

Crash Team Racing Gauntlet

Start your engines Jumpers! You'll be visiting the world of Crash Bandicoot this time around. Except instead of running around, spinning, and smashing crates you'll be driving... and smashing crates.

To put it bluntly the earth was visited by an extraterrestrial by the name of nitrous oxide who claims to be the fastest in the Galaxy. He has challenged earth to a so called "Survival of the fastest" If Earth's driver wins, he promises to leave Earth alone, but if Oxide wins, he will turn Earth into a concrete parking lot and enslave the Earthlings. This is where you come in Jumper, however all of your fancy powers would definitely get in the way of the competition so that's why you'll be getting reduced to just your bodymod. Good luck Jumper this will be a test of speed

+ 0 CTP

Origin & locations

Age and gender have no impact here since you'll be spending the majority of your time in your kart so you're free to choose this time around. Your race however, while not really having any impact, will be restricted to the norms of this world. Feel free to be a human, an animal or even an anthropomorphic animal.
Location also doesn't that matter much aside from choosing which "boss" you will have to win against first but regardless roll 1D4 to find out.

1. N. Sanity Beach
A coastal beach like area featuring short simple tracks. After completing all the tracks here you will have to face off against the insane Ripparoo

2. The lost ruins
An ancient city filled with ruins, cliffs and all sorts of mysterious rock buildings. After completing the 4 tracks here you will face off against the great Papu Papu.

3. Glacial Park
Snow, mountains, ice lakes, the epitome of a snowy tundra. Win all 4 races here and then you will have a right to face off against Komodo Joe

4. Citadel City
A medieval castle with, statues, chains, blimps, and cages galore. Features the longest races in the game. Win all 4 races here to face off against the gangster Pinstripe Potoroo

Perks

Since there isn't necessarily any origin, instead you will receive one perk of each price tier (200, 400, 600) discounted and one 100 ctp perk free.

Aku Aku's protection - Free

Getting blown up, flattened, poisoned, etc. The racers here are pretty durable, and now you are too. While racing on ctr racetracks you and your kart seem to have a sort of toon physics like durability, not only that but falling from severe heights will also prompt a swift rescue from Aku Aku himself. This ability will protect you and any of your companions from dying on these tracks. Do note that trying to abuse this will result in it backfiring against you.

100 CTP Perks -

[1]Ripparoo driving lessons -

Tigers, polar bears, heck even babies and a kangaroo in a straight-jacket, None of them have problems driving. From now on as long as you could feasibly drive or pilot a vehicle in a weird way, you'll be able to do it that way unimpaired.

[2]Toon Mechanic -

Bashing your car with a hammer doesn't seem like an effective way of fixing it but now it is! Now as long as you intend to fix or modify something you can hit it like a caveman and it's brand new! Note this only works on stuff you could feasibly fix, this just saves time and effort.

[3]"Your mum's an armadillo!" -

Thinking up quips on the fly to mock someone can be hard and distracting, but now you can do so effortlessly, these can range from harmless teasing to cruel personal attacks, your choice.

Perks continued

200 CTP Perks -

[4] Luck of the crate smash -

No longer will you suffer constant bowling bombs. Consider this a general boost to your luck, not a huge boost but a tad noticable. Furthermore you can now choose a power up once per race. Similar effects in real life ex. Choose a dice roll every few rolls.

[5] Drift king -

by drifting your kart three times you can boost your speed considerably, similar maneuvers in other vehicles provides the same effect. This also provides the know how on such maneuvers.

[6] The power of fruit -

Cuts the fruit you need to "juice up" your crate power ups in half along with allowing you to use fruit as a viable substitute for fuel. Maybe not as effective as normal fuel but if you're desperate...



Perks continued

400 CTP Perks -

[7]Success Shortcut -

You now know every track better than the person who even made it. Further more now whenever you explore a place you instinctively know the fastest way you could possibly arrive and cross the distance.

[8]Cheater, Cheater Wumpa Eater -

You play by different rules and everybody knows it. You can start each race 3 seconds faster than everybody else and nobody will question it. Similar boost in similar instances, ex. Extra free dice roll in a board game. Think of it as the other players giving you a small handicap.

600 CTP Perks -

[9]Ghost Racer -

From now on when doing something you can create a see through clone that repeats what you did. ex. A ghost clone of you completing a race at your fastest time. You can only have one ghost "saved" at a time per action and each one overwrites the previous for the specific action. You also can't physically interact with your ghost and vice versa. Finally you can also make ghost clones of others the same way.

[10]Juiced up! -

While "the power of fruit" perk works as a substitute, this one works as a sort of booster. By consuming a large amount of fruit you can now temporarily boost your capabilities up to 2x what they originally were. Effect wears off over the course of a day or after significant damage. at the bare minimum requires as much food as you could possibly eat in the form of fruit.

Kart Customization



Finally the main focus here, your kart! Without a kart you can't race and if not to race why are you even here? Take 1000 KP to customize your ride. CTP can be converted to KP at a 1:1 ratio

Pimp my ride! - Free
All the decals, special effects and design options you could dream of, you're only limited in that it must look like somewhat like a kart, be the size of a kart and not be blinding or overly obnoxious with the special effects.

Kart import - 100 KP
Import any vehicle you want into a kart-itized version of itself! This has a couple of changes, first the size shifts to the norm of the vehicles here, second you can now easily "hop" and drift with it for a small boost in speed and finally it no longer requires fuel. Can swap forms freely

Engine boost - Variable
There are three stats to worry about when it comes to your kart speed, turning, and acceleration. You start with a basic engine with 4 out of 7 in each stat. You may sacrifice 1 point in any stat to boost another up one stage and 2 points for subsequent stages OR pay 100 KP for the first boost in any stat, 200 for the second, 400 for the last. Ex. 700 to max speed or 300 to boost each stat by one.

Kart Customization Cont'd

Wheely fast - 200 KP
Regardless of whether your kart has wheels or not you now have great traction, sand, ice, snow, mud, doesn't matter you'll move just as fast.

Cushy interior - 200 KP
These tiny karts don't really have much room do they? Don't look comfortable either. Lucky for you yours is different, even if it looks and reasonably should be incredibly uncomfortable that is no longer the case, go ahead and sit on a seat of rusty sharp spikes, it won't be a problem at all.

Aerodynamic as a cow - 400 KP
With this upgrade your kart can be shaped like a brick and not suffer at all from it. You will receive minimal resistance from whatever medium you're driving through, drive as fast in water as on land.

Built by a mad scientist - 400 KP
What's with these strange schematics? Like Dr. N you seem to have a few screws loose... Now anyone who tries to replicate your kart won't be able to make heads or tails of it, only someone truly mad could possibly hope of making sense of it.

The little engine that could - 600 KP
Only have half an engine left? Nuts, bolts, and screws loose? Doesn't matter, you have a kart that simply won't quit, this vehicle can take a serious beating and keep going like it's in perfect condition, keep in mind though this only prevents damage from affecting performance if you're outright missing an engine or something similar this won't help at all

Adaptive engineering - 600 KP
Your kart is strangely adaptive to change, easily adapting and integrating foreign technology with relative ease, almost as if the parts were one and the same from the start...

Drawbacks

This is the were you get the precious points needed to buy what you want, no limit, good luck!

Guest racers + 0 CTP
Is that Batman in the batmobile? What's Mario doing here? This isn't Mario kart? People from past jumps will also show up to race here, mysteriously appearing at the start to race, no one will question it unless you want them to. Also don't worry they will be scaled down as well to make things fair

Woah! + 100 CTP
Good luck having a conversation here, during this gauntlet you will only be able to speak in grunts, yells and one liners.

Here comes tiny! + 100 CTP
Now everyone else will only be able to speak in one liners, similar to the drawback above, expect it to get very annoying very fast.

Whoops only bowling bombs + 200 CTP
Pick one of the more lame power ups, TNT crate, bowling bombs, etc. From now on that's all you get, good luck.

Lackjuice intolerant + 200 CTP
No matter how much Wumpa fruit you collect you're stuck with the base speed and base power ups.

Personal grudge + 400 CTP
I don't know what you did but you really pissed this person off! This person no longer cares about winning, all they care about is you losing. Once per race one random racer will target you exclusively, there is no reasoning with them. Companions are excluded from this.

No boost + 400 CTP
Now only the boost pads required to continue on will work, good luck keeping up on the maps filled with them.

Drawbacks Cont'd

Fake jumper + 600 CTP
(Incompatible with Grudge racer) Looks like you got a copy cat Jumper, and they're convinced they're you're better! They have every perk you purchased here down to the exact same kart, similarly they will target you more than anyone else. Note he also looks like caricature of you, exaggerating your worst features, but somehow people will still mix you two up. If taking limiting drawbacks he takes them as well to prove superiority.

Hard mode + 600 CTP
Before, aside from the bosses, everyone here would be pretty average drivers, now however you've got your work cut out for you. Expect shortcut usage, strategic power up usage, and constant boost drifting. Finally bosses drop traps at an increased rate.

Special challenges -

Completing these challenges will provide you one extra reward from the reward section per challenge completed

CTR Relic Grab -
Now as well as winning the official races the first time, you must collect all three CTR tokens hidden throughout the race, you only have three laps to find them, some requiring each lap you grab one relic.

Plat junkie -
Based on your time in each race you are awarded either a platinum, gold, or bronze ankh. You must complete each race fast enough to be awarded a platinum before you leave this world, thankfully you have multiple tries for this one.

Key guard -
You get your own key and your own racetrack, (Can be the same one taken from reward section) you must defend your own racetrack and prevent others from winning and getting your key, losing this one causes you to fail the gauntlet however.

Rewards

For completing the gauntlet successfully you will be free to pick one reward below, completing the challenges similarly grants one reward per challenge. Finally you receive a trophy that once seen tells those who see it that you are truly the fastest racer in the Galaxy.

• Kart maker
Convert grant all your vehicles a kart alt form with all the advantages the kart import option provides

• Racetracks
A sweet custom racetrack all your own, can be automatically thematic to your jumper, or completely custom by you. Only limit is it must be as fair as the rest of the tracks here. As a final bonus all the other tracks here get added to your Warehouse as an expansion so you can race in them to your hearts content. The racers will be people from past jumps with their own custom karts.

• Let's race!
Now once per jump you have the authority to issue a silly challenge to all the characters you wish. The plot will be on hold during this time with everyone having a temporary truce. Your stay will be extended until the end of this challenge, and it will all be thematic to the jump. You can choose for no one to remember or disregard the whole thing as well. Finally this is purely for fun, this can't effect the plot in a way you can take serious advantage of, everything will go back to how it was before the challenge.

• Trophy girls
Don't worry Jumper, I don't judge. You may take all four trophy girls (or just one) with you on your chain as either followers or companions, they may also share a slot if you wish. If as followers they will show up at appropriate times as your hype girls/Cheerleaders, as a follower they will simply support you as any other companion would. Alternatively you may pick someone else such as Coco or crash, you must convince them however. Only restriction being you can't take anyone too powerful here, you'll have to use the main Crash jump for that.

End and notes

• Feel free to import as many companions as you want for free, however, you MUST race against them, no teamwork, no cheating, if they win the keys they must win against nitrous oxide, and the drawbacks will apply to them.

• This jump lasts as long as it takes for anyone to acquire all 4 (or 5) keys and race against Nitrous oxide, if they lose that official race Nitrous oxide wins and you fail the gauntlet, if it's a companion however and they actually win, then they win the gauntlet and they get the rewards, you still keep your Perks and such as if you won, but you don't get any rewards.

• If it wasn't obvious drawbacks are above perks

• I originally and mostly made this for myself so it might be terrible, but it is jumpable so go nuts

• If I missed anything or something is unclear, etc. Fanwank responsibly, playing the actual game or looking at the wiki could also help.

• Racetrack also gives you the battle maps if you want.

