

AE THAL COMPANY

GAUNTLET By PokemonGod777

Welcome new hire. You are indebted to The Company. For the duration of your time you will be providing The Company with your services. You shall not rely on any outside power or utilities during your servitude to The Company. Your physical body and any bodymod attunements shall do.

You may also bring along up to 3 Companions into this job opportunity. They will also be reduced to the bare minimum. No Perks or Items.

Your service will be required for 12 Quota Cycles, each lasting 3 days. Please collect Scrap from inside of Facilities on Moons, and deliver them to the Company Planet to sell.

Missing any Quota shall be met in immediate termination of your contract. Employees who die on the job will be resuscitated at the start of the next day.

If all Employees die in a single day, all Scrap gathered is forfeit. You shall still resume with carrying out the contract to the best of your ability.

Termination of your Contract, by failure to meet the target quota, does not fail your Chain. You simply forfeit all rewards, perks and items you could have gained from this Gauntlet.

+0 CHOICE POINTS.

As an employee for The Company you may purchase tools from a pre-provided selection of Company Mandated Tools, and can gain the capacity to buy such tools by applying the following restrictions to the terms of your employment.

DRAWBACKS

- Early Monsters (+100 CP)** – At least one hostile entity will be inside of the facility at the start of a day.
- Darkness (+100 CP)** – Rooms will be darker, and you may not purchase flashlights of any kind.
- Rain (+100 CP)** – Moons will always be Rainy when possible, creating pits of quicksand and deep mud pockets throughout the surface.
- Fog (+100 CP)** – Moons are cast in a deep fog whenever possible.
- Thunderstorms (+200 CP)** – Moons will have a constant Thunderstorm whenever possible, striking randomly, or towards any metallic objects if possible.
- Capacity Limit (+200 CP)** – You and your companions are limited to carrying four objects at maximum.
- Flooding (+200 CP)** – All moons will have severe tidal variance. Small bodies of water will be present at the start of the day, and rapidly rise throughout the day, being nearly completely flooded by midnight.
- Meteor Shower (+300 CP)** – Moons will have a meteor shower raining onto the surface. These meteors are large enough and fast enough to kill on impact.
- Unfair Entities (+300 CP)** – Coilheads now care about blinking and will agitate at *any* sign of not looking at them, not just looking away. Nutcrackers now care about any and all movement and not just vaguely standing still. Masked will now mimic your fellow Employees' voices perfectly, and hold convincing conversations.
- Eclipse (+400 CP)** – All moons will have an eclipse occurring at all times. Nocturnal Monsters will be present at all hours of the day, and there will be at least three monsters present inside the facility as soon as you enter.
- Facility Meltdown (+400 CP)** – The Apparatus of a Facility must be pulled to leave the Moon, additionally, pulling it will trigger a nuclear meltdown of the Facility. The resulting explosion will destroy anything still on the surface of the moon, inside or outside of the Facility, 2 hours after pulling the Apparatus. The moon returns to normal the following day.
- Permadeath (+600 CP)** – A Companion who dies stays dead for the rest of the Gauntlet. They will be revived after you fail or succeed the Gauntlet. You dying is an instant fail condition for the Gauntlet.
- Ironman (+600 CP)** – Each quota cycle you need to spend all three days on a single moon, going in the following sequence:
Experimentation, Assurance, Vow, March, Offense, Adamance, Rend, Dine, Titan, Embrion, Artifice. The 12th Quota must be spent rotating between Rend, Titan and Artifice in any order.

PERKS

Light-footed (100 CP) – You are not encumbered as easily. Objects you are carrying will not weigh you down as much.

Nimble (100 CP) – You move slightly faster.

Scan (100 CP) – You can focus your senses and determine the value of anything you look at.

Diligence (100 CP) – You have less fear about taking dangerous voyages. Even under total duress, you are more capable of willing yourself to do something for the greater good of your objective.

Skilled Combatant (200 CP) – Your combat skill has substantially improved. While you won't be able to take care of things bare-handed, any given weapon you carry is more potent at putting down things.

Danger Sense (200 CP) – You are more attuned to knowing when there is something sneaking up behind you and applying retaliatory measures.

Scrap Magnet (200 CP) – You are able to find anything of value in the most remote of places, even abandoned storage rooms with seemingly nothing inside contain something with even the smallest net value.

Power Bank (200 CP) – Your electronic items will have more battery power.

Nutcracker Cracked (400 CP) – Enemies you face will have looser grips on their weapons, enough to sneakily snag it out of their hands while they're using it.

Payday (400 CP) – Anything you sell will sell for 50% more.

Sturdy (400 CP) – You are able to take more of a beating, increasing your durability. This improves your effective health to about 120% of normal.

Blind Spot (400 CP) – Enemies lose sight of you much easier, and if something is purely reliant on sight to find you, they're very likely to lose track of you hiding in shrubbery, in small nooks and crannies, etc.

Exorcism (600 CP) – Supernatural entities that can't be killed now have a tangible state that you can target them in, and take measures to put them down for good.

Pop Goes The Weasel (600 CP) – If you're in a state of tangible, timed, peril, the time limit is modified that you always escape in the nick of time, or sooner, as long as you don't just stand around to let it happen. This does not apply to the Facility Meltdown Drawback.

Friendly Fire (600 CP) – Automated artillery and equipment manned by an opponent force will now indiscriminately shoot or activate on them as well as you. If you can tweak things further maybe you can make it purely one-sided against them as well.

Great Asset To the Company (600 CP) – Objects that are very bulky and require two hands to easily carry can now be one-handed, and put in your pocket, granted you can still carry that weight at all.

ITEMS

Any Items Lost or Consumed are returned to you at the start of a Quota.

Walkie Talkie (50 CP) – Comes in a pair. Allows communication between two parties.

Flashlight (50 CP) – A weak flashlight that lights up a small area.

Boombox (50 CP) – Plays music.

Shovel (100 CP) – A makeshift weapon.

Lockpicker (100 CP) – A reusable key, takes 20 minutes to automatically pick a locked door.

Loud Horn (100 CP) – Puts a horn to honk on your ship.

Pro Flashlight (150 CP) – A stronger flashlight that lights up significantly more area.

Stun Grenade (150 CP) – A flashbang. Distracts enemies that react to light or sound.

Extension Ladder (200 CP) – A ladder that automatically extends when placed, can be used both as a ladder or a bridge. Will retract after a few minutes.

Signal Transmitter (200 CP) – Allows anyone at the Ship to send a 9 Character Long message to all currently living employees.

Spray Paint (200 CP) – A can of spray paint to mark walls to maintain your bearings.

Belt Bag (200 CP) – Keeps a few tools safe without consuming your normal item carry limit.

TZP Inhalant (200 CP) – A canister of gaseous drugs, temporarily increases lifting strength but causes hallucinations with overuse.

Teleporter (400 CP) – An employee manning the ship may teleport any other Employee, living or dead.

Inverse Teleporter (400 CP) – Teleports you straight into the facility. Has a 4 hour cooldown between uses.

Jetpack (600 CP) – Allows temporary flight. Is prone to overheating with overuse. Explodes when too hot.

Zap Gun (600 CP) – Temporarily stuns an entity for a few seconds.

Company Cruiser (600 CP) – A serviceable cargo truck. Not very sturdy, but can carry a lot of Scrap. Not good on bumpy terrain.

REWARDS

You have complete your trial employment at The Company. Please accept this one-off token of appreciation for proving that hires of any background can be of use to The Company.

All of the moons within Lethal Company are now available to be visited from your Warehouse, and one can be imported into a Jump as a physical moon in the depths of space, a decent distance from the planet.

Like the Moons in the gauntlet, they will have a facility that will shift its layout daily, respawning any scrap found within. Scrap inside a Jump-Imported Facility will also be pertinent to items you would commonly find in the current given Jump, or any previous Jumps if visited in downtime between Jumps.

Scrap from the moons acquired post-Gauntlet is guaranteed to sell for a serviceable amount of money, and can be sold at any store without hassle.

Additionally, you will acquire a copy of the Company Ship, complete with any upgrades you have given it.

Furthermore, all items you have gained from this Gauntlet will restock in your Warehouse whenever you would use or consume them.

CHANGELOG

V1.0 – Initial Release

V1.1 – Updated Perks to be more general. Modified Carry Capacity to be a Drawback rather than innate to the gauntlet. Replaced increased carry capacity perk with Scan.