Soul Calibur IV: Tower of Lost Souls Gauntlet V 1.1

Forward

You've been Jumping for a while and maybe during all that time, you've been to a universe or two that revolves and battles of martial might. Perhaps you've enjoyed them, seeing them as ways of making yourself stronger in ways that other universes cannot. But let's say that you want something different, a true way of challenging your martial might and prowess. In this universe, there is a rather infamous castle named Ostrhiensburg. It has been the site of many sieges and wars but more importantly, it has seen the myriad of fights between the spirit swords Soul Calibur and Soul Edge along with their various wielders. Over the last few days, several bands of warriors have come to this place, none more important than a knight clad in crystalline armor who wished to challenge the Azure Knight Nightmare one last time. Then something happened…

Before they could have their climatic duel, a low keening noise reverberated throughout the land, and all was bathed in a blinding light. When it receded, the various warriors were scattered across a volcanic wasteland. While trying to make sense of things, they all spied in the near distance, a resplendent tower that reached to the heavens. Those who looked upon it felt a call to either ascend or descend the tower. The tower was once known as the Tower of Glory, and in this land, the Tower of Remembrance. For your consideration though, welcome to the Tower of Lost Souls.

Due to the nature of this land and the challenges within, this is a Gauntlet. As such you begin with **+0 Soul Points (SP), Equipment Points (EP), and Ability Points (AP)** as well as having all non-Body Mod Perks, Powers, and Items removed from you.

Soul Perks

- **Soul Style (FREE for First Purchase, -100 SP Per Additional Purchase) –** Considering that this world revolves around fighting with various martial weapons, I would be remiss in not offering you the knowledge to do so. What is offered, is not a generic fighting style, but rather the mastery over a fighting style present in Soul Calibur IV. Before the Jumpers who may be aware of who exactly is present here focus on certain styles and weapons, please understand that four styles are excluded from this perk and can only be acquired by either completing the Ascent and Descent or through specific Guest Encounters.
    - In addition, this perk comes with the Soul Gauge. This is a gauge that will exist in the corner of your vision and represents your spiritual strength in relation to your physical strength. It will deplete when you guard against attacks and be restored when you attack. Should this gauge be fully depleted, an individual will be placed in a defenseless state known as Soul Crush, where they will be opened to more punishing attacks.

- **Ordinary Battlefield (FREE) –** Many warriors of all walks of life have traveled to Ostrhiensburg for the sake of the spirit swords. By all walks of life, I really do mean ALL parts. Men, women, human, and non-human warriors have all come to battle. Because of this, there's a bizarre sense of normality present around the Tower of Remembrance. As such, that sense of normality has extended to you as well. From this point on, no one will care about whether you are human or another species, your gender, or even the clothes and armor you wear, whether how much or how little actually covers. As a final gift, any armor will protect your whole body as if you were wearing an entire suit of armor.

- **Spiritual Might (FREE) –** There are many warriors that have been drawn to the Tower of Remembrance, each bearing their own strengths and weaknesses. On the topic of strength, you find that your body exhibits the strength and endurance to carry you through rigorous and intense fights that will be found during your time in the Tower of Remembrance. In addition to this, you may choose how much of your strength is exhibited in your form.

- **Language of Birds (FREE) –** Warriors from across the world have appeared in the Tower of Remembrance and this might naturally pose a little problem. I say little, because while you will be mainly fighting various foes, you may not be able to

understand them. Well, that's changed. For whatever reason, you now have a masterful understanding of spoken and written languages that were in use by the end of the 16th century.

- **Warrior's March (-100 SP) –** There is the implication that the Tower of Remembrance manifested in and perhaps over Ostrhiensburg Castle or perhaps it pulled warriors from Ostrhiensberg to it. Regardless, many warriors of varying skills made their way to that accursed castle through various means, none more common than walking. Now Jumper, walking can be a great experience but walking across countries can be tiresome. You now realize that you can walk for as long as you need to without having to suffer from fatigue or muscle strain. Perfect for long-distance travel and being able to jump immediately into a fight.

- **Ambient Acclimation (-100 SP) –** The Tower of Remembrance recreates locations from the memories of those who approach it and those who fight within it. Some of these locations are perfect for battle and others are not. Sometimes you will encounter locations of such cold that they will cause hypothermia within a few short minutes and other locations whose ambient heat would cause Hyperthermia in seconds. Perhaps it is a blessing of the tower or something the Hero King Algol devised to ensure a steady pool of combatants, but you find that you fight and more importantly simply exist with these environments without suffering from negative effects.

- **Armor Break (-100 SP) –** In this place, one's armor may be the difference between life and death, and you will need to get past that. But, if your opponent is blocking every attack, there's no way of getting through the gaps in their armor. That was before. Now when your attacks are blocked, your opponent's armor starts to suffer damage. This damage can accrue in three locations, High, Mid, and Low. The armor worn at those locations becomes more brittle until it eventually shatters. Not only does this expose those parts of the body to you, but the effect also greatly stuns your opponent.

- **Debilitated Cover (-100 SP) –** Many of the warriors that have come to the Tower of Remembrance may not have led the healthiest of lives. Some might have been scarred or wounded in battle in ways that denies them one of the primary sensations. To anyone else, this may very well be a death sentence. For you, that may not be the case. Should you lose access to one of your five senses, your other senses will cover for that loss without being susceptible to overstimulation.

- **A Giant's Finesse (-200 SP) –** There are a lot of curious weapons in Soul Calibur, that much is true, however, some weapons are much larger than reasonably necessary. These great weapons require extreme strength to wield and although they strike with fearsome

power, they are slow in use. Now though, that doesn't matter to you. You may be able to wield any weapon requiring two hands with a single hand without suffering losses in speed, handling, or power. When using both hands, your finesse with those two-handed weapons becomes even better than it would have been prior.

- **Shadow's Grace (-200 SP) –** Not all warriors can rely on the strength to get them through every fight. Some require a degree of discretion in how they fight. What does this mean for you? You're fast and flexible Jumper, very fast and flexible. Not only that, but your capacities for stealth have increased in relation to that speed. This allows you a greater degree of stealth and the ability to get in a sneak attack on enemies at the beginning of a new fight.

- **A Forged Blessing (-200 SP) –** The gods are real in the universe of Soul Calibur, specifically the Greek gods. One of the more benevolent members is the god of the forge, Hephaestus. Years ago, he sent oracles to contact twenty-four warriors, and provide them with weapons and a duty to destroy Soul Edge. It would appear that Hephaestus had sent another oracle to you with a blessing this time. The new blessing is twofold. The first is a blessed ward against corruption from cursed weapons and by extension anything else that may attempt to turn you toward darkness during your journey. The second is a blessing derived from the fear of losing another warrior like Aeon. Should someone or something attempt to change you against your will like the Evil Seed or the experiments of the Fygul Cestemus cult, your sense of self will endure. This will ensure that you maintain your duty even in the most nightmarish of circumstances.

- **Cheer and Gloom (-200 SP) –** Mental fatigue is not something that is often discussed in settings like this. Considering the amount of fighting you will have to do in this Gauntlet, it is still something that is incredibly important to be aware. So, I am offering something to help with that. Upon a physical action, such as smacking your head against the flat side of your weapon, your dominant personality and mind can recede and give up control to alternative personality. While in this state, your mind can recover from the strains put on it and the second personality will fight in your stead. This alternate personality, while sharing the same goals, is the antithesis to your normal self, expressing either lighter or darker emotions when in control. Upon your personal desires, this second personality will gleefully switch control back over to you.

- **Malfested Nobility (-400 SP) –** Several years ago, a French Nobleman confronted the Azure Knight at the Ostrhiensburg Chapel. While victorious, Raphael was tainted by the wounds he sustained, becoming something that would be recognized in more modern times as a Vampire. Perhaps you were around when that happened or experienced something similar. Regardless, you've now developed a similar vampiric powerset to

Raphael without suffering malfestation. This further increases your physical capabilities while also allowing you to drain the blood from your enemies to heal yourself.

- **Grand Alchemy (-400 SP) –** Alchemy is the science of understanding, deconstructing, and reconstructing physical matter while operating on the law of equivalent exchange. While the knowledge this perk provides will not point you to the creation of the philosopher's stone, it can provide you with knowledge on the secrets of life in three important ways.
    - The first lesson is the knowledge of instilling life within a chosen weapon you wield. This grants this weapon additional abilities, and a limited form of sentience which is loyal to the wielder.
    - The second lesson is the creation of artificial souls. These artificial souls are clean slates which can be used for a variety of tasks such as wielding weapons that you cannot, and should you absolutely need it, restoring your soul should it be grievously wounded and drained.
    - The Third lesson is the creation of Golems. These beings can be either crafted from stone or steel and exhibit monstrous strength. Unlike the golems created by the Fygul Cestemus, your creations will not only be loyal but be able to pass themselves off as being perfectly human. Of course, you could have them be visibly inhuman.

- **Strength Within (-400 SP) –** Some of the greatest warriors of this time came from humble beginnings, farmers, peasantry and the like. Because of this, they put more stock in their own personal power and skills than legends and powers beyond their imagination. You were born of these same people and your experiences in going from humble beginnings to such vaunted heights of experience has given you several boons.
    - The first is a boundless willpower, one capable of letting you recover from any defeat with renewed vigor and intent.
    - The second is a result of your hard spent youth. Your body is incredibly hardy, being able to take and recover from what should be debilitating blows.
    - The third is the ability to shatter the power of mystical weapons. This has one to two requirements. One requirement only exists should the weapon be by itself. In this case, one must merely attack the weapon until it breaks. Two requirements are present should that weapon have a wielder. In this case, the wielder must be first defeated before the weapon is shattered.

- **Guided By the Wind (-400 SP) –** One of the more mysterious powers present in the series is that of the Wind. The only known wielder of it was the priestess known as Talim. You have discovered these teachings and have begun to commune with the Wind as Talim would. As a result of this, you will receive two boons from the Wind itself.

    - The first is the Wind will guide, leading you to locations where you are either needed to go or where you feel you need to go most in order to seal away evil.
    - The second, is that through the Wind, you can purify corrupted individuals and individuals, freeing them of their malfested states.

- **A Hero's Duality (-600 SP) –** Many warriors desire either Soul Calibur or Soul Edge, fewer wield either. Even fewer still manage to wield both. Like the Hero King Algol and the Wind Priestess Talim, you have the ability to wield both blades simultaneously. This allows you to wield powers of opposing alignments and instead of creating discord between the two, they act in concert with each other. Through this harmonious union, these opposing powers will become stronger together than they ever were apart.

- **Edge Master (-600 SP) –** There was a trend in prior games for certain characters to be mimicked by specific mimic characters. These are characters who will utilize different character styles per match. This came about due to the Edge Master, an ancient warrior well familiar with the spirit swords. While Edge Master has disappeared into the records of history, you must have come upon his teachings. However, this doesn't mean you have mastered every style here. Instead, you have the ability to understand a fighting style upon experiencing combat against it, and in doing so you are able to quickly master the style through the memories of that combat experience.

- **Golden Eyes (-600 SP) –** You are much older than you initially appear Jumper. Sometime in the ancient past of this world, you cast a variation of a reincarnation spell on yourself. In doing so, you made a mistake as you realized that you only had so many additional lives to work with. By the time you reach this point in history, you're on your last one. But that doesn't mean your time has been wasted. The experiences of multiple lives and deaths have strengthened your soul to an unassailable point, protecting it from all forms of attacks and manipulations.

- **Critical Finish (-600 SP) –** When in combat, you will notice the ebb and flow of the Soul Gauge between you and your opponent. Should you be able to deplete their Soul Gauge and initiate a Soul Crush, you will be able to perform a grand attack known as a Critical Finish. This attack, while highly personal, is performed solely for the sake of slaying your opponent as swiftly as possible. As such, this fatal attack will end any martial fight in a few moments.

Guest Encounters and Perks

The Following perks are only available should you defeat the corresponding Soul. This will require you agreeing to their presence in the Tower of Remembrance. Now some may already

appear within. However, unless you agree to facing them, you will not gain their associated perks.

The Copies

The following characters and perks can be considered the Bonus Characters present in the Tower of Remembrance. Whether they know or not, they emulate the styles of several other warriors that have made their way here as well.

- **Soul of Pity – Angol Fear –** Once upon the Earth, there lived a man, who so despondent with his own kind, called upon the heavens to curse all life. His cries were heard, and the Will of the Universe answered. A being from the Macrocosm of the Universe sent to investigate the people of Earth for potential destruction 500 years later.
    - **Style –** Seong Style Longsword (Rod Arrangement)

- **Soul of Honesty – Ashlotte Maedel –** A metallic golem designed by the last survivor of Fygul Cestemus cult. While looking like a human from a distance, this being has no true capacity to feel emotions. Her only thought is to complete her mission. That mission is to kill and retrieve the remains of the rogue golem Astaroth.
    - **Style –** Gyulkus

- **Soul of Despair – Kamikirimusi –** An Oni sealed away with her fellows during the Heian. The seal eventually failed and while many of the sealed Oni leapt at the chance of escape, Kamikurimisi chose to stay. Years later, when Japan was locked in civil war, the remaining Oni left her prison to a world that has passed her by. Finding herself alone, this Oni has begun to travel west to find those like her.
    - **Style –** The Memories That Stain The Armor

- **Soul of Fervor – Scherezade –** The storyteller of a group of reclusive elves, she once chronicled a previous war between the spirit swords in the ancient past and fell in love with the would-be founder of the Kingdom of Wolfkrone. While imprisoned for many years for this act, the moment she was removed from her prison, she fled to the outside world once more.
    - **Style –** La Rapiere Des Sorel (Personal Variant)

- **Soul of Hate – Shura –** A formerly nameless woman who lived as a simple killer. Yet she was never satisfied with the blood she shed and took to slaying demons instead. One such demon attempted to possess her for the sake of gaining a stronger body. This failed leading to the two sharing control and becoming stronger for it. Now they seek two separate objectives. The woman seeks a worthy opponent, and the demon seeks a worthy body.

- **Style –** Memories of Soul Edge

The Copied Perks

The following perks can be acquired by defeating their characters and they will become active as soon as you acquire them.

- **Eternal Command (Requires Overcoming The Soul of Honesty) –** By overcoming the bearer of the Soul of Honesty, you feel something within your chest change. It was as if your heartbeat had become more mechanized. This has led to a simple but wonderful gift. Your heart has been augmented by the rites of the Fygul Cestemus leading to whatever energies you wield to be as infinite as Ashlotte Maedel's trek to destroy the rogue golem, Astaroth.

- **Judging Gaze (Requires Overcoming the Soul of Pity) –** For defeating the one sent to investigate and judge Earth and its people, you have received an interesting new power. With a glance you may be able to accurately judge an individual, group of people, or more against a set of personally chosen laws. While no true reward or punishment may be bestowed upon these individuals, the Judgment you will reach will always be accurate, down to the smallest of details.

- **Broken Seal (Requires Overcoming The Soul of Despair) –** Upon defeating the Oni who despaired over the loss of her friends, you have noticed an immediate change in your being. In the simplest of senses, you have spontaneously developed a pair of Oni horns, marking you as such a being. More importantly, overcoming this despair has provided you with immunity from the very thing that caused it, seals. From now on, any attempts to seal you away or imprison you through either mundane or mystical means will hopelessly fail.

- **Hated Blood (Requires Overcoming The Soul of Hate) –** Upon defeating a most hateful soul and its companion, the skull that she wore across her arm attempts to wind itself around the same place on your body. Before the skull can fully tie itself to you, it suddenly bursts into flames, letting loose a howling scream. The flames then harmlessly suffuse themselves within you, providing you protection from possession. By this, I mean that your soul overpowers that of the possessor, consuming it, and adding its power to yours. In addition, and the ability to destroy spirits through your attacks. Of course, you could choose to allow something to possess, though you will still be the dominant will and the spirit will manifest as a demonic skull tied to your upper arm.

- **Echoes of the Past (Requires Overcoming the Soul of Fervor) –** By defeating the traveling elf, you have found a collection of the stories she has recorded over her long years. By reading these, you have developed the ability to glean the true stories of events from the past in a variety of ways. This can either be through taking a direct part in that tale, discovering at least one description of the events, or by going over partial records and art depicting the events. In addition, this perk makes you kin to Scherezade herself, granting you the ears and vastly increased lifespan of the reclusive elves.

Those Who Came Beyond The Sky

- **Soul of Fear – Darth Vader –** The Dark Lord of the Galactic Empire, who upon creating a quarantine around a rift in time and space, ventures forth to claim the two spirit swords for his own gain.
    - **Style –** Djem So

- **Soul of Destiny – Galen Marek –** A secretive apprentice to the Dark Lord of the Galactic Empire, the man known as Starkiller was sent as a vanguard to investigate the rift. Upon the rift stabilizing and revealing a new world, he entered it without hesitation.
    - **Style –** Sith Shien

- **Soul of Hope – Yoda –** The old Jedi master had sought refuge on the planet of Dagobah. During his time there, he began to feel a disturbance in The Force. While starting off as a weak sensation, this disturbance grew and grew, and upon feeling the Dark Lord, decided to take action by entering the rift to stop the Empire.
    - **Style –** Ataru

Those Who Came Beyond The Sky Perks

Normally, this subsection would offer perks for your use. However, due to the nature of these warriors' fighting style I have decided to offer their mastery to you instead. Of course, if you choose to face all three, you may get something very special out of it.

- **Ataru (Requires Overcoming The Soul of Hope) –** For defeating this mysterious green entity, you receive a complete knowledge of what you come to understand as Ataru, a fighting utilized with the creature's blade of light. This style is known for its aggressive and fast paced nature, its offensive and defensive acrobatic movements, and its ability to deploy fast strikes from multiple directions.

- **Djem So (Requires Overcoming The Soul of Fear) –** Also known as Form V, this style requires less agility than other styles but compensates with a focus on aggressive blocks and parries whose purpose is to continually press an opponent. As a result, this form of

lightsaber puts heavy emphasis on pure power, and brute strength as it uses wide swings, powerful strikes, parries, and counter attacks.

- **Sith Shien (Requires Overcoming The Soul Of Destiny) –** A highly unpredictable and aggression focused form of lightsaber combat that requires the user to hold the saber in a reverse grip. Unorthodox in its application, this style mixes acrobatic feats with powerful strikes and the use of The Force. Should you not have access to The Force, then other supernatural abilities may be used in its place for similar purposes.

The following perks are only available should you manage to defeat all three warriors from Beyond the Sky. Consider it a form of protection from potential future encounters with similar warriors.

- **The Void (Requires Overcoming the Souls of Hope, Fear, and Destiny) –** You fought three grueling battles against three mystical warriors from a galaxy far, far away. In doing so, you have unconsciously developed a countermeasure against them. You are now considered a Void in The Force. This means that The Force they wield, and the various powers that come with it cannot account for your existence, predict and warn against your various attacks, and cannot directly affect you.

OR

- **The Rage (Requires Overcoming the Souls of Hope, Fear, and Destiny)** – You have three grueling battles against three mystical warriors from a galaxy far, far away. In doing so you have received a portion of their power, their connection to this… Force you heard them speak of. While this connection and the power that comes with it is small at first, it can grow in power in a curious way. When faced with an opponent of overwhelming power, you may be able to tap into the full breadth of your emotions to fuel this connection to unbelievable heights. Upon finishing this fight, you will find your connection to The Force has become slightly stronger than it was before.

Styles

The following section contains the various styles that are present within this Gauntlet. As stated earlier, you may take one Style for free. Each additional style will cost an additional **-100 SP**.

  - **Aeon Calcos – Rapid Ares –** A style created by the Greek God of War, Ares and focused on small shields and xiphos swords or axes. It exhibits seemingly ferocious and animalistic sword/axe slashes and shield strikes while hiding far more refined and dangerous techniques born from the legacy Sparta.

- **Amy Sorel – La Rapiere des Sorel (Personal Style) –** A fencing style taught to Amy by Raphael. While Amy's approach to this style focuses more on keeping up momentum through low-powered strikes, it shares most of its techniques with Raphael's version in the form of its various throws.

- **Astaroth – Gyulkus –** A fighting style developed by the Fygul Cestemus cult for its many golems. This style focuses on long-range and high-powered physical blows to down opponents as quickly as possible.

- **Cassandra Alexandra – Natural Movements (Athenian) –** A self-taught style utilized by those who once followed the old gods of Olympus. This style focuses on a well-balanced but aggressive blend of shield and short sword strikes that can consistently pressure one's foes.

- **Cervantes de Leon – Memories of Soul Edge –** A style that uses a longsword in one hand and a gun sword in the other. It requires a great degree of strength and speed to properly use, but in the hands of a master, few can stand against the wielder of this style.

- **Hildagard von Krone – Große Erbschaft –** A blending of lance and sword techniques, it is said that this style was passed down from the first king of Wolfkrone. This style can freely switch between lance and sword strikes but more importantly, it can hold its attacks, charging them to be stronger than they have any right to be.

- **Ivy – Unrelated Link –** A style that was inspired by a hitherto unknown Chinese fencing style and combined with battle-whip techniques. This style uses a combination of short- and long-range attacks in conjunction with a snake sword to dominate one's opponents. If one were to fully harmonize with this weapon, then they may be able to manipulate the very blades of the snake sword independent of their whip-state.

- **Kilik – Ling-Sheng Su Secret Arts of the Rod –** A staff style developed by the Ling-Sheng Su temple. It focuses on a multitude of long-range attacks with several shorter-ranged horizontal techniques in case an opponent manages to get into a user's guard.

- **Maxi – Shissen Karihadi –** A nunchaku style developed on the Ryukyan Islands. It is known for its flowing movements and its capacity to unleash attacks in a

flash. It seems to have other techniques from other styles incorporated into it, hinting that this style can easily assimilate other techniques to increase its abilities.

- **Mitsurugi – Tenpu-Kosai-Ryu Kai –** A katana style developed from the peasantry class. It displays not only a shocking degree of strength and speed but lends itself to seamlessly assimilating techniques from other sword styles, constantly evolving and becoming stronger. As such, this style can be utilized with both katanas and European longswords without loss of ability.

- **Nightmare – The Memories That Stain The Armor –** A deceptively fast and powerful style given to moments of explosive and relentless fury. It was developed after the events of the Ostrhiensburg Chapel from the essence of Soul Edge that was infused into remnants of a set of Azure armor. This style also incorporates fragments of spiritual memories gained from the consumption of those poor souls that crossed the former wielder's path.

- **Raphael Sorel – La Rapiere des Sorel –** A style of fencing developed by a noble family in the face of betrayal and turmoil. This style focuses on quick thrusts and slashes, as well as reactionary dodges and ducks from oncoming attacks. This style also comes with training in grapples, meant to draw an opponent in closely from a deceptive range.

- **Rock – White Giant –** A slow but destructive style focused on using two-handed great axes or maces. In connection with this, are a series of natural and defensive throwing techniques that are designed to act as an offensive defense.

- **Seong Mi-Na – Seong Style Longsword (Rod Arrangement) –** A halberd-focused style that was first developed in the Seong Dojang. Its most recent user has been adding new techniques from the fallen Ling-Sheng Shu temple to the style since her first journey in search of the Hero's Blade. It is a style that emphasizes long reach and fast attacks/movements. When successfully used, this style can maximize its threat through its range.

- **Setsuka – Shinden Tsushima-ryu Battoujyutsu –** A Iajutsu katana style known as 'The Art of Cutting With The Blade.' This is an assassination style that is dedicated to shortening the time between drawing, cutting, and striking down a target. It calls for dedication, precision, patience, and persistence. However, when used properly, it can close the distance between even the most disparate of opponents.

- **Siegfried Schtauffen – Innocent Darkside –** This self-taught style utilizes Zweihanders and other large two-handed swords in both offensive and defensive techniques. It unleashes powerful and surprisingly fast strikes, as well as a vast number of stances to prepare a great number of additional moves that can catch opponents off guard.

- **Sophitia Alexandra – Athenian Style –** A divine style taught by the Goddess of War herself. While this style initially appears to be an extremely normal style revolving around xiphos-styled swords and small shields, it hides an aggressive focus on counters and throws that can be used to dominate one's opponents.

- **Talim – Wind Dance –** A tonfa-based style originating from Southeast Asia. It at first resembles more of a dance than a legitimate fighting style, but those who master it and fully commit to this style are said to be able to use the wind itself to attack and defend.

- **Taki – Musoh-Battoh-Ryu –** A dual-kodachi style hailing from the East that focuses on the destruction of demons. As such it is the culmination of the martial skills, swordplay, and the mystical arts of the Fu-Ma clan. This is an unpredictable and deceptive style, allowing for a user to easily overcome their opponents.

- **Tira – Dance of Death –** The Bird of Passage was an organization of assassins that plagued Europe during this period of time. Through their efforts, they developed a unique assassination style revolving around a massive ring blade. This style flashes with an enchanting display of beauty as the user brings death to their opponents.

- **Voldo – Instincts of The Pit –** A dual Katar style developed over a long period of lonely vigils and blinding darkness. The focus of this style is the contortion of one's body in unnatural and inhuman ways. This often fatally confuses less experienced opponents and gives even the most veteran of warriors a great deal of difficulty.

- **Xianghua – Ling-Shu Temple Sword Style –** A Jian-based style that focuses on being unpredictable with a great degree of feints and cancels. In the hands of a master, this style is extremely versatile.

- **Yun-seong – Seong Style Longsword (Personal Style) –** A variant of the Seong Style Longsword technique that goes to its own rhythm as opposed to the ceremony of old. As such, it incorporates elements of Taekwondo in the form of rapid kicks that defy base categorization.

- **Yoshimitsu – Manji Ninjutsu –** A katana-ninjutsu style developed by the secretive Manji clan with formative roots dating back to the Tang dynasty. It first appears to be nothing more than a series of random and bewildering movements. In truth, these movements are designed to target an opponent's weak points with lethal accuracy.

- **Zasalamel – Self-Taught Style –** This curious style was developed over the period of multiple lifetimes. Originally beginning with an unnamed tribe lost to time, it uses a great scythe to draw opponents in from mid to long ranges to deliver the finishing blows.

Equipment

The following section is a touch unique. Soul Calibur as a series, is well known for the many weapons that each character has access to. Each of these weapons usually comes with a variety of abilities that are both beneficial and detrimental. Now Soul Calibur IV did away with this for something we will discuss a bit later on, however, it would be wrong to deny you a chance of not only acquiring a weapon that suits your fighting style or styles but one that can potentially tailor to be of greater use to you.

As I stated earlier, due to this being a Gauntlet you will begin this section with **+0 Equipment Points or EP.**

- **Personal Weapon (FREE) –** When you had chosen your preferred fighting style, you realized that you may need a weapon to fight with. That's where this comes in. This is either a mundane weapon or set of weapons that are synonymous with fighting. The only boon that they have is that they are extremely durable.

- **Personal Outfit (FREE) –** Whether it's armor or clothing, you will receive an outfit of your choice. This outfit is mostly for aesthetics and any damage it sustains will be repaired in time for your next battle.

- **Push Back (-100 EP) –** Your weapon has been upgraded in a curious manner. Strikes delivered from it will force your opponent's back further than they would normally. It may not make or break a fight, but it could give you some breathing room if you need it.

- **Phantom Range (-100 EP) –** Despite your weapon's appearance, the length of its attacks is actually half a time longer than it would appear. This is a great way of catching your foes off guard and closing some extra distance.

- **Soul Charge (-200 EP) –** At the cost of some of your Soul Gauge, you may temporarily imbue your weapon with some of your spiritual power. This increases the power and speed as well as the effectiveness of any abilities that may be a part of your weapon for a few seconds. However, this act will leave you vulnerable for several moments when initiating this move.

- **Attack Break (-200 EP) –** Certain warriors favor certain attacks. These can be boiled down to either horizontal strikes, or vertical strikes. With this upgrade, your weapon has a greater capability of countering and canceling these attacks should you attack at the same time, opening your opponent for additional attacks until they can find the time to recover.

- **Nightmarish Claw (-400 EP) –** This… thing isn't an upgrade for your weapon, rather it appears to be a nightmarish-looking arm. Upon further inspection, you realize that this… thing is a hollow gauntlet/manicae that either has five or three fingers and seems to fit on your dominant arm. You can only put your arm within if it's bare, and when you do, the claw will shrink and adhere to it. It will then snake itself underneath your clothes to further attach itself to your upper shoulder and back. While it can let go of your arm with a thought, you'll find that when wearing this claw, the strength of your dominant arm is vastly increased without losing any dexterity or control.

- **Counter Reflection (-400 EP) –** Has your weapon been polished to a mirror sheen? No? Well, it almost appears to be. You'll find now that your weapon has the ability to reflect a portion of your opponent's attacks back onto them when guarding. This reflected damage is proportional to the power that they would have behind the attack originally.

- **Growth (-600 EP) –** Time is a theme in any fighting game. However, real fights do not have a time limit. Normally, a real fight only lasts a few minutes, maybe even less. Now though, if you can run that proverbial clock, your weapon will exhibit a fantastic ability. The longer you engage in a singular fight, the stronger your weapon becomes. Who knows what terrible strength you can bear with enough time.

- **Legendary (-600 EP) –** In the past titles, every character received a legendary weapon with several beneficial effects. The most common was a roughly 100% boost to your attack and defense. By attack, I mean any attack you use while wielding this weapon. In

addition, there is also the matter of regeneration. This was a common effect in past legendary weapons and acts as a steady rate of regeneration that can heal you over time.

Abilities

The following section governs the abilities that you may bring in with you to Tower of Lost Souls. These abilities can provide a great service to you both in the immediate now and the far future. They are separated into five categories: ***Power, Impact, Boost, Gauge, and Special***. Most abilities are ranked in effectiveness, with C being the lowest, and S being the highest. As such base ranked abilities will cost -50 AP and each successive upgrade afterward will cost -50 AP. Abilities that are not ranked will be priced at -200 AP.

Be aware though, that like all things in this Gauntlet, you will begin with **+0 Ability Points or AP.**

Power

- **Shave Damage –** Shave an amount of health from an enemy, even if they were to block your strikes.
    - **Rank C (-50 AP) –** You will shave a small amount of health from an enemy, even if they are blocking.
    - **Rank B (-100 AP) –** You will shave health from an enemy, even if they are blocking.
    - **Rank A (-150 AP) –** You will shave a large amount of health from an enemy, even if they are blocking.
    - **Rank S (-200 AP) –** You will shave a very large amount of health from an enemy, even if they are blocking.

- **Auto Counter –** Allows you to turn an attack that hits you into a counter hit. Counter hits do increased damage when executed.
    - **Rank C (-50 AP) –** You will have a slight chance of turning a standard hit into a counter hit.
    - **Rank B (-100 AP) –** You will have a chance of turning a standard hit into a counter hit.
    - **Rank A (-150 AP) –** You will have a large chance of turning a standard hit into a counter hit.
    - **Rank S (-200 AP) –** You will have a very large chance of turning a standard hit into a counter hit.

- **Auto Unblockable Attack –** Allows you to render your next high-damaging attack unblockable.
    - **Rank C (-50 AP) –** You will have a slight chance of turning your next attack into an unblockable attack.
    - **Rank B (-100 AP) –** You will have a chance of turning your next attack into an unblockable attack.
    - **Rank A (-150 AP) –** You will have a high chance of turning your next attack into an unblockable attack.
    - **Rank S (-200 AP) –** You will have a very high chance of turning your next attack into an unblockable attack.

- **Knock Down (-200 AP) –** Increases the knockdown power of your attacks.

- **Nullify Aerial Control (-200 AP) –** Prevents any opponent from regaining control of themselves in the air until they either hit the ground or you attack them three times.

- **Guard Breaker (-200 AP) –** Upon conscious activation, all of your high damaging attacks will be able to break enemies guard for a limited amount of time.

Impact

- **Nullify Counter –** Allows you the opportunity to turn a counterattack into a less damaging normal attack.
    - **Rank C (-50 AP) –** You will have a slight chance of turning a counter into a normal hit.
    - **Rank B (-100 AP) –** You will have a chance of turning a counter into a normal hit.
    - **Rank A (-150 AP) –** You will have a high chance of turning a counter into a normal hit.
    - **Rank S (-200 AP) –** You will have a very high chance of turning a counter into a normal hit.

- **Auto Impact –** Allows you the chance of turning any block into an Impact. An impact will temporarily throw your opponent off balance and open for attack.
    - **Rank C (-50 AP) –** You will have a slight chance of initiating an Auto Impact when you block.
    - **Rank B (-100 AP) –** You will have a chance of initiating an Auto Impact when you block.
    - **Rank A (-150 AP) –** You will have a high chance of initiating an Auto Impact when you block.

    - **Rank S (-200 AP) –** You will have a very high chance of initiating an Auto Impact when you block.

- **Impact Heal (-200 AP) –** You will recover life proportionate to the strength of the strike you initiated an Impact against.

- **Impact Edge (-200 AP) –** You will damage your opponent with strength proportionate to the strength of the strike you initiated an Impact against.

- **Strong Impact (-200 AP) –** When performing an Impact, the opponent is left open for a Counter Hit.

- **Master Impact (-200 AP) –** Every Impact you initiate will be a Just Impact. Just Impacts are Impacts that work against unblockable attacks and stagger your foes for longer periods of time.

Boost

- **Hysterical Strength (-200 AP) –** Your strength, defense, and speed increase inversely to the amount of Soul Gauge remaining.

- **Start Dash –** At the beginning of every new fight, your Strength, Speed, and Defense are increased for a limited amount of time.
    - **Rank C (-50 AP) –** At the beginning of every new fight, your Strength, Speed, and Defense are increased by a slight amount.
    - **Rank B (-100 AP) –** At the beginning of every new fight, your Strength, Speed, and Defense are increased.
    - **Rank A (-150 AP) –** At the beginning of every new fight, your Strength, Speed, and Defense are increased by a large amount.
    - **Rank S (-200 AP) –** At the beginning of every new fight, your Strength, Speed, and Defense are increased by a great amount.

- **Will Power (-200 AP) –** Your strength, defense, and speed increase when your life decreases to roughly half.

- **Soul Gauge Recovery –** Increases the rate at which Soul Gauge recovers.
    - **Rank C (-50 AP) –** Increases the rate at which Soul Gauge recovers by a small amount.
    - **Rank B (-100 AP) –** Increases the rate at which Soul Gauge recovers by a moderate amount.

    - **Rank A (-150 AP) –** Increases the rate at which Soul Gauge recovers by a large amount.
    - **Rank S (-200 AP) –** Increases the rate at which Soul Gauge recovers by a very large amount.

- **Alignment (-200 AP) –** Your strength, defense, and speed increase will increase, decrease, or remain the same depending on the alignment of your opponent.

- **Appeal (-200 AP) –** Your strength, defense, and speed increase if your opponent is the opposite gender and remain neutral if they are the same gender.

Gauge

- **Soul Gauge Boost –** You will start a new fight with improvements to your Soul Gauge.
    - **Rank C (-50 AP) –** You will start each new fight with a full Soul Gauge.
    - **Rank B (-100 AP) –** You will start each new fight with a full Soul Gauge and your Soul Gauge will receive slightly less damage from guarding attacks.
    - **Rank A (-150 AP) –** You will start each new fight with a full Soul Gauge and your Soul Gauge will receive less damage from guarding attacks.
    - **Rank S (-200 AP) –** You will start each new fight with a full Soul Gauge and your Soul Gauge will receive greatly less damage from guarding attacks.

- **Soul Gauge Damage –** Increases the damage you do to your opponent's Soul Gauge.
    - **Rank C (-50 AP) –** Your attack will inflict a slightly higher degree of damage to your enemy's Soul Gauge
    - **Rank B (-100 AP) –** Your attack will inflict a moderate degree of damage to your enemy's Soul Gauge
    - **Rank A (-150 AP) –** Your attack will inflict a greater degree of damage to your enemy's Soul Gauge.
    - **Rank S (-200 AP) –** Your attack will inflict a severe degree of damage to your enemy's Soul Gauge.

- **HP Drain –** You will recover health when you land an attack on your opponent.
    - **Rank C (-50 AP) –** You will receive a small amount of health back, proportionate to the damage you inflicted.
    - **Rank B (-100 AP) –** You will receive health back, proportionate to the damage you inflicted.
    - **Rank A (-150 AP) –** You will receive a large amount of health back, proportionate to the damage you inflicted.

    - **Rank S (-200 AP) –** You will receive a great amount of health back, proportionate to the damage you inflicted.

- **Soul Gauge Rate Up –** Increases the rate at which your Soul Gauge recovers when attacking.
    - **Rank C (-50 AP) –** You will receive a small amount of your Soul Gauge when attacking an enemy.
    - **Rank B (-100 AP) –** You will receive a small amount of your Soul Gauge when attacking an enemy.
    - **Rank A (-150 AP) –** You will receive a large amount of your Soul Gauge when attacking an enemy.
    - **Rank S (-200 AP) –** You will receive a great amount of your Soul Gauge when attacking an enemy.

- **HP Recovery –** When you strike an opponent 3 or more times, you will begin to recover Health for a period of time.
    - **Rank C (-50 AP) –** When you successfully perform 3 or more hits, you recover a small amount of health overtime.
    - **Rank B (-100 AP) –** When you successfully perform 3 or more hits, you recover health overtime.
    - **Rank A (-150 AP) –** When you successfully perform 3 or more hits, you recover a large amount of health overtime.
    - **Rank S (-200 AP) –** When you successfully perform 3 or more hits, you recover a great amount of health overtime.

Special

- **Auto Grapple Break –** Grants you a chance to break out of grapples and throws.
    - **Rank C (-50 AP) –** You have a slight chance of breaking out of grapples and throws.
    - **Rank B (-100 AP) –** You have a chance of breaking out of grapples and throws.
    - **Rank A (-150 AP) –** You have a large chance of breaking out of grapples and throws.
    - **Rank S (-200 AP) –** You will almost always break out of grapples and throws.

- **Nullify Ring Out –** Grants you a chance of not being thrown from an arena's boundaries.
    - **Rank C (-50 AP) –** You have a slight chance of not being thrown from an arena.
    - **Rank B (-100 AP) –** You have a chance of not being thrown from an arena.
    - **Rank A (-150 AP) –** You have a large chance of not being thrown from an arena.

    - **Rank S (-200 AP) –** You are almost always safe from being thrown from an arena.

- **Venom Fang –** Your attacks will poison your opponents for a short time.
    - **Rank C (-50 AP) –** You will inflict a small amount of poison damage.
    - **Rank B (-100 AP) –** You will inflict a medium amount of poison damage.
    - **Rank A (-150 AP) –** You will inflict a large amount of poison damage.
    - **Rank S (-200 AP) –** You will inflict a severe amount of poison damage.

Companions

Due to the nature of the mode this Gauntlet is based on you will only be able to purchase up to two companions. During this Gauntlet, all purchased companions will begin with +0 SP, EP, and AP.

They will receive half the SP, EP, and AP that you receive from taking each section's Drawbacks.

- **Brothers and Sisters in Arms (-100 SP or -200 SP) –** So you want to conquer the tower with former friends and allies? You can, partially. The Tower of Lost Souls allowed for one additional player character to be selected and the enemy selection for each floor usually allowed for anywhere from one to three opponents. As such, you can use this option to bring one or two companions from prior Jumps into this Gauntlet to aid you.

- **Basic Assist (-100 SP) –** A simple warrior that has chosen to follow you into the Tower of Remembrance. They only have the most basic understanding of a chosen style and come with a mundane version of a weapon for that style. In addition, they will come with the following perks.
    - Soul Style
    - Ordinary Battlefield
    - Spiritual Might
    - Warrior's March
    - Ambient Acclimation
    - Armor Break

- **Bonus Character (-200 SP) –** You have managed to secure the loyalty and assistance of one of the five Bonus Characters present in Soul Calibur IV. These characters have mastery over the copied styles as well have access to the Guest Encounter Perks. Should you take this notion and encounter one of these characters in pursuit of their perk, then they will appear as a palette-swapped version of your companion. They are as follows.
    - Angol Fear

    - Ashlotte Maedel
    - Kamikirimusi
    - Scherezade
    - Shura
- They will come with the following perks;
    - Soul Style
    - Ordinary Battlefield
    - Spiritual Might
    - Warrior's March
    - Ambient Acclimation
    - Armor Break
    - Critical Finish

- **'Canon' Character (-400 SP) –** Now we're talking about assistance. Upon purchase, you will be joined by a grayed-out doppelganger of a canon character of your choice. They will have a variety of perks should they canonically have access to these perks. More importantly though, upon completion of this Gauntlet, they will effectively regain their colors and travel with, never wavering in either their loyalty or friendship. Certain characters like Algol cannot be taken with this option. For reference, here are the perks they can come with.
    - Soul Style
    - Ordinary Battlefield
    - Spiritual Might
    - Warrior's March
    - Ambient Acclimation
    - Armor Break
    - Critical Finish
        - If you choose Siegfried – **Giant's Finesse and Hero's Duality**
        - If you choose Nightmare, Astaroth, or Rock – **Giant's Finesse**
        - If you choose Taki, Yoshimitsu – **Shadow's Grace**
        - If you choose Voldo – **Shadow's Grace and Debilitated Cover**
        - If you choose Tira – **Shadow's Grace and Cheer & Gloom**
        - If you choose Sophitia, Cassandra, or Aeon – **Forged Blessing**
        - If you choose Raphael or Amy – **Malfested Nobility**
        - If you choose Ivy – **Grand Alchemy and Hero's Duality**
        - If you choose Mitsurugi or Setsuka – **Strength Within**
        - If you choose Talim – **Guided By The Wind and Hero's Duality**
        - If you choose Zasalamel – **Hero's Duality and Golden Eyes**

- **Algol, The Hero King (-600 SP) –** It would appear that the Hero King himself has decided to join you to test his might after his resurrection. His power and skill are beyond belief as evidenced by his utilization of spirit swords from within his own body. He comes with the following perks.
    - Soul Style – The Flow of Power
    - Ordinary Battlefield
    - Spiritual Might
    - Warrior's March
    - Ambient Acclimation
    - Armor Break
    - Giant's Finesse
    - Forged Blessing
    - Strength Within
    - Hero's Duality
    - Edgemaster
    - Critical Finish

Rewards

The following section details the various rewards you will receive upon completion of this Gauntlet. Regardless of whether you choose to make the ascent, descent, or both, the weapons you receive will be unbreakable works of master craftsmanship, never losing their edge or strength in battle. More importantly, each of the reward weapons have the ability to shift their appearance to a weapon whose style you are currently using. This will include the weapons that the fighting styles of Ataru, Djem-So, and Sith Shien are based around.

These weapons could either have no sentience, a limited degree of sentience, or a complete identity all their own. Whatever choice of this particular aspect you make, know that these weapons will forever be loyal to you and those with whom you entrust them to.

Should you intend to complete both the Ascent and Descent, then you will be able to use one of the reward weapons during the opposite climb.

Basic Rewards

- **Create-A-Wardrobe –** Upon completing the Gauntlet and returning to your warehouse, you noticed a new door has been added. Opening it will reveal a pristine garden shrine. Within that shrine, you will find a large chest that contains far more items than its dimensions suggest. Within this chest lies all the articles of clothing and armor that would have been seen in this Gauntlet. This includes all options found in Create-A-Soul

and the 1P and 2P for each canon character present here. Should the outfit not fit your biology or gender, then it will adapt itself to do so.

- **Tower of Remembrance –** Regardless of which path you took; your warehouse has a new attachment. The Tower of Remembrance is now yours and functions as a location to continually test your martial prowess. It does this through the recreation of locations and opponents based upon your memories with easier opponents being located within the lower floors and more difficult opponents being found on the upper floors respectively.

The Ascent

- **The Ordered Nauplius –** Upon reaching the top of the Tower of Remembrance and defeating your last opponent, you found yourself whisked back to the entrance. In front of you, however, is a strange weapon in the style that you are most used to using. Its dark blue steel is cool to the touch, and you feel a sense of benevolent purity from it. Upon taking it up, you will notice that it has the ability to manifest ice and crystals for either offensive or defensive purposes. Shortly after leaving the Tower of Remembrance and returning to Ostrhiensburg, you are attacked by one of Nightmare's malfested. Defending yourself with this new weapon, you realize in amazement how effective this weapon is against the forces of evil, effortlessly destroying them with its holy might. However, there is more. As you leave the castle grounds, you begin to notice the foulness that pervades this place begins to lessen as it is slowly absorbed into your new weapon, purifying it and making the weapon even stronger than before.
    - Sometime after leaving Ostrhiensburg, the weapon will be stolen from you in the dead of night. Not long after, the thief will return. They will tearfully return the blade to you, proclaiming that they saw the full extent of their evil ways, before fleeing from you. This anti-theft effect can be applied to more spiritual and esoteric methods and can be avoided should you be willing to bequeath the blade onto someone else.

The Descent

- **The Chaotic Nauplius –** Upon reaching the bottom of the Tower of Remembrance and defeating your last opponent, you find yourself whisked back to the entrance. In front of you, however, is a strange weapon in the style that you are most used to using. While its demonic appearance may be off-putting to some, you reach out to it without hesitation. For several moments, you feel the grip of the weapon tighten itself around your hand before relaxing as if to convey acceptance. You take a few experimental swings and accidentally a great swathe of evil flames. Nodding in approval, you return to Ostrhiensburg. Shortly thereafter, you are attacked by a remnant of Nightmare's

malfested, and upon slaying them, you witness their soul being consumed by your new weapon. Before you can react, your new weapon passes some of the spiritual power onto you, reinvigorating you and making you just a little bit stronger than before.

- Sometime after leaving Ostrhiensburg, the weapon will be stolen from you in the dead of night. Not long after, the thief will return, only changed. The hand that is gripping the sword has malfested into a grim claw, and they jerkily offer the weapon back to you before fleeing away from you. This anti-theft effect can be applied to more spiritual and esoteric methods and can be avoided should you be willing to bequeath the blade onto someone else.

Heaven and Hell

- **The Nascent Embrace –** Instead of leaving the Tower of Remembrance, you decided that you were going to take the opposite path with your new weapon. Upon battling your way to either the top or bottom of the tower, you find the antithesis of your first reward weapon. Before you could do anything, you and it were whisked back to the entrance. As you consider what to do next, the first spirit weapon you acquired pulls itself free of your hands and entwines itself around its opposite. There is a bright flash of light, and as you regain your sight you see that the two spirit weapons have become one. This new weapon combines the greatest strengths of its two composite halves to create a weapon neither purely holy nor demonic. As you take it up, you can feel its power flow through you in ways you could never imagine.
  - This new weapon can be split back into its composite parts and used that way should the wielder desire it.
  - Appearance-wise, The Nascent Embrace can appear as a single weapon or pair of weapons, depending on your current fighting style, that takes on a blend of the composite weapons' appearances or focuses its appearance on one of its halves. If blended, this could be seen as having a dark blue weapon made from seemingly hardened organic materials, a balefully crimson crystalline weapon, or a further blend of their motifs to produce a weapon whose primary coloration is that of purple.

- **The Flow of Power –** The Nascent Embrace temporarily disappears, and you feel a torrent of power flow throughout your body. After a few moments, it settles and with a thought, you can see blue and red spiritual energy dancing across. This is Algol's famed Flow of Power, a fighting style that utilizes spiritual energy to turn every part of your body into a weapon. While naturally powerful in its own right, this fighting technique also improves your sense of power greatly and can even allow you to attack the very soul of your opponent.

Drawbacks

The following sections contain the various drawbacks that you may take for the purposes of paying for your various perks, equipment, and abilities. Due to how varied these sections are, each drawback section will be divided into separate subsections.

General Drawback

- **A Stage of History (+1,000 SP, +600 EP, and +600 AP) –** The Soul Calibur games as a whole take place over multiple years and keeping that in mind I'd like to make an additional point offer to you. In return for forfeiting your right to The Nauplius Weapons, The Nascent Embrace, and The Flow of Power, I am willing to turn this into a full Jump. This allows you to bring with you any non-Body Mod perks, powers, and items from previous Jumps.
    - For Soul Perks, you will be able to take two perks at each price range for a 50% discount.
    - For Equipment, you will be able to take one item at each price range for a 50% discount.
    - For Abilities, due to the pricing style for this section, there are no discounts provided.
    - Any companion either imported or purchased within this document will receive +600 SP, +300 EP, and +300 AP. This is all in return for spending a full decade in this world.

Soul Perk Drawbacks

- **Stock Lines (+100 SP) –** This Gauntlet is based off of a fighting game, and if there is one thing that all fighting games have in common is the various opening lines and taunts at the beginning and end of every match. Now it would appear that you and by extension everyone else you fight with and against, are unable to communicate in any way other than through these statements.

- **My Ass-Kicking Clothes! (+100 SP) –** Soul Calibur IV was the second game in the series to have a Create-A-Soul mode and they had some truly wild options available within. Now, many of the clothing and armor choices were designed to make the wearer look attractive, intimidating, or glorious. For you though, it seems that you found yourself in the Create-A-Soul reject bin and pulled out whatever was in there. Your clothes and armor will never match styles or be coordinated, and it will be something that will cause your opponents to always look upon you with derision.

- **Gauged Arms (+200 SP) –** Create-A-Soul has options to purchase weapons for your characters. These weapons would raise attack power, as well as provide stat bonuses for abilities. Most of this you don't have to worry about except for the fact that now your opponents' various attacks will deal extra damage to your Soul Gauge and cause your attacks to deal less damage to their Soul Gauge.

- **Arena Breakdown (+200 SP) –** As the Tower of Remembrance created arenas for combatants based on their memories, it made several errors. Nothing too terrible, but the problem you will now be faced with is the fact that certain sections of the arenas and floors aren't as stable as they should be. A wall may collapse when either you or your opponent is thrown against it, or there may be a set of moving statues that begin to hem you in while you fight. These are never quite the same and will always make each floor that much more unpredictable.

- **Strength in Numbers (+400 SP) –** It seems that far more warriors were drawn to Ostrhiensburg and by extension, The Tower of Remembrance than originally assumed. This has naturally caused a greater influx of warriors that you will have to face. Expect to face double the number of opponents per floor. For some added context, were you to face a single opponent, then you would face another alongside them.

- **The Fallen Land (+400 SP) –** Earlier I mentioned that there's a chance that the Tower of Remembrance may have recreated arenas from memory in an improper manner. This will expand on that. Whether through incorrect recreation or an intentional test of one's mettle, each floor will have a series of hazards that impede you and your opponents in some way. This could range from gusts of wind that push fighters to the boundaries, ice-slicked floors making traction difficult, sand slowing foot movement, or other issues that may catch you off guard.

- **A King's Trial (+600 SP) –** Usually in the Tower of Lost Souls mode, you may be able to take an additional character with you for assistance. It was a great way of developing strategies and builds for multiple scenarios. That is not the case anymore. Perhaps it was a decree by the Hero King himself, but any purchased companion or prior companion cannot join you during your battles. Like The Hero King of old, you must complete your journey with no assistance other than your own skill.

- **Endless Battle (+600 SP) –** You would like to think that when climbing anywhere from forty, to sixty, or even one hundred floors and doing battle within each, you have time to rest and recover from any injury you may have sustained. That's not happening. No

sooner will you defeat your current floor's foes, will you then be immediately sent to the next floor and fight. Can you succeed in the face of endless battle?

Equipment Drawbacks

- **Lesser Blessing (+100 EP) –** Your weapon upgrades should be a great compliment to your skills and abilities. However, due to some issues with the environment that the Tower of Remembrance creates, these upgrades are weaker than they should be. Not enough to render them useless, but enough for you to easily notice.

- **Throwing in The Throw (+100 EP) –** Usually, your weapon upgrades carry over to all forms of your attacks, up to and including throws. That is not the case anymore. Now whenever you grapple with an opponent, it will only do the amount of damage that can be done with your own sheer physical might.

- **Chipped Shield (+200 EP) –** Guarding is an extremely important aspect of battle. Unfortunately for you, it seems that your weapon isn't quite capable of properly doing its job. As such, you will receive 10% - 20% of the damage you would normally receive from any attack you defend against. The damage range is based on the strength of the attack that you attempted to defend against.

- **Short Range (+200 EP) –** Your weapon was unfortunately altered just prior to its completion. As a result, the range of your strikes is shorter than it normally should be. This in turn forces you to close the distance between you and your opponents. In some cases, this may be beneficial, and in other cases, it may be a greater detriment.

- **Lost Sword (+400 EP) –** So, you've spent all that EP making your masterpiece weapon, and you think that you'll just begin with it without issue. No. At some point during your insertion here, your weapon was lost and will be found on one of the many floors present here. Until you find your weapon, you will be forced to either use your fists or weapons owned by your various opponents.
    - If you decide to make the ascent, roll a 1d60 to determine which floor it can be found on.
    - If you decide to make the descent, roll a 1d40 to determine which floor it can be found on.
    - If you have chosen to complete both the ascent and descent, roll a 1d100 to determine which floor it can be found on.

- **Hidden Effects (+400 EP) –** An aspect of weapon abilities from earlier titles was the idea of hidden effects that could affect the stats and abilities of the various weapons.

These seemed to have been balanced to a degree but not in your case. Your weapon has a hidden negative effect which can range from reduced attack, reduced defense, instability, and so many more minor things. You will usually have one hidden effect active at any time and this effect will change every ten floors. Try 'em all and see what happens!

- **HP Overtime (+600 EP) –** The nastiest weapon effect in previous games was an HP drain effect. Over time you would lose help as you wield your weapon. Well, I decided to bring that back just for you. Over time, you will lose health, and while you will be fully restored at the end of every battle, time is not on your side.

- **Weapon Gauge (+600 EP) –** Do you remember the fact that earlier I mentioned your weapon can take an obscene amount of abuse? Yeah, forget. Your personal weapon is as strong as normal weapons of this period in time, and sure good maintenance may keep it in good shape, but if you are going from every battle without stopping then there's the distinct possibility of them breaking. If that happens, you must complete at least 5 floors, before that weapon is returned to you.

Ability Drawbacks

- **To The A (+100 AP) –** Abilities in Soul Calibur IV range in rank from C to S. C is naturally the weakest and S is extremely powerful. The problem with this is that S ranks are normally not allowed for playable characters, only given to NPCs in the Tower of Lost Souls mode. As such, you can only get your skills up to their A rank for the duration of this Gauntlet.

- **Rank Up! (+100 AP) –** It would be great to just coast through the various floors of the Tower of Remembrance with your abilities at their full power. That's not going to happen. Instead, your abilities will begin at their lowest rank, and through combat, they grow in power until they eventually become what you purchased them as.

- **Equal Skill and Power (+200 AP) –** There's an infamous achievement in Soul Calibur IV known as 'Equal Skill and Power.' This achievement requires you to pair equipment and weapons so that each ability point acquired is fully paid. Now, we're not about to force that particular bit of game mechanics onto you. Instead, we are altering your purchased abilities so that they will balance themselves out. This will naturally mean that some abilities will become stronger, while some will become weaker.

- **Weapon Binding (+200 AP) –** In the original game, abilities were tied to your weapon. I suppose this was a way of handling weapon abilities from previous titles. Well, due to

this relationship, your abilities are now tied to your chosen weapons/weapons. Should your weapon be lost or destroyed, then your abilities will go with it.

- **Discovery of the Self (+400 AP) –** Your abilities are scattered through the tower as crystal shards. You must find these shards to activate your skills.
    - If you are making the ascent, roll a 1d60 for each ability you have purchased.
    - If you are making the descent, roll a 1d40 for each ability you have purchased.
    - If you are making the ascent and descent, roll a 1d100 for each ability you have purchased.

- **Randomization (+400 AP) –** So, you purchased a whole host of abilities that you can use for battle. Sounds good right? Here's the problem. At the beginning of every fight, your abilities will randomize themselves, throwing you off for a second or two as you try to understand what you will be using during that particular fight.

- **Controlled Weakness (+600 AP) –** It appears that during your insertion, there was an issue with your ability purchases. The powers that be believed that your success should be based on your martial skills rather than abilities. As such, all abilities purchased in this Gauntlet will be locked at their lowest rank. They will naturally be granted their true strength upon completion.

- **Mirror of The Self (+600 AP) –** You have some powerful abilities Jumper no two ways about that. Unfortunately, I'm going to have to place some balances into this Gauntlet. Namely, each enemy you fight will have your purchased abilities. This will override any ability that they may have had. This can be both a blessing and a curse.

Changelog and Notes

- **5/23/2024 – Version .9 Created**
    - Perks
        - The Forged Blessing – You see, neither Sophitia, nor Aeon came out on their initial journey unscathed. Aeon's loss of self and further mutation at the hands of the Fygul Cestemus cult is outward proof of that. Sophitia suffered a more insidious corruption. You see, when she first destroyed part of Soul Edge several shards lodged themselves in her body, and all but one were removed.
- **5/24/2024 – Version 1.0 Created**
    - General
        - Made multiple grammatical fixes and description changes to improve readability.

- Perks
  - Added the perks 'Debilitated Cover' 'Cheer and Gloom' and 'Golden Eyes' to even out the number of perks that were on offer.
  - Cleaned up and expanded the description of 'Soul Style.'
- Rewards
  - Shifted Rewards to be above the drawbacks for a better flow of reading.
  - Added anti-theft provisions for Orderly/Chaotic Nauplius.
  - Added the ability to split the Nascent Embrace into its two composite parts.
  - Clarified how The Nascent Embrace can appear.
- General Drawbacks
  - Added the Soul drawback 'Stage of History' which allows this Gauntlet to be taken as a regular Jump.
    - Jumpers who take this will still be able to receive the Basic Rewards.
- Additional Notes
  - Thank you OrphanBird and Sweetiebottt for your suggestions and comments. They were a great help.

- **6/3/2024 – Version 1.1 Created**
  - General
    - Thank you Sweetiebottt for the questions that led to these clarifications.
  - Styles
    - Giant's Finesse is not needed for the heavy weapon styles, but it would make them easier and faster to use.
  - Reward Weapons
    - General Notes
      - If given physical humanoid forms of their own, the reward weapons would be able to use your skills and fighting styles.
      - The forms they can take must be actual melee weapons. You can play around with it with weapons similar to Cervantes' gun sword, but that's it.
      - You are not limited in the specific form of weapons per style. So, if you wish to utilize any three of the reward weapons as a Kanabo with 'The Memories That Stain The Armor' you absolutely can.
      - If a weapon is a hybrid between a firearm and melee weapon, the firing function can still be used. In place of ammo, the reward weapons will use holy, evil, or both forms energy to supply the ammo.
      - Your reward weapon can change forms between melee weapons mid swing during a battle.

        - Basic competence with a weapon is enough for any Reward weapon to take on a similar form change.
        - These reward weapons can be easily given or bequeathed onto others through either a simple or an elaborate ceremony.
            - The reward weapons can be easily returned without triggering the anti-theft aspects of it.
            - Should these weapons be kept longer than agreed, the anti-theft aspect will activate based on intent.
                - Should the new wielder be unable but still willing to return the weapon when available to, they will be safe from the anti-theft protection.
                - Should the new wielder have no reason to not return them and keep them, they will receive a one-time warning (a foreboding sensation for example) and a second chance before the anti-theft protection kicks in.
- Orderly Nauplius
    - Orderly Nauplius is legitimately holy, no hidden evil like the SC5 Soul Calibur.
- Nascent Embrace
    - The Nascent Embrace shares the antitheft capabilities of the Ordered Nauplius and Chaotic Nauplius.
    - You do NOT need the perk ‘A Hero's Duality’ or similar perks with Nascent Embrace due to its nature as a reward weapon.
    - Should you choose to have the Ordered Nauplius and Chaotic Nauplius to develop sentience, the Nascent Embrace would contain a fused version of the two consciousnesses working in tandem with each other.
    - You can split the Nascent Embrace into its component parts and rejoin them at a thought.
    - The appearance of Nascent Embrace is mostly up to the Jumper who wields it. Bear in mind that this weapon will take on a blend of the motiffs present in the Ordered and Chaotic Nauplius weapons.