GOON GAUNTLET

V1.0 by Arionix

So, you're the new hire, eh? Well, you don't look like much and the boss doesn't need any odd rookie. Huh? You think you've got skills? Think I – Hard Terry – made a mistake? Ha!

But enough kidding around and lets get down to the meat and potatoes of this mess. Take **0 Cash Points** to fund your time here. Oh? You think you deserve more? You really got the skills? Well, I'll have to see for myself. Now… tell me about yourself. But first, where has the boss placed you?

Starting Location

*This gauntlet takes place at a small portside city. You may choose your starting point, but the boss may give you missions in other areas. You may choose your starting location or gain **50 CP** and roll a **1d6** to let the dice decide.*

1. The Docks
The docks, eh? Always an area I hate to be. The air's cold and humid, and you're probably gonna be on one of the boss' boats. Trust me, you don't wanna fall into the water, that's where we dump the bodies.

2. The Restaurant
Stop drooling at the sound of food, it's only a front! You do not want to taste the food here, but if you're here, the boss might give you more covert missions.

3. The Club
Welcome to the Club. Yes, that's its name. Yes, it's unoriginal. And yes, you'll probably be keeping an eye out on those coming through. The best place here, in my opinion. The drinks are wild.

4. The Warehouse
This is one of the places where we keep our stuff. No touching! It all belongs to the boss!

5. The Hideout
Wait… the boss' letting you start at the hideout? Heh, there might be something about you, rookie, but it's best you get to whatever they've got for you.

6. Free Pick
So, the boss said they'd keep you posted eh? Well, don't keep them waiting.

Age and Gender

Your gender doesn't matter as long as you serve the boss, but they **hate** working with kids.

Deals (Drawbacks)

Well, now that we've got your ID outta the way, let's see what your deals are. No one comes here without one. Let's go over them while I drop you off.

Your Time Here [Free → + 100 CP → + 200 CP] – Mandatory
Let's start with how long you'll be staying here. Between you and me, not a lot of people stay here for long.

*By default and for **free**, you are present here for 5 years.*

*For **+ 100 CP**, you will stay here for 3 years.*

*For another **+ 100 CP**, you will stay here for 1 year.*

The Dumb One [+ 100 CP]
You… You aren't all that smart in the head, are you? Well, at least you can serve as muscle and intimidation; It doesn't matter if you're a little thickheaded.

You are pretty dumb when it comes down to the facts. While you can perform simple jobs pretty easily, you experience problems with more complex tactics. You aren't good with plans, both making them and following them, and you can not be trusted around puzzles.

Squeaky Voice [+ 100 CP]
Haha! Wait, is that your real voice? Oh, I feel so sorry for you rookie. You'll have to pull your weight with a voice like that.

You have a very squeaky voice, meaning that if anyone hears it, they'll be really hard to intimidate.

The Weasel [+ 100 CP]
What's the matter, rookie? Never seen a gun before? Well, that attitude's got no place in our world and you better not turn tail when the cops arrive.

You are extremely fearful. You are always looking over your shoulders and jolt whenever you hear gunfire. If anyone corners you, you will try to escape no matter what.

Suck-up [+ 100 CP]
I know you want to prove yourself to the boss, but you don't need to repeat everything they say. That shit gets annoying quick.

You repeat sentences whenever someone higher up says something. It will not serve you well in social situations. You also can't help but show off.

Tattletale [+ 200 CP]
Now, we've just met and you're already spitting out secrets. To stay here, you'll need some control over your words! You better not tell the cops a thing!

You can't help but share information about your current mission. If talking to anyone during a mission, you must spill a part of it, no matter how small, so that those listening in might be able to get a clue at least.

Reckless Driver [+ 200 CP]
Whoa! Whoever gave you your driving license was an idiot! You're gonna get one of us killed!

You are extremely reckless when it comes to driving. It's the kind of driving that's prone to hurt your passengers and throw away valuables from the trunk.

Too Overconfident [+ 200 CP]
No rookie, I'm not letting you do that again. I don't care if you say you've done it a hundred times before, I'm not letting you jeopardize the mission again.

You are overconfident to an annoying degree. This manifests in you taking more risks than necessary and making outrageous claims.

Forgetful [+ 200 CP]
You don't have the greatest memory, do you? I guess that's okay, but don't you dare leave papers with passwords on 'em!

You are prone to bouts of forgetfulness. While you may not forget names and places, you have a hard time remembering faces, voices, secret paths and passwords. Maybe a diary would help.

Sick Freak [+ 300 CP]
Ohkay… I did not want to hear about that, and just keep your sick fantasies to yourself. We don't want you attracting any attention.

You go out of your way to make things messy. You are eager to cause pain, and if your victim escapes, well… that's just another way of causing pain.

Love on the Battlefield [+ 300 CP]
Look rookie, I know how it feels, and let me tell you; They may seem like they're into you, but it's a scam I tell ya! Don't bother with them!

Someone from the other side has caught your eye. You think you saw them looking at you for some reason unrelated to you being a goon. You find yourself messing up when they're in view, and perhaps there is a part of you that wants to be caught by them.

But really, they don't feel the same way.

Financial Problems [+ 300 CP]
Look, I know rookie, no one comes to this sort of business without some ulterior motive. Whatever it is, I hope it doesn't affect your missions.

You have an ongoing financial problem. It may be someone close to you needing medical care, your spending habits or you being a gambling addict.

A past [+ 300 CP]
I had a feeling this wasn't your first time around the block; You're too used to these streets. Whatever it is, it shouldn't get in the boss' way.

You have a past attached to this place. Pick two of the Starting Locations; Those will be the areas related to your past. You are extra cautious in those areas, often taking too long and ending up looking even more suspicious.

Boss' Letter [+ 300 CP]
W-Wait… that's a letter from the boss! What're they gonna do to you, rookie? I shudder in imagining that.

The boss has his eyes on you. Acting how they want won't harm you, but acting even a little different from what they've planned will lead to punishments. Your missions will be harder and riskier, but you'll make more bucks.

Perks

That's enough about your deals. Now, let's go over what makes you special.

Perks can be toggled on or off.

For Da Boss [Free]
If anything, you've at least got the accent down. It's good for the soul, ain't it?

You are an expert at talking like the perfect goon.

Muscled [100 CP]
My, those are a mighty pair of biceps. I'm sure you could crush my hand if you wanted to, not that you should, by the way.

You are tough. You hit hard with melee weapons and are harder to push around. Your physique also makes you more intimidating.

Unassuming [100 CP]
When I first saw you, I thought you were just some rando who'd wandered too close. You sure taught me.

You blend in with the common crowd naturally, and with some effort, can make yourself almost invisible to prying eyes. Note that this doesn't give you a disguise.

Good with the bat [100 CP]
Of course, every goon needs to be good with a bat. How else are you knocking people out?

You gain experience with bludgeoning weapons. You may hit others with the perfect strength to make them get knocked out for a few hours. This won't cause permanent harm.

Smartypants [200 CP]
You've got a good head on your shoulders, don't ya? The boss sure knows how to pick'em.

You are clever and actions such as fishing for clues and sussing out lies comes naturally to you. You can also put together plans which may be considered complex with some work from others

*If **The Dumb One** is bought, you only know when someone is lying. You can't fish for clues and your plans have a higher chance of failing.*

Making Deals [200 CP]
One of the more important but overlooked parts of being a goon is making the right deals. Luckily, you look like you'd be a natural at that.

You have great skill when it comes to making contracts. After reading a contract once, you know the meaning of its terms, and how you may best abuse it for your liking. You also know how to make your own contracts.

Badass Moniker [200 CP]
Wanna know why I'm called Hard Terry? Well, a few years ago I got shot while protecting the boss. Hurt like a bitch, but I walked off like a badass. You got something like that?

You are given a badass moniker that highlights one event in your past. This moniker can be bought up at any time to show how much of a badass you are. Makes you more intimidating too.

*If **Squeaky Voice** is bought, this isn't as effective until you prove why you have that moniker.*

Ears to the Ground [200 CP]
What's that? You've been listening to the goons since before we started driving? I gotta say, that's a good skill to have around here.

You pick up whispers and speech while simply walking through crowds. You can connect these voices to people, and remember what was said.

*If **Forgetful** is bought, you only remember bits of what was said. You still vaguely remember who said it.*

Tech Guy [300 CP]
Ah, it's so refreshing to know that we've got someone good with tech. The last few guys we got… Well, let's just say they made a lot of noise when we didn't need it.

You are much better at handling machinery. This perk enables you to hack cameras, computers and other electronics.

*If **The Dumb One** is bought, you can only focus on hacking one electronic at a time.*

Double-Crosser [300 CP]
There's something shifty about you, rookie, and I don't like it. Well, as long as you serve the boss, I'll look the other way.

You are great at sharing secrets. These secrets may or may not be real, however. If caught by a law abiding agency (like this gauntlet's cops) you may spill a secret to get away. If this secret was true, then expect to lose trust from the person or entity that secret belonged to.

Getaway Driver [300 CP]
You're good behind the wheel? Well, that's a relief, not a lot of goons come here who know how to drive well.

You are exceptional when it comes to driving or piloting any vehicle. If you're being chased, this skill is doubled.

*If **Reckless Driver** is bought, then you either harm your passengers or lose some things from your trunk. Choose either one.*

Ratatat! [300 CP]
I knew it, you know how to fire a gun well. That's gonna help you serve the boss, I know it will.

You are skilled with all firearms. If you run out of ammo, you will always find additional ammo nearby, always within reach. Although actually grabbing it might be risky in a tight spot.

Tactician [400 CP]
With your tone of voice, I almost answered 'Yes sir!' just now! Keep at it, rookie!

You are amazing at making plans, especially if they involve other people. If their skills and abilities are known, your plan making abilities get stronger. You are also a born leader, letting you efficiently ~~bully~~ guide others into serving you.

Items

Don't worry rookie, no way we'll be sending you out there without some stuff to call your own. This stuff usually costs bucks, but I'll take **Cash Points**, just for now.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Goon Clothes [Free → 50 CP]
A real goon is nothing without their outfit. Wear it and truly be a part of us. Additional ones cost **50 CP**, though.

An outfit belonging to a criminal organization. Adapts based on the setting and will always fit you perfectly.

Knuckle Dusters [50 CP]
These aren't that popular nowadays, but I've always had a soft spot for them. Get ready to knock some teeth out.

A pair of knuckle dusters. They are silver in colour with your chosen words on them.

Bulletproof Vest [100 CP]
Scared of some bullets? Smart. Not a lot of recruits pick this, so it'll serve you well.

A simple bulletproof vest capable of lessening the impact of projectiles. They still hurt, though.

A Bat [100 CP]
Here you go, no goon is fit without their baseball bat; Just don't think about playing baseball – we've had too many accidents already.

A baseball bat that's a lot sturdier than usual. Perfect for giving foes a good whack.

Lockpicks and Crowbar [200 CP]
Take these lockpicks and crowbar, you'll need 'em for all the breaking and entering you'll be doing. The crowbar could be used to give our enemies a good hurting.

A few lockpicks and a crowbar. The lockpicks have a high chance of success, but can break. After breaking, they reappear in your pocket the next day.

Pistol [200 → 300 CP]
How do you feel about guns, rookie? Just point 'em at someone and blam! They're dead.

*A standard semi-automatic pistol. For **100 CP**, you can get another.*

High Tech Laptop [300 CP]
This laptop's got all the features you'd need to serve the boss, so have fun. Just don't install any games; it tends to heat up.

A bulky laptop that can be carried as a handbag. Can monitor registered people and is invisible to surveillance methods. Comes with hacking tools.

Tommy Gun [400 CP]
I like the look in your eye, and I know this ol' tommy gun will do you good. Take care of her, okay?

A tommy gun for your firing needs. If lost or broken, it appears by your side, good as new.

Covert Hideout [400 CP]
The boss promised you a hideout? Well, good for you. I'm serious, Hard Terry's never been the jealous sort.

A covert apartment in the city. No matter what goes on inside, it looks normal albeit a bit bland from the outside.

How This Gauntlet Works and Win/Loss Conditions

Well, we're getting near to our destination and I'll need to make a few calls. Hope you can manage yourself.

You are placed into a portside city rife with criminal activity, as the boss' goon. You are to stay here for however long you've chosen, and your status by the end of your time determines your rewards.

But first, your lose conditions:

- You die. Any sort of death leads to this route.
- You are put in jail for a week without breaking out or being broken out.

Ending 1 – Common Goon

Through all the time you spent here, you didn't quite rise through the ranks. What's important is that you survived.

Reward

In any setting you enter, you'll instantly know of a town's streets. You'll know which path leads where – the best routes for a getaway – and instantly know where to get the information that is commonly hidden from the public.

Ending 2 – Lieutenant

The boss thought you were competent and trusted you enough to be one of their lieutenants. What's left is for you to use this position to your advantage.

Reward

The same reward as the previous one, but with added bonuses. You are more efficient when leading those before you, and are a master at recruiting others to your cause – as long as it serves someone higher up than you. The criminals of other settings will look up to you, but not to the level of their bosses.

Ending 3 – The New Boss

There can only be one boss, so you replaced yours. Either they passed on the leadership to you, or you stole it from their bloodied hands; What matters is that you are the boss now.

Reward

The same rewards as the previous ones, but with added bonuses. You are a master at leading those beneath you and recruiting others to your cause. You have a naturally intimidating presence and with your skill at giving out (and following) threats, few would dare cross you. You are greatly respected by the criminals in other settings; Perhaps they'll even betray their bosses for your cause?

Change Log

v1.0

Initial Creation