

Beat Saber Gauntlet – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

If you want to escape with me...

Beat Saber is a music and rhythm-based video game where the objective is to use handheld controllers to "slash" through virtual reality boxes. Each block varies in colour, corresponding to the colour of the saber that should be used to slash it, defaulting to red on the left hand, and blue on the right. It may also be marked with an arrow indicating one of eight possible directions in which the block may be required to be slashed through. There are also blocks with dots instead of arrows, which players may hit in any direction. When a block is properly slashed by a saber, it is destroyed and a score is awarded, based on the length and angles of the swing and the accuracy of the cut.

In addition, there are occasionally mines (also known as "bombs") that the player should not hit, and obstacles in the form of oncoming walls that the player's head should avoid. There is also a white bar underneath the path where the blocks travel, which slowly fills up as the player hits notes correctly. If the player hits any note in the incorrect direction, the white 'health bar' will become less full by a small chunk. If the player completely misses a note, the bar will lose a large chunk. If the bar becomes completely empty, the game will end.

The game also features the option of playing some songs in 360°, or 90° orientations where blocks approach from various directions around the player. Unless you take the Drawback, you will only need to deal with the blocks approaching you from a single direction during the challenge, though you are free to adjust this when playing the game provided by the Rewards more casually.

You won't be here for long, as few songs take longer than ten minutes at most, and you'll be able to leave once you've tried the Challenge.

By default, this can be treated as a Gauntlet, though there is an option to turn this into a full Jump with all the benefits and risks that includes. See the details in the Drawback section.

For now, you have **0 CP**.

Locations

You're probably going to end up doing the same thing wherever you end up, so you can pick any of these for Free.

1. **Default Beat Saber Dimension** – You start off within an unusual void, before red and blue lights begin to illuminate it. You see the same setup you usually would in *Beat Saber*.
2. **Warehouse Background** – While *Beat Saber* will still be functioning in the same way, your surroundings are now identical to those of your Warehouse. If you haven't got a Warehouse, this takes the form of an empty Warehouse with no exits and an endless white void beyond it.
3. **Previous Jump Background** – While *Beat Saber* will still be functioning in the same way, your surroundings now match a feature from any of your previous Jumps. It might have the appearance of being underwater if you had previously visited *Subnautica*, or the interior of Mount Doom if you had been to *Lord Of The Rings*. It's just a change in appearance though, with the 'environment' having no effect on you, so you don't need to worry about drowning or burning. If this is your first Jump, it will instead pick a scenic location from your world of origin.
4. **Random** – The background will change between the previous three options at random, with the **Previous Jump Background** varying between different Jumps.

Origins

There aren't really a lot of different ways to play *Beat Saber*, so there are only two Origins available here. You can pick either of them for Free.

1. **Player** – The one playing the game. This is the only Origin that can take Perks, Items and Drawbacks in this Jump Document, and do the Challenge. They cannot perceive anyone who took the **Observer** Origin during the Challenge, nor can they interact with them.
2. **Observer** – The position of observing someone playing *Beat Saber*. Anyone taking this Origin cannot buy Perks or Items, take Drawbacks, or do the Challenge. They cannot be perceived by anyone who took the **Player** Origin during the Challenge, nor can they interact with them. This is the audience role, essentially.

Perks

This follows similar rules to other Jump Documents and Gauntlets, depending on how you are treating this particular document. If you are using it as a Gauntlet, you do not receive any CP to start off with and need to gain it from taking the Drawbacks found later in this Document. If you are using it as a normal Jump, you will be starting off with the usual 1000CP, but can still get more via Drawbacks found later in this document, or if you have some other Drawback source. Only those who took the **Player** Origin can buy any Perks or take any Drawbacks.

General Undiscounted

Free – **Suits Me Just Fine** – Not everyone is comfortable when using something like a VR Headset and Controls, for reasons ranging from the equipment itself being uncomfortable, to feeling sick when using a screen right in front of their eyes, to getting dizzy or ill due to the world moving while the real body remains still. Now you won't suffer from any of the usual issues you might experience when using something like a VR Headset.

Free – **Personalized Avatar** – You can make yourself have a set appearance whenever you are recording yourself, which you could use to conceal your own appearance and/or identity or give yourself a nicer looking appearance for any audiences you might have. You can retroactively alter previous avatars to match your current one. You can make this realistic or an obvious digital avatar.

Free – **Directional Impact** – You are now able to perceive directional arrows on any targets that you intend to hit, similar to the ones you'd see on the blocks in *Beat Saber*. By striking the targets in the given direction, the impact will be increased in some way. You might cause more damage to the target or potentially slice through it, depending on what you are using. This effectively shows you the 'best' way to hit something. No one else can see these.

Free – **BeatSaver** – You can automatically import any soundtracks you own for use in *Beat Saber* or add in any that you hear. You can also save any soundtracks or music you hear and have them play around you at any time. Even if what you heard was incomplete, distorted or of poor quality, your own recording of it will be complete and clear. You can even mix and match music for your own remixes.

Free/100 – **HUD** – This is a Heads Up Display, a way of displaying information to you visually. By default, this includes details that are relevant to playing a game of *Beat Saber*, such as how long a song has been playing for and how much time is left, your score, your combo, how many notes you have hit successfully, and your Health Bar if you took that Perk. By paying a further 100CP, you can include other details that would be relevant in other situations, such as the equipment you have on you, how much ammunition you have, the amount of any sort of energy you have, and other details you would reasonably expect a useful HUD to have. With either of these options, you can freely toggle any of the features on and off, and adjust things like the size, colour and position of features so it's comfortable for you to use and understand.

Free/100/200 – **Health Bar** – With this Perk, you will be able to perceive a white bar underneath the path where the blocks travel, which slowly fills up as you hit the Blocks/Notes correctly. If you hits any notes in the incorrect direction, this will become less full by a small chunk. If you completely miss a note, the bar will lose a large chunk. If the bar becomes completely empty, the game will end. In the Challenge for this Document, this bar being completely depleted will mean you fail the Gauntlet. You can pay 100CP to keep a Health Bar outside of this Challenge, which will indicate your overall wellbeing. While failing an activity will not deplete it, damage to you will deplete it, and you will be visibly damaged as you might usually be without this Perk. By succeeding at complex activities, such as a game of *Beat Saber*, you can cause this Health Bar to fill up, and in doing so improve your own wellbeing up to its peak. As an example, if you were stabbed and it actually harmed you, your Health Bar would deplete from your maximum health value. You could then play a game of *Beat Saber* or do something with a similar level of difficulty and complexity, and cause your Health Bar to regenerate, which would cause your wound to be healed. For an additional 100CP, bringing the cost of this Perk up to 200CP, you can choose to toggle off or vary the amount of pain you feel, in the event you decide you want to rely on the Health Bar for indication of how much you have been harmed rather than the usual pain indicator, or just tone it down enough that you're aware of the problem but not incapacitated by pain.

100 – **ScoreSaber** – If you would like to know how good you are at any particular activity compared to everyone else, simply use this Perk. It creates a floating list with setting-wide scores of any particular activity, and your place in them compared to everybody else. You can filter this list down to people you know, or in specific locations, or people of interest if you aren't interested in the entire population's ranking.

100 – **To The Beat** – By concentrating on a particular activity, you will find it seems to have its own 'soundtrack'. By performing the activity to the same rhythm as the soundtrack, you will find yourself able to perform the activity noticeably better than you usually could. In the process, you could make it noticeably more entertaining or impressive. You can use this Perk for anything and everything from building something to fighting and can keep the 'soundtrack' audible only to yourself or audible to everyone.

200 – **Ambi/Omni-Dexterity** – Being only right or left-handed might be an issue, either because you need to fluidly use both hands for an activity or because something is stopping you from being able to use your preferred hand. For an additional 200CP you can extend this Perk's effects so it affects any amount of limbs that you have, which might be useful if you end up with more than the usual two hands.

200 – **SheatheSaber** – You might just never want to leave VR... but on the off chance you do, this will let you do so. If you are in any sort of virtual reality, simulation, illusion, or something else is making you perceive reality in a way other than it really is, all you need to do to escape it is lift your hands to your face as if pulling off a VR Headset. If you happen to be wearing one, you'll safely remove it without injuring yourself or damaging it. If something else is causing you to perceive reality in a way that isn't real, then this action will disable it. In a similar manner, you can lift your hands to your face as if putting on a VR Headset to enter a perceived reality. Even if there is a risk to leaving or entering the perceived reality, something would normally prevent anyone from leaving it, or if there is a specific way of

doing so, this Perk just lets you ignore all those issues and escape back to reality with no harm or problems in doing so. Just bear in mind this doesn't help you once you are back in reality, so if you pull yourself out of the Matrix you might still be waking up in one of the battery-farm pods. But you're finally free.

200 – You Are Ready – You can make yourself automatically aware of any gameplay features of any form of entertainment, as if you had played through a detailed tutorial. This doesn't make you an expert, but you will know all the rules and controls involved in a game.

400 – Bliss To Perform – A particularly intense session of *Beat Saber* could be considered quite a work out, but it doesn't normally exercise every part of your body while you're doing it, or in the right way. With this Perk, you could use *Beat Saber* as your sole source of exercise and stay as healthy as a carefully crafted exercise plan would allow you to be, without the risk of putting too much stress on specific parts of your body or not using specific muscle groups. This doesn't make *Beat Saber* any more strenuous to do, oddly enough. If you need to exercise for any reason, you might as well have fun doing it.

400 – Subscribers – By recording and sharing your performances on games such as *Beat Saber*, you will find that viewers will donate money to you. While this will not be a lot on an individual basis, the better your score and the more entertaining your performance, the more viewers you get and the more money you will be able to make. If you get consistent high scoring and are at least reasonably entertaining, you could earn a modest income from this activity. This comes with its own channel on Youtube or the in-setting equivalent to share your videos, which will not be shut down or blocked, and an electronic account you can extract money from in any location without any traces indicating where you are when using it. None of this will create any sort of taxation, monitoring or other legal issues.

Specific Types

The following Perks essentially come in Tiers, and act in a way to enhance the stated capability. You do not need to buy the lower Tier of each of these Perks to buy the higher Tiers. Consider **Basic** Tier to be the bare minimum you might need to try to do something, **Advanced** to be the equivalent of what a particularly healthy person or someone that had practiced a lot could manage, **Superhuman** to be at or beyond the limitations of what a human could normally accomplish, and **Ultimate** to be beyond even that with some capability that a human doesn't have.

The **Player** may take one of these Perks at a Discount, meaning you could take a Basic Tier for Free, or an Advanced Tier for 100CP, or a Superhuman Tier for 200CP, or an Ultimate Tier for 300CP.

Perception

100 – **Basic** – You have passable vision and hearing ability. You won't suffer from issues these senses could face like deterioration from bright lights, loud noise or advancing age.

200 – **Advanced** – You have very good eyesight and hearing, the former being the equivalent of 20/20 vision. For the latter, you have the full range of human hearing.

400 – **Superhuman** – Your visual acuity and range of hearing is somewhat beyond an ordinary human, able to see something clearly at more than twice the distance an ordinary human could. Your hearing is similarly potent. You won't be overwhelmed by bright lights or loud noises, able to filter them out or tone them down if needed.

600 – **Ultimate** – You seem to have total awareness of your surroundings within sensory range. It might be something to do with any senses you have being able to quickly adapt to make up for those you can't use to detect something, either due to being insufficient for the task or missing. You might not be able to see someone that's invisible, but your hearing will let you determine where they are by any sounds they make, your sense of smell would be able to detect their scent, and you might even be able to determine their position from the movement of the air around you.

Reflexes

100 – **Basic** – You have enough capability to play something like *Beat Saber*, albeit as a beginner. At least you won't accidentally poke your eyes out or hit yourself. If you threw a coin in the air above you, you'd probably be able to catch it again.

200 – **Advanced** – Your hand-eye coordination and reflexes are quite good and would have a reasonable chance of hitting something moving at the same speed as the blocks in *Beat Saber*. You could probably catch something thrown at you at considerable speed or be competent at something like juggling.

400 – **Superhuman** – Your hand-eye coordination and reflexes are incredible, and you might find the blocks in *Beat Saber* moving relatively slowly based on your ability to hit them. If you had any indication it was coming, you could potentially hit something with a saber even if it was moving up to the speed of sound. You could probably juggle a number of different objects without too much difficulty.

600 – **Ultimate** – Your hand-eye coordination and reflexes are beyond belief. It seems as long as something is or ends up within your reach, you will always be fast enough to have a reasonable chance to hit it. Your own perception of time and reflexes seem to alter accordingly, allowing you to react to things moving at impossible speed. You can't run at super speed with this Perk alone, but someone else running at super speed would be quite surprised if they tried to punch you in the face.

Memory

100 – **Basic** – Your memory's not too bad. You are significantly less prone to forgetting things than you were before.

200 – **Advanced** – You have quite a good memory, able to recall things significantly more clearly and easily than you could before.

400 – **Superhuman** – You have a superhuman memory, resistant to any sort of tampering and extremely good at recalling specific details. You could look at a room for a few moments, memorise the position of everything you can perceive in it, and a day later notice if something has been moved. You can effectively delete any memories you want to get rid of, such as if the details are irrelevant or unpleasant.

600 – **Ultimate** – You have a perfect memory, not only immune to tampering and without limits for storage, but able to instantly recall any details you were able to perceive with any senses. Briefly glancing at the map of a maze would let you navigate through it later on if the real thing matched the map. Any harmful effects of anything you could remember are automatically blocked, allowing you to avoid everything from mundane nightmares to dangers from memetic hazards.

Pattern Recognition

100 – **Basic** – You have a passable ability to recognise patterns. If there's a clear pattern to something, it won't be easy for you to overlook it.

200 – **Advanced** – Your pattern recognition capability is quite good. If there's a pattern to something, you'll have a reasonable chance of seeing it and being able to extrapolate on possible continuations if information is missing, based on the pattern/s you have noticed.

400 – **Superhuman** – You are incredibly good at recognising any sort of pattern, and almost certain to see any pattern that has not had a significant amount of effort used to conceal it. Anything you determine from these patterns is uncannily accurate.

600 – **Ultimate** – Your ability to recognise patterns is eerie. If one exists, no matter how vague it is or how it might have been concealed, you will be able to see it. You could reliably model complex events if you get enough information to build up a good picture.

Style

100 – **Basic** – Now, you are less likely to look silly when doing something. You might find it awkward to do, but others are significantly less likely to make fun of you for it, even if you don't entirely succeed.

200 – **Advanced** – You can figure out ways to make whatever you do look more impressive without looking silly, though this might affect how well you perform if you sacrifice too much substance for style. Alternatively, you can somehow make being awkward at doing something endearing when it comes to you.

400 – **Superhuman** – You have some serious style. When you are doing well at something, you can make it look much more impressive without making your ability to do it worse. You could add flourishes to your movement in combat without creating any openings or giving your enemies any advantages. You'll never look silly or awkward unless you want to, and even in those cases you can use it to entertain others.

600 – **Ultimate** – You can make anything you do look incredibly impressive or stylish, even failing at doing things. If you are succeeding at something, you can do it with more style than anyone else. Even if you are doing something simple like entering a room, if you wanted to do so in a dramatic fashion, somehow you could manage to do it at a time where a light illuminates you or something draws attention to your presence in a way that makes you seem more important. No matter what happens, you'll somehow never lose your dignity.

Endurance

100 – **Basic** – You have passable stamina, about the amount expected of a normal human who is relatively physically active. It is not enough to run marathons easily, but you could do so. You won't be too tired after a particularly intense game of *Beat Saber*.

200 – **Advanced** – You're fit enough that you could run a marathon as well as most who are very physically active and trained for the event. You can play an intense game of *Beat Saber* for a while before a lack of energy will affect your performance.

400 – **Superhuman** – You have an incredible quantity of stamina, finding a marathon fairly easy to do, and able to run two or more in a row without too much trouble. Unless you are being very physically active while playing it, you could play *Beat Saber* on an intense setting for quite a while with no issues.

600 – **Ultimate** – You seem to have an unlimited well of stamina, never getting tired from physical exertion. Your body never suffers from negative effects of physical exertion, and sleeping is now entirely optional for you.

Focus

100 – **Basic** – You have some degree of focus and are less likely to be distracted from what you are trying to concentrate on than you usually would. It will also take longer for you to become mentally tired.

200 – **Advanced** – You are much better at focusing on one thing or activity without getting distracted or bored. Even if you had to perform a monotonous activity, you could continue to do it for multiple hours without getting distracted or bored in a way that decreases your performance. It will take a long time for you to become mentally tired.

400 – **Superhuman** – You can turn your entire focus to one thing or activity and not be distracted from it no matter what happens and can switch off or dial down your ability to become bored. It will take a very long time for you to become mentally tired.

600 – **Ultimate** – You could concentrate on multiple things indefinitely, as long as you can sense them or mentally refer to them in some way and can effectively switch off becoming bored or dissatisfied with whatever activity you are doing. You will never become mentally tired.

Manipulation

100 – **Basic** – You have enough grip and dexterity to use something like a *Beat Saber* controller without hitting yourself or others with it by accident or accidentally throwing it away from you.

200 – **Advanced** – You have sufficient wielding capability to perform tricks with a controller if you have some capability to use it properly. You will never accidentally drop whatever you are holding.

400 – **Superhuman** – Even if you've never used whatever you are holding before, you seem to have an instinctive understanding of how to do so and can quickly figure out how to use it properly.

600 – **Ultimate** – Anything you hold, you can wield it as though you had trained to do so your entire life and managed to master it. You will never drop or fumble it, and others cannot trick or force you into doing so.

Precision

100 – **Basic** – Your hands are steadier than they used to be. You could dial a number on a phone without hitting the wrong buttons by accident.

200 – **Advanced** – Your hands no longer shake when you are trying to do something precise. You could do something like sewing in a specific pattern quite simple.

400 – **Superhuman** – You are incredibly precise, and if you had the required knowledge could perform something like heart or brain surgery without making mistakes that would put the patient at risk. If you had sufficient reflexes, you would have a very good chance at hitting a block at an intended angle.

600 – **Ultimate** – You can now be absolutely precise in your motions. If you had a fine enough tool and ability to perceive it, you could poke a specific atom on the edge of a structure without hitting any others. If you have the speed and reflexes to back it up, you could hit a block at exactly the intended angle.

Multiplier

100 – **2x** – You have your own score multiplier, which starts at 1x, and its status is visible in your HUD. Maintaining a combo will enhance whatever you are doing, such as getting a higher score in a game, causing more damage than you usually would, or progressing faster at an activity than usual. At this Rank, you can reach a multiplier of 2x, which doubles the effect. If you lose a combo, such as missing a note, cutting in the wrong direction, using the wrong weapon, hitting something you weren't supposed to or otherwise going through an obstacle you shouldn't have in the activity, your multiplier is cut in half and you need to build it up again.

200 – **4x** – Your multiplier can now reach 4x, which quadruples the effect of whatever you are doing.

400 – **8x** – Your multiplier can now reach 8x, which octuples the effect of whatever you are doing.

600 – **8x + Recovery** – You can still increase your combo to 8x, but should you make a mistake you will only have a brief chance to maintain your current combo if you can continue it properly within a short timeframe. Should this expire or you fail at maintaining the combo, your multiplier will be cut in half and you need to build it up again.

Modifiers

These Perks have notable effects on what you will encounter in the Challenge, but also have effects outside of this Gauntlet should you manage to avoid failing it and take the Perks you purchased and Rewards you earned with you.

200 – **No Obstacles** – Removes all of the obstacles (walls) from the map. Outside of this Gauntlet, you can effectively force barriers such as walls and shields to fade out of existence. The stronger the obstacle would be, the more willpower this will take and the longer it will take. Your HUD will show the strength of the obstacle, how much willpower you have, and how much time it will take for your willpower to erode the obstacle.

200 – **No Bombs** – Removes all of the bombs from the map. Outside of this Gauntlet, you can automatically deactivate any devices that would trigger with your presence, such as landmines. They will show up on your HUD as well, so you can decide whether to keep specific ones activated or disable specific ones rather than have a blanket effect on all of them.

200 – **Slower Song** – Slows down the song to 85% of the original speed. Outside of this Gauntlet, you can slow the world around you to 85% of its original speed for a short time. The bar showing this ability and how much of this slowed time you have left will show up on your HUD. It will steadily recharge when you are not using it.

600 – **Easy Difficulty** – Reduces the amount of Blocks/Notes you need to deal with from what you would face normally. Outside of this Gauntlet, you will find you can make any given task somewhat easier, albeit at the cost of not getting as much out of it and potentially finding it less entertaining. You could climb a mountain with this Perk active, and while you would find the climb notably easier than you normally would, you would find the view from the top of the mountain is slightly obscured. You could cook a meal with this Perk, and though you would find it easier to prepare it might not be as nutritious or tasty as it would have been normally. You might do a task you'd be paid for with this Perk active, and while you'll find it easier to do the task you would also find you are paid less. It's never a bad thing to use this Perk, but you won't necessarily get as much out of things you use it with as you might do without it.

Items

Free – **On A Rift Or A Vive?** – You can take your own Beat Saber VR setup as a consolation prize. You can have whatever brand or type of setup you like, but it needs to be one with some sort of physical headset that you wear and physical controllers that you hold. It doesn't need to be plugged in, won't run out of power, and is comfortable for anyone to wear or use.

100 – **Merchandise** – You have a very large collection of every sort of merchandise related to *Beat Saber*, from t-shirts to mugs.

100 – **Fresh Air** – It might have been weeks since you had fresh air, if you have gotten a bit carried away at *Beat Saber*. You can place this red and blue air freshener in the shape of the *Beat Saber* logo anywhere that you want to remain fresh, and the area will remain cleansed of everything from foul smells to any build-ups of unpleasant gases. All the benefits of getting a fresh supply of air are provided by this Item, and you can use it in any enclosed space.

200 – **Fresh Clothes** – Normal clothes might reek after a while. These ones are not normal. This outfit, which can be imported into any other clothes or outfits you might wear, is automatically clean and fresh. It remains this way regardless of where you go or what you do in it, though you can toggle or dial down the cleaning capabilities to make it less obvious you never seem to get dirty.

200 – **Snacks** – Got no time to eat, or some other reason you can't get any food? This unending supply of snacks, defaulting to generic things like crisps, soft drinks, or healthier options like fruit, can be accessed from anywhere at any time. You can swap this out for any specific food or drink you acquire, should the generic supply be unsuitable. You can even skip the part of the process where you need to put it in your mouth and chew, just automatically consuming them. Handy for if you are doing something you can't interrupt with a meal, or you aren't in a position where you can easily access your mouth. You won't even need a tarp on the carpet to catch the debris.

400 – **Blocks** – A pair of red and blue cubes, identical to the ones you might find in *Beat Saber*, albeit small enough to hold both in one hand. By holding them and pointing them in a particular direction, you can make a duplicate of the Blocks usual side fly in that direction in a similar manner that they do in the game. Impact causes no real harm, akin to getting hit with an empty cardboard box, and they can be destroyed just as easily as the ones in *Beat Saber* can. They'll keep moving until they hit something. You can turn the ones you hold to have the arrow pointing in any particular direction or tap the side with the arrow to turn it into a dot. You can also change the colours of this Item at will, making the duplicates match the new colour.

400 – **Spotlights And Speakers** – You have your own setup of coloured spotlights and a speaker system, as well as a computer you can automatically upload any music you have or have heard onto. This can be used to create entertaining

600 – **Mines** – You now have what looks like one of the mines from *Beat Saber*, albeit scaled down enough to hold in one hand, but this one won't explode. You can use it to create flying duplicates of the size the mine would usually be in a similar manner to the **Blocks** Item or tap it against a surface to create a stationary one. They won't be accidentally triggered by you while you hold this Item, and you can toggle their ability to cause damage to you or everything else. Otherwise, they will go off as you might expect if something else touches them. You can also adjust the explosive yield, from nothing to the potency of a hand grenade, albeit one where the explosion only has a half-metre radius.

600 – **Walls** – While this looks like an empty cube made of light that hovers over your hand when active, you will find you can adjust its shape by mentally commanding it to extend or compress any of its sides. This can be used to release duplicates of itself in the same manner as the **Blocks** and **Mines** Items, with the exception of mentally deciding the scale for the flying object. If you want it to only be as large as you are, the projectile will be that size. If you want it to be the size of a football or a double-decker bus, you can mentally designate that size. You can change the colour of this Item, which changes the colour of the projectiles in a similar manner, with the limitation that the shape must remain translucent. While this projectile is harmless, other than somewhat obscuring sight, any non-allies will automatically gain the impression that something bad will happen if the shape makes contact with them, and will do whatever they can to avoid it. Should a non-ally end up making contact with the projectile, they will briefly panic as they try to figure out what the effect was, before realising it was harmless and no longer attempt to avoid them. Other non-allies who witness this will not be any less cautious, and individuals will only dismiss this projectile as harmless if they make contact with it themselves and are not harmed in the process. These projectiles will travel to the limit of your vision, but you can dismiss them at will before that point.

The Challenge

The overall goal here is to get through a *Beat Saber* map with the highest score you can manage. The higher the score, the important bit being the percentage of success at the map, the better your Reward will be. If your Health Bar is depleted by missing too many blocks, hitting too many mines with your Sabers, or colliding with too many walls, then you will fail this Gauntlet. In that case, you cannot take any Perks you have purchased here, and do not qualify for any of the Rewards.

Each Rank you achieve allows you to claim the reward of that Rank and all lower Ranks before it. For example, you could earn C Rank, and as a result get the prize for C Rank, D Rank and E Rank. Depending on what the Rewards are, they might be a Perk or Item.

Unless there is a Drawback preventing you from doing it, you may choose from any *Beat Saber* map that is available to the public, everything from the default songs that came with *Beat Saber* upon release, to the downloadable content packs, to the custom songs and maps created by the community. The exception is that you can't pick one that you made yourself. This is selected in exactly the same way somebody playing *Beat Saber* usually would.

Rewards

Depending on how well you did in the Challenge, you will have qualified for the matching award in this Section.

0% - F Rank – *Somehow you managed to miss every single block. That might have been quite an achievement by itself, but unfortunately you won't be getting anything for this score as it means your 'health' must have been depleted completely.*

>0%, <19.99% - E Rank – *You didn't do particularly well at this. Oh well.*

Feel The Music – You can have a selection of every song and bit of music from 21st Century Earth to use on *Beat Saber*, just in case you want to practice. You'll also find that you get a setting-appropriate map to use wherever you Jump to, and any games or other media you get hold of will give you a similar custom map to use in *Beat Saber* for it.

20% - 34.99% - D Rank – *You got a lower-than-average score. Don't feel bad about it.*

A Place You Go – A VR Headset is pretty neat, but somewhat limited. Now you have something significantly better. Taking the form of a room you can attach to any property you own or to your Warehouse, this is a place where you can now play *Beat Saber* and similar games without a headset. You can include all the features present within the default or modded *Beat Saber*, as well as things like additional obstacles, a moving floor and alternate game modes. You could consider it to be a sort of holodeck and choose whether to physically interact with the elements inside it or just have them pass through you harmlessly. Any AI or similar kinds of friendly acquaintances or Companions without physical bodies can be allowed to manifest in this space with a physical form, allowing them to join in with your activities or interact with things in a way that they couldn't before. There are safety features to prevent permanent harm befalling anyone in this chamber, and it is self-cleaning in the event you make a mess if you eat snacks while playing in here.

35% - 49.99% - C Rank – *You managed to get an average score, not great but not terrible.*

Sabers Glow As They Compose – Take these blades for slaying foes, they play amazing laser shows. You can now summon sabers of light in any colour you like, from as many as one to a number equal to the number of limbs you can wield them with. The blades can be anything from a length suitable from a dagger to a greatsword in proportion to your own size. You could even have a single double-ended sword. Whatever your choice of configuration, these cannot harm you and can simply pass straight through yourself or anything you don't want to strike with them. At a baseline you can consider them to be as powerful as lightsabers from Star Wars, though their ability to slice through things will scale upwards with your own personal power so they remain useful. You can choose whether they simply cut through what you use them on, or if they cauterise or burn as they are used. Alternatively, you can have them manifest as harmless glowing batons. You can also create temporary, purely aesthetic glowing 'burn' marks in whatever you touch them to or leave trails of light in the air.

50% - 64.99% - B Rank – *You reached a noticeably above average score, well done.*

Life Inside Impossible Geometry – You are immune to any confusion or harmful effects from witnessing, experiencing or being in a location with abstract or otherwise alien geometry and physical properties. You could appreciate the strange appearance of the dimension of some mad deity, but you wouldn't go crazy from it or be negatively changed from the experience. You are able to perfectly navigate even when you are in locations where time and space seem to be constantly in flux.

65% - 79.99% - A Rank – *You achieved quite a high score, not bad!*

Risks As You Twist And Deform – Afraid you might just put your fist through a wall while using a VR headset? That's not a problem for you anymore, as if you can't perceive something it can't impact you. This doesn't work by doing something like closing your eyes or wearing a blindfold and becoming invulnerable, but if you were wearing a VR Headset you would find your flailing limbs would simply pass straight through things in the real world as you can't see them in the virtual world. Not only does this make VR Headsets much safer for you to use, as you'll simply pass through things like wires or walls rather than tripping or crashing into them, but things that are somehow being concealed from you by others can't hurt you anymore. An invisible blast of energy or projectile would simply pass straight through you, and imperceivable forces that would otherwise harm you now do nothing. Invisible demons trying to eat your face would just flail at you, confused and helpless, even if you can still hear or smell them. If someone could create an invisible forcefield and try to bludgeon or contain you with it, you'd pass straight through it, though they could still use it to pick up something visible and strike at you with it. If someone alters a normally invisible ability so that it can be seen, such as adjusting a laser beam into a commonly visible wavelength, it will be able to affect you. The face-eating demons in the earlier example might not be able to get you while being invisible but if they can become visible then they would be able to affect you, though they'd still need to figure out they need to do this. You can choose to interact with these imperceivable effects and threats normally if you prefer. This effect extends to your body, your equipment, your possessions, or things you are wielding.

80% - 89.99% - S Rank – *You got a very high score, congratulations!*

Grace To Embrace – When space is your playlist, it would be a shame not to be able to apply your skill at Beat Saber to other activities. As long as it's not something with immediate danger to yourself such as combat or requires you to move around significantly like driving a vehicle, you can now enter a mental simulation of Beat Saber themed around that specific activity. If you needed to pick a lock or disarm a bomb, you might end up with the Mission Impossible theme, or the theme of a medical series you are familiar with if you needed to treat a wound, or even a commercial jingle if you were cooking something. The higher your score within this simulation, the greater your success in the real world. As an example, you could cook something and use this ability, and while succeeding would create a delicious meal failure could result in burning the food. You'll find that activities that are more complicated or you would have more difficulty with will have correspondingly more complex Beat Saber simulations. You can decide whether to complete the activity within the normal amount of time in reality that it would usually take, or as quickly as the Beat Saber map takes. You can also decide whether your body is actually trying to do the activity, with its success being equal to your success in the Beat Saber simulation, or if you effectively freeze up and the activity is instantly succeeded at or failed once you finish the simulation.

90% - 99.99% - SS Rank – *You got the highest score anyone would have expected you to be capable of, very well done!*

Taste Of The Race – If they wanna take you, have they really got the skill? You can now treat any combat you end up in as something akin to Beat Saber. Any attacks or projectiles fired at you can now be blocked, negated, destroyed or even potentially sent back at their source, depending on their nature and how precisely you hit them with your sabers. Even if the attack would usually have properties that cause it to hit you regardless of your efforts, retroactively alter themselves to have hit you, should pass through anything in the way to hit you, or would just explode in your face if you cut it in half, none of this is a problem for you anymore. As long as you can hit it with your saber, you can deal with it.

100% - SSS Rank – *You have not only managed to hit every block and avoid any bombs, but managed to slice through every block perfectly! That's incredibly impressive!*

Life Is The Sequence, Outside Is The Dream – Your transcendent view of reality has allowed you to impose Beat Saber maps of your own creation on your opponents, which they will experience as if dropped into a reality where Beat Saber is real rather than any sort of VR Headset. You have to be able to complete maps you've created to add them to this particular creation, so you can't set up something that is completely impossible. You can only apply this to a single target at a time, but they will be subject to the same gameplay limitations that a normal playthrough would have, complete with a health bar and a chance to fail. Should they fail, they will receive some sort of penalty, with the severity varying on how powerful they are in relation to you. As a result, while you might be able to outright kill someone with this that you could normally dispose of yourself, more powerful figures will be less affected even if they fail completely. You'll find that in the cases of special or particularly notable people, such as those that merit their own song or theme, the

closer your chosen map is to their actual theme the more impact a fail state will have on them. As a result, if you can beat a particular target's theme in Beat Saber, then you can ensure that if they fail their own theme it will be certain to either kill or knock them out even if that wouldn't normally be possible, while applying a more general theme will only cause them to be staggered or wounded if they fail. Ever wanted to see someone try to win a Beat Saber map of their own theme? Now you can.

Companions

Do you want to bring anyone who has accompanied you into this world? Then this section should interest you. There isn't normally anyone here to meet that you could take along with you, but something could be arranged for a small price. Gauntlets usually prevent this sort of thing, but this can be used as a normal Jump with the right choice, so this option might as well be included as **Observers** can't help or interact with the **Player** during the Challenge anyway.

You can import any number of Companions, Followers or others who are accompanying you on the Chain into this situation with the **Observer** Origin. They won't be able to do much more than watch whoever takes the **Player** Origin.

Alternatively, you could put one Companion, Follower or other who accompanied you on your Chain into this situation in the **Player** Origin, though only if you took the **Observer** Origin. They'll be the one doing the Challenge in this Document instead, with all the benefits and limitations you would face if you were using this Document and picked the **Player** Origin.

100 – **VR Player** – If you really are insistent on picking up at least one person from what should be an experience limited to a single person, you can pay 100CP to invite any particular VR Player that you know of. They need to be well known for doing something like *Beat Saber*. If they don't accept, you don't spend the 100CP. If they do, they may come along with you, and have any Digital Avatar they might use in *Beat Saber* or close equivalent as an Alt-Form. It's purely an aesthetic thing, so don't expect someone who has a Superman Avatar to have their powers.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **I'm Beat** – Would you prefer to use something like *OhShape* or *Pistol Whip* instead of *Beat Saber*? You can swap out the *Beat Saber* setup for this Jump for any similar VR game involving hitting or avoiding things that move towards you, with the Rewards for the challenge altering accordingly. Maybe you'd get a reward that lets you punch or shoot away attacks rather than slicing them with a blade, summoning gloves or pistols instead if that's more similar to the option you chose?

100 – **Unfamiliar** – You don't get to pick a song of your choice for the Challenge anymore. Now, the song being used for the *Beat Saber* map is not one you are familiar with, which will make it harder to anticipate what will happen and what you need to deal with.

100 – **Poor Grip** – The Sabers you are using lack a firm grip, making them noticeably harder to hold.

100 – **Uncomfortable Headset** – While usually you would perceive *Beat Saber* as if you were actually inside the game, now you have to wear a VR Headset. It is not something you will find particularly comfortable, even if you are used to this setup, and you can't take it off during this challenge either. You'd think this doodad's fused to your head, like really glued on fast.

100 – **Unseen Obstacles** – Not within the game itself, but now there are several things you can't see around you that you'll need to avoid. Nothing too serious, but the equivalent of not tidying everything away or putting yourself in a wide-open space in a VR game. You might find yourself bumping into physical walls or stubbing a toe on something like a table if you wander too far from your starting position.

100 – **Mute** – There doesn't seem to be any music, or any other sound. This might make it harder to anticipate what's coming and will probably make the experience less enjoyable.

100 – **Brightness Setting** – It is now either somewhat uncomfortably bright or dark, which makes it somewhat more difficult to see properly.

100 – **No Warm Up** – You might have wanted to stretch a bit before doing this. Even if you did, you'll now find your body feels somewhat stiff, making attempting the Challenge feel uncomfortable.

200 – **Frequent Bombs** – There are more bombs on the map than there normally would be. If there wouldn't be any bombs on the map, now there are.

200 – **Long Song** – It seems that whatever song is being used is now double its original length.

200 – **One Handed** – You only have a single Saber with a switch to change its colour.

200 – **Remix** – The song is a remixed version of the original and will have a different pattern of blocks to deal with than the original song. If you picked the *Unfamiliar* Drawback, the remixed version will have more blocks to deal with than it usually would.

200 – **Harder Light** – Usually, the blocks, walls and mines will ‘harmlessly’ pass through you. Now they actually have physical mass. Not a lot, but you will be able to physically feel them if they hit you. Might want to bear that in mind so you’re not actually knocked over by a wall or hit in the face by the debris from the sliced blocks.

200 – **90° Mode** – Rather than dealing with the blocks and other things coming from a single direction, they will now be coming towards you within a 90° horizontal angle. You might need to factor in turning a bit to hit everything.

200 – **Not A Favourite** – The song picked will now be one you don’t like or find particularly annoying. This won’t necessarily make it any more difficult by itself, but you won’t exactly enjoy listening to it while you’re playing. If you picked the *Mute* Drawback, the environment will change so you’ll be seeing something that is a similar problem visually.

400 – **Faster Song** – The song is sped up to 120% of its original speed, which means the entire map will be moving faster.

400 – **Battery Energy** – This Drawback stops your health bar from replenishing, limiting the total amount of misses and bad cuts you can have before failing.

400 – **Colour Blind** – You are now colour-blind, but the blocks will still be red and blue and need to be hit with the correct coloured Saber.

400 – **One Maul Problem** – Rather than having two separate Sabers that allow you to duel-wield, you instead have a single double-sided Saber. You may need to rapidly spin it to hit the blocks with the right colour and be careful not to accidentally hit mines with the other end of this Saber while you are using it.

400 – **Bouncing Blocks** – The Blocks, walls and mines will now not always start at the far end of the ‘corridor’ and may instead leap in from the sides when they are closer to you, giving you less time to react to them and making it more difficult to plan ahead.

400 – **Lag** – There might be some sort of connection issue. Your attempt will be occasionally be interrupted by everything except you freezing. While this doesn’t harm you, it might mess up your rhythm or cause you to hit something that you thought would have moved out of the way.

400 – **FitBeat** – Your attempt has now been specifically designed to tire you out quickly, and any bonuses to stamina you have or how quickly it regenerates have been disabled. If you pick this Drawback, you should really have a decent level of physical endurance unless you want to risk your performance dropping from exhaustion. You’ll at least be tired out no

matter how long the song is. It'll certainly feel longer even if it isn't, based on how tiring the experience is.

600 – Disappearing Arrows – The arrows will disappear as the boxes approach you, though you will still need to remember the direction as you need to cut in the correct direction as you usually would.

600 – Footwork – Rather than a set surface to stand on, the surface below you will also continuously move, and may have holes in it at times or even separate into different panels you will need to jump between as the song continues. This won't move you out of reach of what you need to hit or force you to get hit by things you want to avoid, but it's an additional complication you'll need to keep in mind.

600 – 360° Mode – The blocks will no longer just be coming from a single direction and can instead come at you from anywhere around you. They won't be coming from above or below you, but you might get dizzy if you have to keep spinning. If you also took the Drawback *90° Mode*, then the blocks will also be coming at you from angles above and below you.

600 – Livestream – Your attempt is now being watched like a live video on Youtube, and you can see the comments. The good news is that some might be impressed or cheering you on. The bad news is that if you aren't being entertaining enough in your attempt, such as standing still when moving your arms, or just moving awkwardly rather than making it look like smooth and practiced movement, the negative comments will pile up. The terrible news is that they will literally be piling up in front of your vision, eventually making it impossible to see what's coming.

600 – CAMELLIA Variant – The song you will be playing to will now have no fewer than five Blocks/Notes per second, even if it doesn't have extra walls or mines with this Drawback alone. Harder difficulties will increase this, with Expert+ increasing this to over 200 beats per minute.

600 – Insta Fail – The first miss you make, you automatically fail this Gauntlet.

Variable – Difficulty – You can increase the difficulty of the map for more CP. By default you will be on Normal difficulty, with the standard amount of blocks, walls and mines. For 200CP, this can be increased to Hard difficulty, which will have double the usual number of blocks, walls and mines to deal with. For 400CP, the difficulty can be increased to Expert, which will have triple of the amount of these to deal with. For 600CP, the difficulty can be set to Expert+, which will have a quadruple amount of the blocks to deal with that you would on Normal Difficulty, as well as quadruple the number of walls and mines you would face in Normal Difficulty if they are enabled via the other Drawbacks. As an additional bonus, should you take any level of this Drawback, you can apply similar modifiers to the Rank SSS Reward.

1000 – Throwing Away The Gauntlet – If you want your full set of Perks, Items and usual CP allowance to get through this challenge, you can have it. The downside is that you throw

away the protection of the Gauntlet status of this Jump, which means if you fail at this Jump you will Chain Fail instead of simply failing the Gauntlet. This Drawback gives you the 1000CP you would normally have, *not* 1000CP from this *in addition* to the 1000CP a normal Jump would have.

Ending:

The Gauntlet or Jump is finished. Your time here is over, and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps? This is the only option you can take if you chose the *Throwing Away The Gauntlet* Drawback and failed the Challenge, resulting in a Chain Fail.

Do you want to **Stay Here**? Really? Playing *Beat Saber* forever? Have fun then.

Do you want to **Leave** and continue your journey to another setting, a new Jump? If you didn't take the *Throwing Away The Gauntlet* Drawback but still failed the Challenge, you can still take this option, but you'll leave behind anything you bought in this Document.

Notes:

Thanks to anyone who worked on *Beat Saber* and similar games, those who came up with Jumpchain and the concept of Gauntlets in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place. Additional thanks to The Stupendium and Chi-chi for their *Beat Saber Rap Impossible Geometry*, which inspired a few elements of this Document.

-This Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the virtual reality rhythm game *Beat Saber*, developed and published by Beat Games, and released on May 21st 2019.

-If something in the Document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-S Rank Reward Clarification – You still need whatever tools, resources or equipment you would normally use available to do whatever the activity is with **Grace To Embrace**, so you couldn't use the ability to cook a three-course meal if you had no food. The less suitable your equipment is for the given activity, the harder you will find the Beat Saber simulation.

-SS Rank Reward Clarification – Consider any projectiles or attacks used against you as a combination of the blocks and mines in Beat Saber, as while you can do something about them with your sabers they will still have the effect they usually would if they hit you. You could cut a missile in half with a swing at the right angle and it won't explode, nor will the fragments harm you or those you are directly defending, but if it hit your body while intact it will explode as it normally would. If you managed to hit the missile at the perfect angle, which you would know with the **Directional Impact** Perk, you could send it back at its source.

-SSS Rank Reward Clarification – As an example, if you completed the Beat Saber map of the main theme for Star Wars, you could use it on any 'generic' target in the setting and either kill or knock them out if they failed, but as Darth Vader is above the general population of the setting in terms of power and importance, he might only be wounded or winded if he failed the general theme being used on him with **Life Is The Sequence**. If you completed the *Beat Saber* map of *The Imperial March*, as it has a much closer association with him specifically it would have much more of an effect and could actually kill him or knock him out if he failed it.

You can decide whether the target of **Life Is The Sequence** completely vanishes from reality while it is happening, if there is an outline where they would have been to indicate their absence, or if it occurs instantaneously for the target and there is no visible indication of it being used on them and it was more of a mental experience. In the case of the latter, they might suddenly stagger, develop wounds, fall unconscious or drop dead if they failed and the penalty was severe enough to get the maximum failure penalty. If it is the former, then they will reappear where they had vanished from, taking the same position they were in

before if they were on something that was moving. You can't exploit this ability to drop someone into space if the planet is orbiting a star or drop them into the ocean if they were standing on a boat that then moves before they return.

The default application of the **Life Is The Sequence** Perk requires the Jumper to point at the single target and declare aloud "Beat This" for the effect to trigger, but Perks and other capabilities that allow wordless or indirect usage of abilities could be used to enhance or alter these triggering conditions and limitations.

-Difficulty Drawback Bonus for SSS Rank Reward Clarification – Normally, you would only be able to set up Beat Saber challenges with **Life Is The Sequence** on what is effectively Normal difficulty. With this Drawback, you can now select a difficulty up to the level you selected for the *Difficulty* Drawback, which will make it more difficult for you to finish it yourself, but when successfully completed it will be possible to use **Life Is The Sequence** on your target to force them to deal with the same level of difficulty. This way, if you thought that a potential target might be able to succeed at the Normal Difficulty, you could work to make it possible to force them to try it on Expert+ Difficulty. As an example, if you managed to win this Gauntlet at Expert+ Difficulty, you could then do *The Imperial March* on the Expert+ difficulty, and then force Darth Vader to have to contend with that difficulty when you use **Life Is The Sequence** on him. If you had completed this Gauntlet at Normal Difficulty, you could only prepare *The Imperial March* on Easy or Normal Difficulty, then use **Life Is The Sequence** to force Darth Vader to do Beat Saber for *The Imperial March* on Normal Difficulty at most.

-Idea for possible but not guaranteed future update for this Document – Up to five **Players** to represent multiplayer mode as some manner of Toggle, with additional Challenges suited for Jumper and multiple Companions.

-Further Details On Gameplay Elements:

Red Block/Note – Red cubes with arrows on them. By default, you need to hit these with your left saber in the direction that the arrow indicates in order to slice them in half. Some of these cubes only have a dot in the middle and can be hit from any direction.

Blue Block/Note – Blue cubes with arrows on them. By default, you need to hit these with your right saber in the direction that the arrow indicates in order to slice them in half. Some of these cubes only have a dot in the middle and can be hit from any direction.

Sabers – Blades or batons made of light that you hold in your hands. This is what you use to hit the Blocks/Notes with direction indicated by the arrow or dot on them.

Bombs – Dark spheres covered with spikes. Don't hit these with the Sabers, as it will break your combo or reduce your Health. They do not cause any effect by going past you, as long as you don't hit them with your Sabers.

Walls – A glowing outline of a shape, commonly rectangular. By default you can see through these, as opposed to the opaque Blocks/Notes. They might be completely clear or be filled with a translucent shimmering colour. Do not let your head touch these, as it will drain your health and make it more difficult to hear the music. There will always be a way to avoid these obstacles, such as leaning to the side or crouching.

Health – This is a white bar underneath the path where the blocks travel, which slowly fills up as you hit the Blocks/Notes correctly. If the Player hits any notes in the incorrect direction, the white 'Health Bar' will become less full by a small chunk. If the player completely misses a note, the bar will lose a large chunk. If the bar becomes completely empty, the game will end.

Default Game – It includes several songs with up to five levels of difficulty, starting from Easy all the way to Expert+. Unless you take Drawbacks, you will do the Challenge in this Document at Normal Difficulty by default.

Controlling The Game – The player uses VR motion controllers to wield a pair of lightsabers, the left one coloured red and the right one coloured blue by default.

Appearance Of Gameplay – In each song, the game presents the player with a stream of approaching blocks, laid out in sync with the song's beats and notes, located in one of the 12 possible positions of a 4x3 grid.

-Details On Accuracy and Scoring:

Score Multiplier – Your score multiplier can be seen on the right, being surrounded by a outer ring. As said in the name, the multiplier has an effect on your score. You start the song with a multiplier of 1x and the outer ring shows the progression to the next multiplier. When you hit the note that brings you up to the next multiplier, that note is affected by the new multiplier and not the old one. The different multipliers are : 1x, 2x, 4x and 8x. Everytime you lose combo which involves missing a note, cutting in the wrong direction or the with the wrong saber, hitting a bomb or going through an obstacle, your multiplier will be cut in half.

Scoring – Scoring well in Beat Saber isn't as simple as keeping a high combo and not missing notes, it is also determined by your score per block. The maximum score possible to achieve while slicing a block is 115 (without counting the score multiplier). While cutting a block, you must achieve the correct swing angles and you must slice it in the center to achieve the best score for that cut. Here is how score is calculated for a cut:

100° approach = 70 points

60° follow through = 30 points

Cutting in half = 15 points

This shows how important it is to do proper swings to get the right angles and the best score possible. Remember, it's better to get a bad cut than a miss since a miss counts as 0 points and breaks your combo.

Accuracy – Accuracy is shown on the left after enabling the Advanced HUD. Accuracy is shown by a percentage and a letter. Because accuracy is a percentage, the best "possible" accuracy is 100%, or named an SSS. While such accuracy is practically impossible (since it would require no combo break and 110 cuts on every block), accuracy is still a great way to measure performance on a map and one's ability to score properly and avoid missing notes. Accuracy is calculated using information such as the scores per hit, the score multiplier and the amount of miss.

-This Gauntlet uses the Accuracy score to determine the Jumper's Reward, as it offers the potential to achieve a high accuracy rating with enough investment, and Jumpers may be superhuman anyway. It was also faster and easier to create a percentage-based reward than trying to calculate a score-based reward system.