

## Dota Gauntlet Jump

v1.0 Jumpchain Compliant (hopefully)

By Reploid

You have been summoned by forces unknown, to take part in a battle unlike no other. I don't really have a choice here, but I'll do what I can to make sure you succeed.

You have a battlefield. Two armies are at opposing corners, twenty kilometres apart, housed in their barracks. Fortifications have been built along the 'lanes', or paths the armies will take. All this, to protect a gem of power on each corner, known as an Ancient. Defend it at all costs.

You are part of a squad of five. You will fight with four other heroes of great power and skill. They will be tailored to fit your strengths. Rest assured, unless you do anything to change this, you and your team would work in complete synergy. You may either leave the members up to me, or you can decide yourself.

You will fight on either of two sides in this conflict. One is of Radiant good, while the other is of Dire evil.

Death will not last long here. Within a few hours, you will be back on your feet, completely rested, and ready to fight.

Remember, in this world, death is temporary, but victory lasts forever.

+0CP

### Locations - Sides of the Conflict

Roll 1d8

1-4 Radiant

5-8 Dire

## Backgrounds-Paths to Victory

### Strength, the Warrior

Innate buff to physical capabilities

Fastest to recover from fights

Suited for melee

Like going up close and personal? Then the Warrior's for you. The fittest and strongest of the lot, Warriors focus on their physical capabilities in order to dominate the battlefield. Due to their impressive constitution, they also recover faster from fights. Due to their immense strength and durability, they're often best suited for a melee fighting style.

### Agility, the Hunter

Dextrous, coordinated

Quick to attack, kill, and escape

Suited for hit-and-run tactics

Hunters can be likened to the classic Thieves and Rangers. Their focus on finesse has led to their impressive speed and agility, making them suited for hit and run tactics. Their skill with weapons makes them suited for the use of ranged weapons and short blades. Not as strong or tough as warriors, but not as frail as casters either.

### Intelligence, the Caster

Master of magic, elementalism and the supernatural

Spell focused, good versatility

Run out of juice quickly, more fragile

Everyone has a mana reserve, but few know how to use it to shape the world around them. Casters specialise on this, drawing upon their mana to fire lightning bolts, create columns of earth, and the like. Due to this, they generally have good versatility if they don't specialise too much. However, their reserve has a limit, and they're in danger of running out of juice. As a side effect of this fighting style, they place less importance on fitness, and thus are more frail than others.

## Skills

### Peak Human 100CP, free Strength

If you didn't already, you now have a body that'd put Arnold to shame. If you did, it's even better. Either way, you're stronger, faster, and tougher than before.

### Leadership 200CP, discount Strength

Command and Control. You have it. You can inspire your men with ease, and maintain discipline within an army without much effort. As a bonus, you can now give speeches that put Winston Churchill and Sergeant Major Johnson to shame.

### Magic Immunity 400CP, discount Strength

Shrug off spells by having your skin diffuse them. Well, except the powerful ones. This passive ability can't do it fast enough. For example, a regular bolt from Skywrath Mage wouldn't hurt you, but one of his special arcane or concussive bolts probably will. Just not as much.

### Empowerment 600CP, discount Strength

The direct opposite of evocation, empowerment channels your mana into your body, making you stronger and tougher. See those feats of strength, such as smashing the ground to create spikes, or throwing heroes, creeps and trees around like it was nothing? All that is possible with empowerment. Imagine what this will do to a jumper that can already deadlift a tank. Easily.

### Coordinated 100CP, free Agility

Well, if you needed any hand-eye coordination before, you're not short of it now. You're much better with your hands, and as a consequence, have much better aim with ranged weapons. Also helps with steadying those hands to stab the correct spot.

### Acrobat 200CP, discount Agility

You're much more nimble and flexible than before. Acrobatics come naturally to you, and being on par with an olympic level gymnast isn't something too far off with enough training. Also comes with a basic mastery of parkour.

### Jukes 400CP, discount Agility

Dodge attacks, run away with ease, and lose your opponents just by running around a small group of trees.

You get an almost pre-natural sense of where to go and what to do when an attack is coming towards you, or someone is chasing you. Won't help you attack them though.

### Illusions 600CP, discount Agility

Use your mana to create illusions of yourself. These illusions are completely tangible, useful both in and out of combat. However, they are much weaker than you are, getting killed much, much faster. They also automatically dispel after an hour or so. But still, the possibilities.

### Sharp Mind 100CP, free Intelligence

You're quick with your wits, and quicker still with your calculations. You think faster and deeper than before, with an increased potential for learning. Better than before, at least.

### Planning skills 200CP, discount Intelligence

They say that a professional always has a plan to kill everyone he meets. That might not be true for you, but you won't have to if you pick this. You'll be capable of making up elaborate, successful, and effective schemes on the fly. Strategy is your domain now.

### Evocation 400CP, discount Intelligence

Use your mana to affect the world around you. The effects manifest as projections of energy or matter, such as lightning, earth, or plain pure energy. Fluff it your way. With time, who knows what that fireball of yours might become?

### Blink 600CP, discount Intelligence

Teleport in, teleport out. A cooldown proportionate to distance travelled in between each use though, and you can't go further than a few kilometers. Cooldown can last anywhere between a few seconds to 15 minutes. Still, I don't think any of these heroes could catch you. Probably. Stacks with Blink Dagger, and is a noticeable drain on your mana. Despite that, having an instant escape and repositioning option is pretty nice. Good for kill-stealing too.

## Gear

All gear here is either extremely expensive in universe or unattainable by normal means. Normally you can only carry 6 magical items from this world on you, but these do not count against this limit.

### Custom Melee Weapon 100CP

Here, have one of these powerful custom masterwork blades these heroes drag around. You're going to need it. Slight enchantment to look fancy, and capable of having mana channeled through it. Free for Strength.

### Custom Ranged Weapon 100CP

Same as the Custom Melee Weapon, it's extremely well made, with slight enchantments to enable the channeling of mana, and to look great. Free for Agility.

### Custom Focus 100CP

This focus enables you to cast spells more efficiently, and have greater control over mana. Comes in staff or wand form. Free for Intelligence.

### Mount 50CP

A horse, pig, or whatever you want. Extremely hardy, fast, and strong for it's kind. Pay an extra 100CP for magical potential.

### Flight-Capable Mount 100CP

Same as Mount, but this one flies. Pegasi or even bats are fair game. Pay an extra 100CP for magical potential.

### Storm Hammer 200CP

This magical gauntlet is a perfect copy of the one used by Sven the Rogue Knight. It can be fired at your foes, creating a magical shockwave that knocks them out for a few minutes. May or may not be shrugged off by the more powerful foes.

### Blink Dagger 200CP

The fabled dagger used by the fastest assassin to walk the lands. Blink into battles, but you can't blink out. Capable of travelling up to 1.2km, with a cooldown ranging from a few seconds to 15 minutes, proportionate to distance travelled. Can't be used for 9 minutes after you've been attacked, and won't help you in a fight.

### Shadow Blade 400CP

The blade of a fallen king, it allows you to move unseen and strike from the shadows. Makes you invisible for up to 42 minutes. Cooldown of 84 minutes and

dissipates on attack, but strongly strengthens the attack used to break out of invisibility and allows you to move slightly faster than before when invisible.

#### Black King Bar 400CP

This powerful staff imbued with the strength of giants turns you into a hulking, raging version of yourself that's completely immune to magic. Initially lasts for half an hour, but the amount of time this lasts for decreases by 3 minutes per use, until it only lasts for 12 minutes. Cooldown goes from 4.5 hours to slightly less than 3 hours during this time.

#### Boots of Travel 300CP

Winged boots that grant omnipresence. These boots are capable of teleporting you anywhere on the battlefield, or anywhere within 20km. Takes 9 minutes to charge up, with a 3 hour recharge.

#### Necromonicon 200CP

Considered the holy grail of necromancy and demonology, a powerful malefic force is locked within its pages. Summon a warrior and an archer to fight for you for two hours. Five hour cooldown. This item can be upgraded in-world.

#### Linken's Sphere 200CP

This magical sphere once protected one of the most famous heroes in history. Blocks the first spell targeted at you every hour, and can be used to protect companions. Useful for guarding against sneak attacks.

#### Scythe of Vyse 300CP

The most guarded relic among the cult of Vyse, it is the most coveted weapon among magi. Turn anyone into a harmless critter for ten minutes. Cooldown of 105 minutes. May or may not be resisted, depending on who it is.

#### Refresher Orb 500CP

A powerful artifact created for wizards. By channeling a large amount of mana into it, you can reset all your cooldowns, including those from items. You also feel refreshed, but this doesn't mean that you're actually rested (wizard coffee). Good for a pick-me-up. Cooldown of 8 hours.

#### Aghanim's Scepter 500CP

The scepter of a wizard with demigod-like powers. This scepter strengthens the strongest spell in your arsenal. It might be a lightning storm, a huge earthquake, or even a large bomb created with mana. Either way, it's a lot stronger than before, with that lightning storm becoming the equivalent of divine retribution.

#### Divine Rapier 600CP

So powerful, it cannot have a single owner. A masterwork sword with the strongest of enchantments. It carves swaths through enemy armies, and slices through enemy heroes like a hot knife cuts through butter (which is essentially

the case here). Merely having it on you makes you dish more damage out due to the enchantments on it, but this is the equivalent of a McGuffin here. Don't let anyone find out that you have it, or you'll be in for a wild ride. Drops on death, so be careful.

## Drawbacks

This is how you gain CP. High risk, high reward.

### Absent Teammate +100CP per teammate

Your five-man team becomes a four-man team. Get it again to make it a three-man team. So on and so forth, until you're the only one left. Be careful, as heroes are of extreme importance to your side's victory.

### Unforgiving Team +100CP

The heroes on your team aren't very gracious. They'll boo, jeer, and nitpick at every mistake you make, whether it be missing a shot, or not joining them when they need you. God help you if you miss a kill opportunity.

### Noob Team +200CP

Your team sucks at tactics. Period. They run into ambushes, trigger traps, and make horrible decisions. Expect for your sniper to close in for a knife fight.

### 12 Year Old Team +300CP

Oh boy, here we go. Each hero on your team acts like a 12 year old for the duration of this jump, and speaks like a 12 year old prepubescent kid. I have no idea why you'd do this to yourself.

### Kill-Stealing Team +100CP

You know how you're given a gold bounty every time you kill something? Well, your team is particularly obsessed with this. They attempt to steal every single bounty from you, not caring if it's a simple soldier or an enemy hero. Expect to have less gold than usual.

### Throwing Team +200CP

Oh, yes, you're finally on the verge of victory! You just destroyed all their towers on one lane! Well, too bad, as your team probably won't seize the chance. They'll probably let the enemy get the advantage, in the interests of both 'fun' and a 'fair fight'. Expect exasperation.

### Serious Foes +100CP

Your foes don't screw around. They're completely focused on destroying your ancient. They'll willingly sacrifice themselves to make sure that their ancient isn't destroyed, and won't throw fights to sate their lust for battle.

### Skilled Foes +200CP

Your foes have an insane grasp on tactics. Flanking maneuvers, disabling, pincer movements, diversions, and the like come naturally to them. Don't expect any Leeroy Jenkins shenanigans from them here. Not even from the crazy ones.

### Strong Foes +300CP

Your foes are particularly strong. They're stronger, tougher, and faster on average than the heroes on your team by quite a bit. Expect for fights to be tougher, and for them to be harder to kill.

Where is my Main Shop? +100CP

Normally, there would be a shop that sells extremely awesome gear right behind you ancient. Sadly, it isn't there anymore. Enjoy walking 7 kilometres to buy something every time you spawn. Poor courier.

Where are my Towers? +100CP per set, can be bought 3 times

Normally, you would have three sets of fortifications guarding the paths, with another set guarding your ancient. Each time you buy this, you lose one set, and relinquish a third of your territory to the enemy. Think before you buy this.

Where are my Barracks? +300CP

Your army's barracks have been destroyed. Aside from causing a drop in morale, increase in fatigue, and general lack of sleep among your army, the enemy army is strengthened by this occurrence. Their morale increases, and they also fight more fiercely. Expect to have to defend your fortifications often.

Unreliable Gold +100CP

Normally, every time you die, the fountain takes some of your gold as a toll for reviving you. However, with this perk, twice that amount is deducted. Try not to die.

Scalping Shopkeepers +200CP

Maybe the shopkeeper hates you, or maybe he can just smell that interdimensional traveler scent on you. Either way, he's decided that you can probably afford to pay a bit more. Items from the shops now cost 1.5x as much as they used to for you. Considering how powerful some of them are, this is definitely not a good thing.

No Buybacks +300CP

Ordinarily, you can donate some of your gold to the fountain behind your ancient in order to revive immediately. Upon purchasing this perk, this is no longer possible. Better hope you won't be dead when your team needs you to stop an enemy attack.

It's Just A Game +600CP

At least, for your teammates. You're now placed inside a regular pub match of Dota. This causes quite a few complications. Firstly, your team has absolutely no synergy, as they're all random people picking their favourite heroes. Secondly, they're all asshats. God help you if one of them decides to turn on his mic. Thirdly, they see each day as four minutes of real time. Fourthly, they don't take this seriously at all. Strangely enough, the enemy team is unaffected. Good luck winning this fight.

Completion bonus:

Aegis of the Immortal

Extra life, basically. Only one use though.

Bring a teammate along as a companion

Being six items purchased with gold on you along

Participation bonus:

Bring all previous gear on you along

Keep powers and abilities

Keep gear and skills purchased with CP in this jump along.