

The Boxer Gauntlet

Introduction

'Ello there, what are you doing here? You wouldn't happen to be aiming for the title of champion, would you? Well if you are, I'm happy to welcome you to the world of The Boxer. Soon you'll be entering the boxing ring in search of glory and fame. Or maybe you just like punching people, I won't judge. Regardless, you won't be leaving until you meet one of the conditions at the bottom of this document. Now why don't you head down to the gym and get ready for your big debut.

Drawbacks

A Normal Life - Toggle

Ah, not interested in walking down that hard and painful road huh? Welp, I suppose I can respect a man for being honest. Taking this turns this from a gauntlet into a standard jump. 1000cp stipend, stay for ten years, chainfail if you die, and of course you don't have your shit restricted for the duration like in a gauntlet. The only downside is of course that because it isn't a gauntlet anymore, you can in no way get the gauntlet ending rewards, sorry, that's life. Also, if I let you do this, you have to promise to fuck with K in some way. I honestly don't give a shit how, just do it. You could outright kill him, sure that works great, but if you didn't want to I'd be satisfied if you knocked him into a puddle or egged his house or something, just ruin the smug bastard's day once or twice, ok?

Talentless - 200 CP

Exactly what it sounds like, you're utterly lacking in talent. You've just got no sense for the flow of combat, and you learn boxing so damn slowly it's embarrassing. I'd say that you'll never go anywhere, but just look at what Takeda managed

Vile and Villainous - 300 CP

Well damn, what the actual hell did you do to get this kinda hate? For one reason or another, you're universally loathed in the boxing community, so much so that people

will actually go out of their way to sabotage you on the regular. Poisoning your food before a match to leave you a nauseous weak mess in the ring, to even just outright assaulting you in a dark alleyway if they think they can get away with it. Expect to face the kind of shit that was happening up to and during the fight between Fabrizio and Yu. You'll have to be incredibly paranoid and constantly vigilant, lest you be forced to fight at a severe disadvantage constantly.

Frail Heart - 400 CP

Put simply, you're a straight up coward, and can't take a hit to save your life. You'll violently flinch away from any attack strong enough to actually hurt you, and while with supreme effort you could partially suppress this, you'll always flinch back at least a bit from pain.

Shattered - 400 CP

Something happened in the past, something traumatizing. Whatever it was, it's left you a shell of your former self, leaving you with little motivation to do anything in life, much less become a professional boxer. You're not lacking in talent or anything, but even Yu trained like crazy for his matches. You'll have to sort yourself out if you wanna make it to the top.

World of Cardboard - 400 CP

Aw jeez, what did you do, to be this hesitant to throw a god damn punch. I don't know if you killed someone, or what, but for some reason you're constantly pulling your punches, to the point that your crosses start to seem more like slow jabs. This is a bit of an issue if you weren't aware, since boxing is a sport about punching your opponent. There are ways to deal with this, but it's going to be a struggle.

Perks

The Ol' One-Two - Free

You're a legitimately talented boxer, at least by the standards of people who aren't charitably called freaks of nature or outright monsters. You've already got the body to lay most normal people flat on their ass with a punch or more likely in a hospital if you really swing at them, and the skill to feasibly become a champ in a single division if you really dedicated yourself. You're nothing compared to the real

beasts around here, but you're definitely better than the average guy who steps into that ring.

Innie or Outie? - 100 CP

Boxing is a lot more than just two guys swinging at each other, there's a lot of skill and precise tactics that go into a boxing match. Because of this, the vast majority of boxers fall into a few general groups, two of the most common being In-Boxers and Out-Boxers. This perk gives you particular talent as an In-Boxer or Out-Boxer, as well as some benefits beyond just skill. In-boxers punch faster and take hits better when inside an opponent's guard, letting them unleash a flurry of blows once they get close and keep going even when their enemy punches back. Out-boxers gain a reach quite far beyond what their means would suggest, letting them hit their opponent before they're even in range of their fists, enough that someone with an already long range could seemingly punch people from across the ring.

Steady Footing - 100 CP

Exactly what it sounds like, you've got preternaturally steady footing. Nothing short of deliberate action or a sudden lack of anything to stand on can make you fall, slip, or stumble, and even in the former case it'd still be very difficult. No matter if it's a boxing ring drenched in sweat and blood, a sandy beach, or an icy lake, you could fight as if it was, flat, dry, and solid.

Keep Your Head On Straight - 100 CP

The first hit in a match is often the most important. A good blow to the head can leave even extremely skilled boxers in a daze, and from there it's all downhill. This gives you an iron chin, letting you take blows to the head and chin in particular very well. Beyond that it prevents you from suffering from punch drunkenness and other methods of dazing or impairing you while in combat.. A blow to the head doesn't stun you, a flashbang would still hurt like a bitch but your eyes and ears would keep working fine until you were done the fight. This doesn't actually prevent the damage from these things, it just delays you actually suffering the effects until after you're done fighting.

Grit Your Teeth - 200 CP

Like Yuto or Injae, you've got a truly awe-inspiring level of determination. Pain just doesn't faze you. You feel it just like anyone else, but you could push past it even when you're getting beaten to a pulp. You could train yourself until your lungs burned, knuckles bleed, eyes blurred, and legs gave out under you, then wake up the next day to do it again with a determined grin on your face. There is no amount of pain or struggle that can make you give up on something you want to do. This doesn't make you stronger, or faster, or more skilled, but you'd be amazed how much longer a man can fight when he refuses to surrender. Your opponent will have to hit you till your body can't stand, because your mind won't ever stop telling it to get back into the fight.

Playin' Dirty, Filthy Even - 300 CP

Sometimes, people just don't have the chops to get where they want to go, or maybe they have the chops but not the determination to put in the work. For those people, the only way to get to their goals is to play dirty. Yet even then some people are just better at foul play than others, and you're definitely at the top in this case. You're a master at foul play of all kinds, primarily thanks to a natural cunning that sees you picking out opportunities to get ahead just by looking around. In a run down alley you could easily tilt the odds in your favour with improvised weapons and environmental hazards, and even in the ring you'll easily pick out any weaknesses your enemy might be hiding. You'll notice if they're still recovering from a sprain that has them putting more weight on one leg, or if they're trying to avoid blows to an only just healed wound. Beyond just your natural ability to pick out opportunities, you just seem to inexplicably get away with things that no one else could. Headbutts, jabs to the throat, even something as vile as fighting an opponent who is clearly unwell, perhaps from the poison you hired someone to hit them with. Lord only knows why, but time and time again you get away with this kind of stuff with little actual consequence.

Five Leaf Clover - 400 CP

No matter the odds, so long as they aren't zero, that means that it's still possible right? You are incredibly, absurdly lucky. So lucky in fact, that you could make an entire career as a professional boxer with nothing more than this and a good right hook. Watch as professional boxers slip on dry boxing rings like they're walking on wet ice. Fighters start violently sneezing right before you throw a punch, causing them to accidentally lower their guard for a moment. These are so consistent that it's almost

like magic, watching champion level fighters reduced to stumbling toddlers when they face you. It's possible that someone overwhelmingly skilled or powerful enough could overcome this, but....well that's just say the odds aren't in their favour.

Flow Like A River - 400 CP

Freedom, pure unadulterated freedom. You truly embody freedom, in a way only one other person here does. Like Ryu Baeksan, when fighting you flow like a river down a mountain. You have a truly ridiculous amount of flexibility and agility, such that you could completely change the kind of punches you're throwing while already in mid-punch. You could throw a right cross and in an instant drop down and twist so that cross becomes a vicious uppercut below your opponents guard. You're so good at this that you don't even lose momentum and power doing it, such that you can punch with all your strength from angles most people wouldn't think you could punch at all. This also means you're hilariously hard to hit, able to bend and twist around nearly any blow.

Swift as Lightning - 400 CP

Blink and you'll miss it. You're unreasonably fast, able to punch even professional boxers before they even register you've moved, and swift enough to cross the ring in a fraction of a second. Other exemplars of this kind of speed are Jean-Pierre Manuel and Yu, though the latter is faster than even you, monster that he is.

The Sun In Your Eyes - 400 CP

A beacon of light, so bright you could pull even the most far gone people out of the hole they're in, so long as they have even a shred of humanity in them, no matter how small. You might not punch very hard, but the raw weight of your charisma is enough to stun even the monsters of this world into silence, and leave a crowd of awestruck opponents in your wake. This won't help immensely in winning this gauntlet, but even if you never became a true boxing monster, you'd leave here as the gold standard of what a boxer is, as everyone you face soon comes to see you as the ideal figure to strive for, whether you win or lose.

Kult Leader Koach - 400 CP

Ah shit, now there's two of him. Like K, legendary coach of Lions Boxing Club, you are a truly supernal trainer. In anything you have knowledge in, you can train people to a truly incredible level. You could take a lazy talentless nobody and mold them into a respected pro boxer. Someone with actual determination or heavens forbid a modicum of talent? You'd get a championship belt in their hands before they knew what they signed up for. And if you happened to find someone truly exceptional? Someone with some trait that truly separated them from the rabble? You'd be more than capable of making a true monster out of them. You're helped by the fact that, when you take someone under your wing, you find that they're far more susceptible to any manipulations, letting you mold kind men into killers with time.

Walking Mountain - 600 CP

A monster seen only once before in this world, one that could truly be said to have surpassed the limitations of the human body. Like the heavyweight champion Aaron Tide, you've got a truly obscene physical body. Your normal jabs and crosses can be accurately compared to actual cannonballs, and the closest match to your skin and muscle is solid steel. The list of people in this world that could hurt you under their own power is likely in the single digits, and even they'd have to fear breaking their own hands before they actually do any notable damage. This is the kind of might that made a man into a monster in the ring, who knows what you'll be.

Items

Odds and Ends - Free

You've got yourself an interesting set of gear, with some useful attributes. The first are a super comfortable pair of boxing gloves, that guarantee that so long as you wear them, your punches won't be lethal unless you want them to be. Even if you were a mountain like Aaron Tide and you threw your strongest cross at a random guy's face, he'd live. He might go down and stay down for three months in a coma, but he will get back up, guaranteed. These gloves can change to any other kind of glove on a whim, so even outside of the ring you can have them on hand. Next is a set of sparring pads that let you take strikes of any strength without injury, so long as they hit those pads. Next are a couple mouthguards that don't obstruct your ability to speak at all. Finally is a comfortable pair of boxing shoes, that provide greatly increased traction and generally

prevent things like sprains and even minor fractures in your feet. While the shoes' benefits aren't at a blatantly supernatural level, they're certainly far better than any other pair you'd find out there.

Break Room - 100 CP

Well, if you're anything like Yu that's all this'll be. Somewhere to close your eyes for a bit before the next brawl right? You've got a pretty nice little apartment here, with separate bedroom and kitchen and overall a nice bit of space for something you aren't paying a dime for. All the utilities work independently of any support structure, it's always stocked with plenty of food, and basic maintenance tasks like dishes and laundry are done automatically when you aren't looking, so you can just focus on recovering until the next big fight. Finally, just being in here seems to soothe your aches, of the body or the soul. You find fears and anxieties far less suffocating while you sit down for a pleasant supper here, and just resting in your bed will see you waking up with nearly no pain to speak of, even if your wounds yet remain.

Joyous Jumper's Gym - 200

Well now, taken an interest in training your own gaggle of little shits huh? Or maybe you just want somewhere to train alone, who am I to judge. What you've got here is your very own gym, though not one of any particular renown. It's pretty damn spacious, with everything an aspiring boxer could need, from a ring of course to every kind of punching bag you could need, even utterly massive ones for when normal ones are exploding in one punch. You don't have to pay for the utilities either, as they seem perpetually prepaid. Finally, while nothing absurd, you do tend to see an above average number of rather talented boxers coming into your gym, if you perhaps had an interest in potential trainees, or even just needed a good sparring partner.

A Quick Patch Job - 200 CP

A lot of the time here, you'll find that the key to winning isn't speed or raw power, but the ability to just keep going longer than your opponent. What you have here is an inconspicuous kit of various medical supplies, which work far far better than they have any right to. Salves that nigh-instantly seal cuts and abrasions, creams that instantly soothes pain and eases bruising, even a water bottle that greatly replenishes your stamina and helps you think clearly. Using this, you could probably go a full

twelve rounds against an equal, assuming they don't get a solid punch and knock you out outright.

Friends in Violent Places - 300 CP

Of course, decided your own two fists weren't enough, so you decided to rig the game, huh? Well, can't say you're unique in that regard, but you're still a bastard, I hope you know that. What this is, is a boxing stadium, specifically the very one where the various fights in The Boxer take place, and in turn where all your fights will take place. You've somehow got the staff completely in your pocket. While they can't do anything truly blatant, this still gives quite the little edge. When you're down, the ref'll count you down quite a bit slower, giving you a fair few extra seconds to collect yourself before getting up. They'll turn a blind eye to some not all together legal moves so long as it isn't anything too obvious, and they'll crack down on your opponent for anything that could even be construed as a violation of the rules. This also means that if you're already a master at fighting dirty, you'll be able to get away with a truly disgusting amount of foul play. In the future, in any event with official judges, whether a boxing match or a bake-off, you'll always have the judges on your side, with similar benefits to the above.

Companion

Coach Freddy R. Marshall - Free at the end of jump

Hah, well damn kid, you want an old bat like me to tag along? Well now, I'm damn well flattered. I'm a bit rusty by now, but I used to be a damn good boxer in my day, and I've still got the equivalent of The Ol' One Two, though I really don't think I'd be allowed in a ring at my age. More fit for training boxers by this point actually, s'what I've been doing since I retired after all, had to get by somehow, and my boxing career wasn't going to let me coast by into retirement that's for sure. Even if I can't say I appreciate the comparison to him, I've got all the skill of Kult Leader Koach, meaning I'm one of the best god damn trainers you'll meet in your life. Hell, I can even bring my gym along if you'd like, all the benefits of the Joyous Jumper's Gym above. I'd honestly appreciate it, it's all but my home at this point, lord knows I spend more time there than my apartment. Anyways, sorry for the rambling, why don't we shimmy onto new adventures huh?

Gauntlet Endings

Well congrats, you've reached the end of the gauntlet. There's a couple different ways this could have ended, and so there's a couple different rewards you get at the end.

Note, you only receive these rewards when you leave, and you can leave at any point after you've cleared one of these goals. Finally, taking the toggle up top to make this a normal jump prevents you from getting any reward from this section.

First, you can honestly just leave at any point by just giving up. You keep none of your purchases, and get no rewards, and are forced to wear a dunce cap with the word quitter written on it until you enter your next jump. Shouldn't have put on the gloves if you didn't want to take the hits.

Second, if you decide to be a bit more brave, you can win by punching your way to the championship position of one weight class. Doesn't matter what one it is, though I'd hesitate to try and take on the Heavyweight belt, that might be a tad bit beyond you, beyond almost any person really. But regardless of which belt you get, getting one lets you end this gauntlet a winner, taking everything you've purchased here, along with your championship belt, and moving on to new prospects. Also, you won't have to worry about Yu showing up in this or the next option, You'll show up a bit before he starts boxing, so if you don't take too long you shouldn't run into him.

Third, should you wish to take this a step further, you can instead try and do something previous only Yu has accomplished. You must climb the weight divisions (or descend, it doesn't really matter), and take the title of champion for every single weight division, and hold all of them at once, even if only briefly. If you attempt this and actually make progress, then like Yu the Boxing Association will allow you to delay your title matches for long enough to try for every title belt. Accomplishing this truly monstrous task will award you with the Monstrous perk, which can only be acquired from completing this part of the gauntlet. As for what it does, it has a three-fold effect.

First, you acquire the infamous sense of perception of the main character Yu. This is specifically a truly ungodly degree of tachypsychia. To you, even the punches of professional boxers move like snails, and combined with even a normal boxer's skill with fighting would let you box for years without ever getting so much as grazed.

Fighting is much less daunting when you see every punch coming what feels like days in advance.

Second is that you have a truly prodigious talent for combat in all forms. Just from one time seeing a punch or technique, you could perfectly replicate it in one try. And even without seeing other examples to follow, you could go from a random joe to a champion level boxer in a month or less, even if you lacked any kind of particularly exceptional physical abilities or traits. You are the very epitome of a genius.

Third and finally, this acts as a powerful boost for each and every purchase you made in this doc. For reference, let's say you purchased Swift as Lightning. Where before you had the kind of speed Jean-Pierre Manuel displayed by the time of his match with Yu, crossing 10 yards in less than a quarter of a second, now you'd be just as fast as Yu, who was lightning quick even to Jean. Grit Your Teeth would give you what amounts to truly unlimited willpower. Technically it isn't truly infinite, but you could forgive your enemies for thinking it was when you'd be perfectly willing to stand up and fight with both legs broken, while actively on fire, and vomiting blood. There is nothing imaginable that could break you. Suffice to say, no matter what you took, you'll truly be a Monster.

Fourth, if you decide to go for a truly legendary feat, you can go forward a bit in time to when Yu will start boxing. In fact you'll show up right when Yu first goes to K's gym and begins training. You have one seemingly simple goal. You must pull Yu out of his darkness, and give him new hope for life. This of course means getting him away from K, but beyond that you'll have to actually give him hope that there's real meaning in this world, otherwise he'll still be just an empty husk of a person. The problem is that unlike J, the man who would eventually achieve this very feat at the end of the series, you don't have the advantage of meeting him as an impressionable young youth, which served as a way in for J. No, you have to go the hard way, which means that a single long fight in the ring might not be enough. I'll let you figure this one out.

If you manage a damn miracle and pull it off, you get a number of benefits. The first is that you get the rewards from the previous levels of completion, namely all your purchases plus the Monstrous perk. The second is that if you *somehow* complete this

without The Sun In Your Eyes, however unlikely that is, you'll get it right now for free, you've damn well earned it. Finally, you can take Yu along with you. He's got the Out-Boxer version of Innies or Outies, Steady Footing, Swift as Lightning, and of course Monstrous. For pulling him out of his abyss he's latched onto you, rather like a puppy, and will be more than happy to follow you on your adventures.