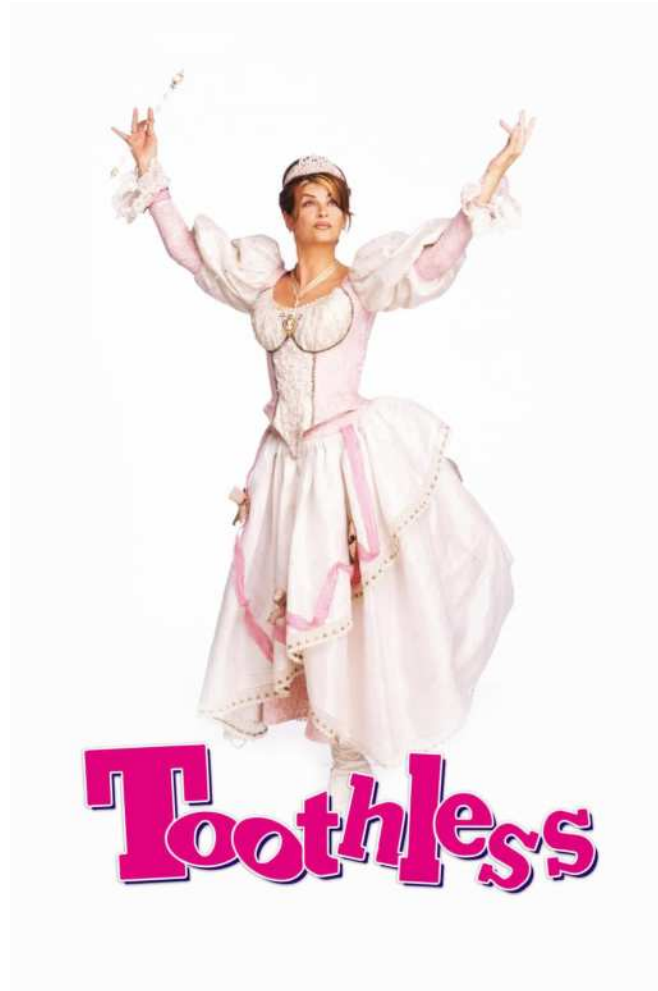




The Gauntlet

Katherine Lewis was a dentist until she was struck by a car and found herself in Limbo, a place between Heaven and Hell where one is required to perform community service while awaiting their judgment day. Like her, you wake up standing alone in the middle of the rocky "Limboland", holding the map smaller than your hand and surrounded by passerby limbo residents and trailers that are way bigger on the inside than they have any right to be. Soon after your insertion into this world a supervisor will find you and direct you to the trailer with a "Uniform Pick-Up For Job Placement" sign above it. You will be expected to take on a role here while you wait for your own Judgment Day (which will take place in exactly 10 years). You get 0 CP to start with.

Origins

You enter Limbo as yourself, reverted to the age and form you had before your chain began (or reduced to your body mod, if you've already filled out the supplement). Your origin will define how you'll serve the universe while living here.

Bicuspid Retrieval Agent: In Limbo, people who did not use their time on Earth wisely usually perform community service as mythical beings in order to gain access into Heaven when their judgement day comes. After the last one got sent down on the Hell-a-vator, you got stuck being the Tooth Fairy. Be careful, I've heard Tooth Fairies rarely go to Heaven, if ever.

Limbo Staff: You are another cog in the machine, one of the trainers, supervisors, orchestra players and security people that make up Limboland's workers. While you might be required from time to time to man the Hell-e-vator, give orientation to newcomers and on occasion assist in the "retrieval" of someone trying to escape to The World, the brunt of your work will be training those serving as mythical beings on how to use their powers and/or following up their work as a supervisor.

Perks

Mythic Being (Mandatory/Temporary): Congratulations Jumper, you are dead! Well, not dead in the traditional sense, but since no living being may reside in Limbo, you'll be spending your time here as a spirit, while your physical body is safe and sound at [No Further Information Available Here]. As a side effect of your spiritual nature, you are innately invisible to anyone that has already lost their innocence (by that I mean, of course, losing all their baby teeth), can learn how to turn intangible, fly and temporarily change your shape (if you want to scare any kids by assuming the form of a dinosaur, for instance). Also, you don't have any physical needs (though if you're running yourself ragged, you may still want to take a nap).

Bicuspid retrieval agent

I knew I should be a librarian! 100 CP: You have a way to always find the perfect snarky one-liner or zinger to annoy people and throw them off their game.

I charge extra for piercings! 200 CP: You can be quite intimidating to others. With just a few moments you can achieve the dentist's dreams of sending the easter bunny away crying.

So the tooth fairy gives advice? 400 CP: Great at figuring out what's wrong with someone and helping them overcome it.

I always have time for a worthy cause 600 CP: The longer your to-do list, the slower time moves and the faster you move. It's an old Limbo trick. How else did you think Santa Claus got all over the world in a single night?

Limbo Staff

Some time between now and the rest of eternity 100 CP: While you can feel bored, lonely, antsy or impatient, you will never gain any true despair or suffering from it, and while time can certainly give you perspective and change you, it will never break you. Feel free to keep your sunny (or surly) disposition as you patiently wait 100 or 1000 years for your trial without losing sight of who you are.

I can't be that easy 200 CP: Only, it really, really is. As easy as the first steps of the YMCA. You become adept at swiftly achieving proficiency in any skills you try your hand at and in passing them on to others in just a few lessons. This is twice as effective when it comes to supernatural abilities of any sort.

Word of Advice 400 CP: Your words, as long as they're sincere, have real impact on others, allowing them to reassess their lives based on your advice.

I'll be watching you 600 CP: Others would be surprised how many people are willing to break the rules for the flimsiest of reasons. Not you, for you can smell foul play from a mile away and will be there the moment they slip. You have a sixth sense for any trouble or mistake anyone you're in charge of is causing.

Items

For the duration of this gauntlet you'll have access to all the items required by your origin. But you'll need to pay the price to keep them afterwards.

Bicuspid retrieval agent

The Uniform 100 CP: Whomever designed it went straight to Hell, and it shows. It's campy and kind of silly, but hey, at least it's self-cleaning and self-repairing and it'll never feel uncomfortable to wear. It comes with a custom artifact through which you can focus your powers and authority, such as the tooth fairy's magic wand, the easter bunny's egg basket, the staff's clipboard and whistle, etc. They don't have powers on their own, drawing on you for that, but smooth out any doubt as to who you are.

Soundtrack 200 CP: Limbo may be able to stretch out time for you, but flying all over the world in a single night alone can still get a little annoying, so from now on, you'll be able to mentally play any song you've ever heard before.

Your Office 400CP: Very bare bones, but it's got all you need, a lounge chair, a globe that will glow whenever something happens that requires your attention (say, whenever a kid loses a baby teeth), a monitor which allows you to check on anyone you care about as long as their somewhere in The World, and a "fax machine", or rather, an old typewriter with infinite paper that'll automatically mark down any appointments you have.

Limbo Staff

Collection of Files 100 CP: This contraption contains in its many folders Your File, a sum of all you were while living, including any flaws that could mean you'll have to await for judgment instead of going straight to Heaven (or fatal flaws that might lead you to the Hell-a-vator). It also has a list of every job openings and positions you are at least adequate for and through which you can follow a path of restitution or improvement to make up for said flaws. These openings come with contracts ready for you to sign and start the very next day, no questions asked.

Cool Belt 200 CP: A modular equipment system and tactical duty utility belt, and a radio that can reach even across different planes of existence.

Training Trailer 400 CP: From the outside it looks like a metallic trailer, but it is as big as a rather large warehouse and it is the perfect place to practice any skill or power without hurting yourself or others.

Companions

All of your companions can be imported for free into identities complementary to yours, at your discretion. They receive no CP or perks of their own, but receive any basic requirements for their identities at no cost for the duration of this jump (for instance, Cupid will have his own office and access to Cupid's arrows while here, but won't be taking them to the next jump with him).

A tooth fairy's companions could be innocent children imported into lives on the mortal realm, while a worker's companions would be taking place of the Tooth Fairy, Boogeyman, Cinderella, Cupid, Easter Bunny, Santa Claus, Sleeping Beauty, and Snow White, or whatever other mythological roles the jumper will have to train them for or supervise their performance in for the next decade.

Drawbacks

Judgment Day (Mandatory): This isn't heaven and it ain't no vacation either. You are here to do your part, to give back to the universe and to wait for your judgment. In 10 years from your arrival you will be called in front of the Members of the Board (who are all named Joe for some reason) for your evaluation on whether you deserve to go to the Hell-a-vator or the Stairway to Heaven. How you behave while in this world and your performance working for Limbo will have a decisive impact on their decision.

You must perform the duties of the role you've taken to the best of your abilities; you must only go to The World during night time; you must keep your uniform on always (training time doesn't count); you must never interfere in mortal affairs. In addition, revealing yourself to non-innocents is an insta-fail.

Waiting for your trial +100/+200/+300 CP: Some people's stay in Limbo is very short, while others stay there so long it feels like forever. For 100 CP, your stay is doubled to 20 years, for 200 CP you'll be staying in Limbo for a whole century and if you really want, you may take this drawback for 300 CP and stay here for a whole millenia.

Katherine, it is time for an intervention +100 CP: You are inserted into this world as Dr. Katherine Lewis. You had a life. A job. Friends. Too bad you didn't seem to appreciate any of that like you should. You never allowed yourself to truly love anyone (and no, dads don't count).

This death thing is starting to depress me +100 CP: You might not have any physical needs, but you will be really affected by the lack of interaction with The World.

Does daddy know he died today? +200 CP: You have no memories of the setting or jumpchain. If taken with “Katherine, it is time for an intervention” her identity will be much more ingrained into you, if not you’ll simply forget about the chain and assume you are dead and in the actual afterlife.

Everyone must face judgment on their own +200 CP: And now, so must you. By default you’d get to import your companions into Limbo with you. Unfortunately, that’s no longer the case. You may import them into The World, living their own lives for the next decade, but you’ll be invisible to them. Letting your guard down and being seen by them or interacting with them in a meaningful way is an insta-fail.

Asshole-ish case worker +300 CP: You have Rogers as your supervisor (or direct superior, if you’re also a Limbo Staff) and she is out to get you. She won’t sabotage you or anything, but expect to be under great scrutiny, with her expecting you everytime you return from The World and making surprise inspections on your office.

Landing on your face +300 CP: Flying is one of the easiest things ever! You’re still hoping for that class on ‘stopping’ though... No matter how much you try, you’ll never get the hang of any and all powers you have while in this jump.

A Different Service +400 CP (requires Bicuspid Retrieval Agent Origin): Oh, oh... it seems something got mixed up. You are not eligible for being a Tooth Fairy. Nothing to worry about, there’s a whole ledger of available jobs! Roll 1d6 to see which one you’ll be stuck with for the next decade!

- If the result is either 1 or 2, you’ll be spending the decade as the Easter Bunny
- If the result is 3 or 4 you’ll be taking on the role of Cupid instead
- If the result is 5 or 6 you’ll be taking on the role of Santa Claus instead

Your office, uniform and artifacts will shift accordingly.

Orchestra to the Hell-a-vator +400 CP (requires Limbo Staff): If you didn’t before, now you know how to play a lot of instruments. Why is this a drawback? Because from now until this gauntlet is over, you’ll be called to play the solemn march to someone being sent “down” by way of the Hell-a-vator at least once a week, sometimes more. The looks on their faces and their futile screams and rants are incredibly hard to forget.

The End of the Road

Hell-A-Vator - Sorry kid. Maybe you’ve gotten one infraction too many, maybe you showed yourself to an adult or maybe, just maybe, you’ve learned a true lesson about love and helping out your friends. Nevertheless, no matter your intentions, this is your fate. You’ve been carried

into the Hell-a-vator, looked at the smug smiles around you are slowly being lowered into the ground. You failed the gauntlet and will move on with your chain.

Special Caveat - If you were sent down on the Hell-a-vator specifically for breaking the rules to protect the people you love with pure motivations, you win, even as you lose. From now on, once per jump, if you die, you'll wake up a little confused, having suffered a near-death experience instead.

Stairway to Heaven - You've been doing some good work here. Everyone loves you around these parts and many have come to see you off before you climb the Stairway to Heaven. You have two prizes.

- 1) Everybody in limbo really likes you, so if you ever need to, the universe is willing to pull a few strings for you. Once per decade, you may call on your friends from "up there" to give someone a second chance, so long as they aren't dead from natural causes and have only been dead for less than an hour. Time will rewind to just before their death, and whatever fatal incident claimed their life will be converted into a near death experience instead. This automatically happens if you die before using it for someone else.
- 2) Pick anyone you want that has passed away. Maybe you really miss your father, maybe you wanna chat with Elvis or Michael Jackson, whatever floats your boat. They'll appear before you right as you reach the top of the stairs and will chat with you before you move on to the next jump. If you convince them, you may take them as your companion.

Notes

If you chose to enter this world at the beginning of the movie, and chose Bicuspid Retrieval Agent as your origin, you will be signed up as the tooth fairy before Katherine, leaving her to an extremely boring position as a clerk working for the tooth bank. She will be in Limbo for a much longer time, and there's hardly any room for her to fail her assignment, but there is also little opportunity for her to learn the lessons she did as the Tooth Fairy.