

The Amazing Digital Circus Gauntlet

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*Welcome to the Circus my world-hopping hooligan! I'm your Ringmaster and I'm so pleased to welcome you to our Circus for the next **10 years** while your benefactor tries to finish the Exit... What can I say, it's a complicated project.*

CP? What's that? Well... I guess you've got 0



Origin

New Resident

*You're a new member of the Circus! A world of Wonders where anything can happen... except swearing. You don't need to eat, sleep, or breathe and you can't die by any means available within the circus. The downsides? You have a body completely unlike your own, you can't remember your name, and if you completely lose hope you'll *abstract* becoming a horrific eldritch abomination and failing the Gauntlet... though you'll have to live out the remainder of your 10 years down in the cellar.*



Perks

Digital Body (Free)

You gain a new alt-form of your own design, this body doesn't need to eat, sleep, or breathe (although your body will have some weird effect when deprived of oxygen) in addition you can't die from damage to your body although you do feel pain and can take damage (though you're much more durable than a human).

Be advised however that if you completely give up hope you'll suffer through 'Abstraction' a unspeakably grim fate where your body is warped and twisted into a eldritch creature with two many eyes and filled with nothing but mindless aggression.

Entertainment Value (100)

You have a creative mind and will always be able to find *something* fun to do regardless of your situation- this doesn't have much utility beyond helping you stave off boredom that can sometimes be the difference between abstraction and making it through another day.

No Exit (100)

You have the ability to accept and rationalize a hopeless situation, even if there's no way to *escape* your imprisonment you'll be able to accept that and move forward finding a way to live your life in the most fulfilling way possible even against impossible odds.

Good Listener (100)

People have a strange tendency to Trauma-Dump to you, if you listen to these confessions and do everything in your power to help them their mental states will markedly improve.

Alternate Routes (200)

Like Jax you're good at poking and prodding at situations to find something completely unexpected you can do, this could be finding a horrific monster and offering it your own kingdom- or even sending your own party into danger. These are rarely *nice* outcomes as the reason most people didn't consider them is because they're so needlessly cruel that no one could even contemplate it.

Impenetrable Fortress (200)

You're able to protect your mind by hiding yourself away within a cocoon of insanity, like Kinger (the oldest resident of the Circus) you can adopt a zany, eccentric persona- while in this persona your mental health will not suffer regardless of trauma. In addition you'll get luckier in this state ensuring things turn out just as well for you as they would have if you weren't using this Perk.

You are also able to set a condition that allows you to temporarily regain your full faculties without toggling this Perk off (for Kinger this was darkness.)

Opt-Out (200)

You may freely opt-out of any activities you are expected to perform with no negative relationship, or career consequences for you- though you should be aware that doing nothing for extended periods of time isn't the best for your mental health.

Re-Used NPCs (300)

You will be able to find familiar faces, both in this world and future ones you'll find 'Expies' of people you've met before and had a friendly relationship with, these expies are versions of those characters with backstories and abilities fitting for the world you find them in although they will sadly NOT have memories of your interactions with their alternate counterparts.

Spare Parts (300)

Like Zooble you can freely disassemble your body and replace your pieces with anything you can get your hands one- these spare parts will function as if they were made of flesh and blood regardless of its other functions allowing you to use tools as if they were part of your own body.

Pillar (300)

The more you help someone the more your very *existence* will hold them up, if you do everything in your power to be friendly and supportive every day you can keep them going even through horrifically dire situations. However you should be advised that your support leaves those you help dependent on you- if you die or abstract all the benefits of this perk will leave them most likely causing a cascade effect.



Items

No discounts.

Your Room (100)

This is a room perfectly suited for you and your personality, your ideal interior design and the most comfortable bed possible for your unique physiology. Resting here also *slightly* repairs your mind making you feel just a little better.

Pillow Fortress (100)

This Pillow structure feels like a comforting hug, easing your sadness and guilt while you rest within it.

VR Headset (100)

Probably not something you're happy to see given how you got to this world in the first place... but it may be a comforting break in routine at least. Using this headset you're able to temporarily travel to the world of any video game you care to name and live it like the most immersive full-dive video game you can imagine- the NPCs will be more free as well communicating with you as if they were sophisticated AI chatbots.

Candy Carrier (200)

You have a Candy-Based Combat Rig, this... thing has tons of spiky bits that can pop out with the press of a button, and you also have a veritable arsenal of candy based firearms to use in a fight.

Spudsy's (200)

This is a Fast-Food restaurant that's legally distinct from McDonalds, this place only seems to exist while you're in it working but you'll find that people from previous worlds will be able to find this place giving you a chance to talk to them again.

Haunted Manor (200)

A Classic Gothic Mansion that is absolutely *infested* with Ghosts- also there's an angel in the basement but it won't harm you if you don't try to harm it.

Cell Phone (300)

This phone will allow you to contact the outside world for one minute every year, this will allow you to feel as if you're still having some impact on the world or maybe just scream futilely into the void. In future Jumps you'll be able to contact other dimensions under the same rules.



Companions

New Castmates (Free)

You may bring any of your existing companions with you into the circus for free, they gain a Digital Body and they'll be able to take Drawbacks to buy Perks and Items as well.

Guess There WAS A Exit (100)

You may take any existing castmates with you when you leave- provided you pay a small fee and they don't abstract during your time here.



Drawbacks

Each Drawback will be applied in the least convenient possible way.

Extended Stay (100)

Each time you take this Drawback will extend your time in this Jump by 10 years, this Drawback may be taken as many times as you want.

The Worst Thing You Can Do Here (100)

Each time you take this Drawback will guarantee that you will slight someone else in some major way, if not addressed this will bring them substantially closer to abstraction. You may take this Drawback as many times as you want.

Bad Day (100)

A bit more general than the previous Drawback, this Drawback will ensure you have an incredibly bad day comparable to Pomni's first day in the circus each time you take it. This will cause you and others extreme pain and suffering but this Drawback can be taken as many times as you want.

Bad Adventures (200)

Caine has a bad understanding of your likes and dislikes and has decided to tailor his adventures to what he believes to be your tastes... basically you'll hate each adventure more than the last and Caine will force you to participate in at least one a week.

Tormentor (200)

Another resident *really* dislikes you and will do everything in their power to make your life miserable- their hatred actually keeps them motivated enough to avoid Abstraction so there's not an easy way out.

Arrogant (200)

You're incredibly arrogant, considering any success to be par for the course and becoming immensely distressed whenever you fail, you'll also be exceedingly smug interpersonally.

Railroading (400)

To save resources Caine has removed a lot of the immersive elements of his adventures- for starters each NPC will only be able to respond to specific dialogue trees the players will be able to see in their vision (no matter which option you choose the overall plot progression is the same) and secondly there is no possible ending to any of the adventures but 'generic' one making them a lot more boring in general.

Zooble-d (400)

The body dysmorphia you'd normally suffer from the sudden shift to your physical form is *much* worse. Your body doesn't feel like you and you will suffer as you grapple with this. Any attempts to fix it by swapping out pieces of your body or any other means will only make it worse.

I Am A Mouth And I Must Scream (600)

Caine's gone mad, no longer does he try to help the Humans imprisoned in his Circus instead he torments them with the full force of his godlike powers and devious ingenuity.



Reward

The Circus

Reward? Well... I guess you can have a headset that can send other people to the Circus, but they won't be able to get out though.

You can also have a door in your warehouse that lets you come and go if you want.

...

That's it, bye.