time to move on to another world. Go to your next jump and continue your chain. Good luck, and good jumping.

Notes:

For sake of clarity: there are no Origins, and you may choose freely whether to Drop-In or have local memories and connections.

Changelog:

Version 1.0.0: Posted.

Version 1.0.1: Added Rope item. Tweaked the motorcycle to make it clear it's not just stairs, but things like uneven rocks or backs of theater seats.