

Jump-Gauntlet Switcheroo Supplement

Supplement by dragonjek
Version 1.0

Sometimes a jump looks appealing, but it has a built-in chain fail condition that you can't avoid. Sometimes it's just too easy for your current power level, or you want a challenge that you won't find normally. If that's the case, this supplement is here for you, to help you turn that jump into a gauntlet.

That said, sometimes a gauntlet looks pretty fun, but why the hell would you give up your powers? Sure, plenty of gauntlets have rules for turning it into a full-fledged jump, but not all of them do. But you'd still like to go to the setting. That, too, is something this supplement is able to help with.

You start with **1000 Switcheroo Points**. There's... not a lot to spend them on. You can attach this supplement to any jump or gauntlet (unless it is made a jump or gauntlet through the use of this supplement, of course).

This supplement may be used multiple times, but only on different documents.

Perks

There are only two.

Jump-to-Gauntlet Conversion (-2000 SP):

[Requires that the supplement be attached to a jump document]

Yes, that's right. It costs 2000 SP, so you need to take the remaining 1000 SP by converting the CP (or relevant primary currency) of the jump into SP at a 1:1 ratio. This should leave you with 0 CP for that jump (if it doesn't, reduce or increase the value of this perk until you start with precisely 0 CP). This converts the jump into a gauntlet, instead.

It becomes impossible to chain-fail from dying or failing in the now-a-gauntlet; instead, you simply fail the gauntlet itself, losing all of your purchases and moving on to a new jump. Now, you might be wondering how you'll be making those purchases if you have no CP. As this is a gauntlet now, you'll be getting all of your CP from drawbacks. But since jump drawbacks are balanced on the assumption that you've already spent 1000 CP by the time you get there, they aren't quite made for someone with no points to start with; that's why the value of all drawbacks is doubled for this gauntlet. Furthermore, if there are any limitations on how many drawbacks you can take or how many points you can get from drawbacks, those restrictions are removed.

The duration of the gauntlet remains the same as when it was a jump. Furthermore, as it is a gauntlet you lose access to all of your out-of-jump powers, perks, and items, as do any companions that you import (speaking of which, you are unable to bring companions with you into a gauntlet unless you specifically import them).

Finally, rewards. Gauntlets often feature rewards for completing it, and this one is no different. For completing the gauntlet, you gain **+400 CP**; you can either spend it on the gauntlet itself, or you can save it to spend on a future jump (although not on a gauntlet).

Gauntlet-to-Jump Conversion (Free):

[Requires that the supplement be attached to a gauntlet document]

Yep, it's free. That means that the only thing for you to do with those 1000 SP is to convert it into CP at a 1:1 ratio. This turns the gauntlet into a jump, instead.

Now that it's a jump, it is possible for you to fail your chain by dying, so don't do that unless you have a 1-up on hand. If the gauntlet itself is designed around the assumption that you are going to die many times, then for the duration of the jump you still retain whatever feature allowed you to come back from death.

Speaking of durations, the length of the jump is increased to 10 years (unless the gauntlet was originally longer), although if it is patently impossible to remain in the setting for that long then you can leave at the original time. The gauntlet rule that your out-of-jump abilities and items can't be reached is no longer applicable,

and you have full access to your complete spectrum of CP purchases and your Warehouse.

If the gauntlet featured any rewards for completing it, those rewards are rendered null and void. Unless it was “you can keep the options you purchased in the gauntlet [which is now a jump]”, in which case you can keep your stuff, since you’d be keeping it anyways.

Notes

And that’s the entire supplement. I know it’s easy to just convert a jump into a gauntlet or vice-versa, and there aren’t really any rules saying you *can’t*, but I just felt like it would be nice to have some actually written-out rules for doing so.

If there’s another supplement out there that does the same thing, I couldn’t find it.

Changelog

- Version 1.0
 - Made it so that the gauntlet often lifts any restrictions on how many drawbacks you can take.
 - Made a minor change so that you couldn’t turn a jump into a gauntlet into a jump again to freely double your points
- Version 0.5
 - Created supplement