



Hunt: Showdown (Gauntlet)
by Ferrlovskar

Hum hum hum hum. Hum hum hum hum. Hum hum hum hum..

Rise up dead man, your kind is needed now Hunter. Savage, nightmarish monsters roam the Louisiana swamps, and you are part of a group of rugged bounty hunters bound to rid the world of their ghastly presence. Banish these creatures from our world, and you will be paid generously—and given the chance to buy more gruesome and powerful weapons.

You will find yourself employed by an organization that sends you to perform the tasks mentioned above. You'll start in a village close to your first mission. The organizations HQ doubles as a bar and you'll probably spend most of your time here, drinking and conversing with your fellow Hunters. But now and then you'll pick up your weapon, take a friend and venture out into that dark swamp to face the horrors that lurk there. Such is your destiny, such is your duty and such is the way you will spend the next ten years of your life.

+0 Cp

-[Backgrounds]-

New Blood - Free

It's your first hunt. You have no memories from this world. Good luck.

Veteran - 200 Cp

You have much experience hunting in these lands. All the beasts, their strengths, their weaknesses and their behavioral patterns are familiar to you. You also have a couple of boss kills under your belt and have experience facing other Hunters in combat.

-[Perks]-

Hunter - Free

A supernatural entity in their own right, a Hunter possesses several advantages over common folk. Strength enough to shatter skulls into a gory paste with a knife or a couple of hits from their fists, durability capable of handling several shots to the chest (able to keep standing even after a blast from stronger weapons like shotguns or hand-cannons) and a small one to the head without dying, a weak but steady regeneration that repairs their bodies over time, immunity to most poisons and diseases (their only effect being the halting of the Hunter's regeneration while it works through them, which only takes seconds) and the ability to banish evil creatures back to hell (or wherever else they came from), after killing/incapacitating them. When suffering lethal damage a hunter will fall to the ground and enter a hibernative state, in which they can survive for days if left alone, until another with the power revives them, a process that takes several seconds and still leaves them severely hurt, or their body is burned or otherwise disintegrated/mostly destroyed. Last but not least they also possess the Dark Sight...

Dark Sight - Free

Dark Sight allows Hunters to see into the veil between worlds, making that which cannot be seen by mortal eyes visible to those who have been initiated. Use Dark Sight when you are tracking monsters, and a ghostly light will guide you toward your next target. Dark Sight also marks hunters carrying a Bounty, making them more vulnerable to ambush while trying to escape. Dark Sight can also work with maps, allowing you to see the general locations of clues.

Dark Sight Boost - 400 Cp

Usually, when picking up a Bounty your Dark Sight will be temporarily Boosted by the exposure to supernatural energy, allowing you to see nearby Hunters for a short duration. Now this ability has become a part of you, allowing you to use it as often as you would like. You will be able to see nearby humans as glowing, orange silhouettes through walls and any other objects in the way. This ability starts out at the same level of the one granted by picking up a Bounty, but by using it extensively and by killing the monsters that inhabit this land, its reach and power can be expanded. Eventually you could be able to spot enemies from across the map, their location marked by a beacon of light, and have it activated all the time, without the accompanying darkness the Dark Sight normally brings.

Sharpshooter - 100 Cp

You're a veteran with all the firearms found in this world, each as known to you as if you had spent a lifetime using only them, able to wield them and recognize the sound of them being fired as easy as breathing. Your aim is precise and your experience means that you can easily keep your calm in a gunfight, ignoring distractions such as bullets flying past your ears or non-deliberating wounds, to get that critical shot of.

Hack 'n' Slash - 100 Cp

Blunt, piercing, rending. All forms of melee weapons that can be found in this era are mastered by you. With them you know how to kill the things you face and how to handle the weapons to best conserve your stamina. You also know how to dodge and weave to get close enough to your target for your skills with melee weapons to be of use to you and have

much experience with bringing a knife to a gun fight and winning. Mastering other melee weapons you find in your future travels also becomes easier with this.

Tomahawk Man - 100 Cp

You're capital everything GOOD at throwing things, whether that be a dynamite stick through the crack of a window or a sledgehammer into the face of an approaching opponent. Just by picking up an object and feeling its weight in your hands you instantly know how it will travel through the air, how far you can throw it and how its path will be affected by environmental effects such as wind. This means that as long as no new factors come into play after your throw, it will land exactly where you planned it to, new factors being someone dodging or closing the aforementioned window for example.

Crafting - 100 Cp

Apart from becoming a master gunsmith you also gain an innovative mind perfectly adapted to coming up with ideas for how to improve pretty much anything. Adding a knife to a rifle to make it more effective in close combat, affixing a buttstock to the back of a pistol to give it more accuracy or sawing of a shotgun to make it easier to handle in tight spaces. These and more little adjustments come easy to you and are even easier for you to implement. Not only can you almost always find a way to make something better, but you can also do it without the finished item becoming impractical for you to use. Making a weapon into a beautifully adorned version of itself is also very easy with this perk and it that area your inspiration flows endlessly, you could easily make a career out of this.

Happy Camper - 100 Cp

You're good at sizing up your surroundings, finding advantageous positions with ease and knowing from where your enemies will be able to see or attack you. Improving a position's strategic value, with traps or by otherwise changing your environment, is all too easy for you. Furthermore with this perk you also gain the patience necessary to sit still in the same place for however long you need without letting your concentration slip.

Jumper M1873 Swift - 100 Cp

You're capable of reloading any guns you use in a fraction of the time it would take others and you can do this even when distracted, probably even in your sleep. This perk also greatly increases your manual dexterity and sleight of hand, you could probably take up an extra job as a bartender at the HQ.

Silver Tongue - 200 Cp

You're a linguist beyond compare! An orator without peer! You're a real DIPLOMAT!!! With a shining charisma and a quick wit you can easily handle and diffuse even the most stressful of situations, cutting to the heart of the problem instantly and doing away with it. Getting the people you meet during your missions to refrain from killing you, maybe even to join up and split the Bounty with you, is almost too easy with this perk. Do remember though, some people just want to watch the world burn and can't be reasoned with. Also, people who don't hear you won't care about your pretty words so watch out for that sniper from across the map.

Iron Will - 200 Cp

Punch a Hive in the face while its insects burrow into your flesh and pump their poison into your bloodstream. Your willpower is greatly increased and you can easily ignore pain and other distractions to reach your goal. This also helps you act calm and make thought-out decisions in stressful situations.

Mental Calculation - 200 Cp

Your mind is truly a wonder to see. Not only can you do advanced calculations quickly but you can also apply this talent for maths to the world around you. Knowing the shooter's exact location from seeing where the bullet hit, timing your throw so that a bomb explodes just as it hits the ground behind the enemy, figuring out where someone will be in the next five seconds. All of this and more is possible with a mind like yours, this perk can easily be applied to abuse your knowledge of something's or someone's patterns.

Stealthy - 200 Cp

Perhaps you were a thief before all this? Maybe an assassin? A sneaky type definitely! Your ability to move silently is astounding. You know just the way to shift your weight from foot to foot to be able to walk across even the creakiest of floors silently, and quickly. When surrounded by the natural cover of the forests around here or the shadows of the compounds you can almost disappear. Take this and a silencer and no one will hear you come...

Devil's Luck - 300 Cp

You always seem to spot your enemies before they see you. Monsters turn at just the right moment for you to pass by unnoticed. The Boss being at the first compound you visit is something that happens with startling frequency. Events simply seem to align more in your favor than they do for others, though this can still fail if you constantly behave recklessly or in the face of overwhelming skill or power. In this new life, it could easily be said that you have the devil's own luck.

Manhunter - 300 Cp

You're no more capable in hunting the beasts that haunt this land by buying this perk. No, where your talents lie are in hunting those of your kin, other humans. Your understanding of psychology, how people react in certain situations and how you can get them to react in ways you want them to, is second to none here. You're also just as good at human anatomy, knowing where to wound to either cause your enemies the most pain and/or disorientation or to put them down as fast as possible. Apart from this you have a lifetime of experience at applying your skills and the memories of stalking down countless victims. With a resume like this you were probably a serial killer before you took up the mantle of a hunter. In this savage land, you'll fit right in.

Always Listening - 300 Cp

Sound is important. The telltale caw of crow disturbed by the approach of a Hunter, the barking of dogs in the distance or the snap of a branch in the underbrush close by. Sound can be the turning factor in your fight for survival in this world, and now you'll never miss these small signs that someone else is near. Your hearing is not only increased to peak

human but you can easily concentrate on everything you hear at once, even if your firing your gun rapidly at the boss or sprinting across creaky floorboards you'll still hear and register the footsteps of the hunters on the roof. What this means is that if it was possible for you to hear something you will be able to take notice of it, louder sounds closer to you not distracting you. You are capable of Always Listening, able to focus on each and every sound even while completely relaxed, and your memory of specific sounds and their probable origin has also been greatly enhanced. This Perk gives you a much better sense on what's going on in the world around you, any changes in the cananophy of noise that surround you being easy to notice, and you will never be unsure if you heard something or not.

A Peerless Skill - 10000 Cp

You have learnt the ultimate technique, a secret skill possessed only by a few chosen in this world. With this you can bend the laws of physics, spit in the eye of logic and stand triumphant above the rules of reality! Yes, what this perk gives you is the ability to jump through windows... without them breaking! Use this talent wisely Jumper, surely even the gods tremble before such might!

-[Traits]- 200 Cp Each

Determination

You can recover all your stamina, essentially becoming as well rested as after a full night's rest, after just a few seconds of standing still. This does mean that you no longer need to sleep, but you still can if you want to.

Conduit

Recover all health when picking up a clue. Also, gain a slight permanent increase to your maximum health and hardiness when picking up a clue. In future Jumps these effects can be granted to you by draining magical or other occult sources of their energy.

Salveskin

You can recover from burns much faster than usual. Your skin also becomes highly resistant to fire and the rest of your body becomes much better at handling heat, allowing you to function normally at temperatures that would leave others unconscious.

Silent Killer

You can link yourself mentally to other Hunters by touching them, creating a mental 'server' so to speak where you can all communicate with each other without needing to use your mouths. This works in an area about as large as the 'maps' in-game, with you as the center, and will stop working if you die or if those in the 'server' leave the area. You are also adept at keeping an emotionless facade up, preventing what you feel from showing on your face or reflexively crying out.

Ghoul

By touching a corpse you can absorb all flesh and blood, leaving only cloth and bone, to heal your injuries and/or sate your hunger. You also gain what memories the corpse had of the

last 24 hours it spent alive, this depends on the freshness of the corpse and with time fewer memories can be gained.

Greyhound

You can run at your top speed for a much longer time than usual, around ten times as long, before needing to slow down and you can accelerate to this speed instantly. Furthermore, you are now as fast as an actual greyhound, capable of running 70 km/hour (43 mph).

Resilience

Once every mission, when you're truly killed, get revived at full health. Changes to once every ten years/every jump, whatever comes first, after the Gauntlet. Also bestows upon you a stronger regeneration, allowing you to recover from most lesser wounds in a couple of seconds. Greivous wounds take a longer time, up to several minutes, in which case you might be dead before your regeneration can save you.

~Rise Up Dead Man~

Kiteskin

You no longer take any damage from falling or being thrown/crashing into things and you're also immune to any damage or disorientation caused by moving at high-speed. This doesn't stop stuff hurting you if it's thrown, or shot, at you though.

Packmule

You have a dimensional storage connected to your person where you can store however many items and weapons you want, time is frozen within it. The items in there can be summoned anywhere within a few feet of you. Items cannot be moving much if you want to send them to your storage, no absolute projectile defense for you Jumper!

Fanning

Your able to fire single-action pistols, and other weapons constructed in a similar way, extremely fast, the motions so deeply ingrained in your body and mind that an outsider might be hard pressed to see you move. Apart from that your thought processing and reflexes are triple that of the human peak.

~Go ahead, make my day~

Beast Face

Animals will ignore you unless you attack them. If you ran through a group of crows sitting on the ground they would just hop out of your way. You can also understand what animals are saying and can communicate with them, though their intelligence isn't changed.

Steady Hand

You have complete control and awareness of your muscles and all your bodily processes. This allows you to do things such as standing completely still, holding your breath for more than 24 minutes and sweating/drooling profusely on command... if that's your thing... You will also always know when and where you are hurt.

Vulture

Your eyesight is increased to the level of a martial eagle, gifting you a visual acuity 3.6 times greater than that of a human. You can see clearly about eight times as far as other humans can and can also shift focus quickly, allowing you to zoom in on a target, as well as see a

wider range of colors. Apart from this you are granted a much greater luck with finding things you need on the corpses of your enemies.

Doctor

Just by touching your hand to a wound you can cause them to close, to heal, a process which takes a few seconds. You're also a master at bandaging yourself and others quickly and can extend the effect of your healing to the bandages, or anything similar, you use. This effect stays with the bandages until the wound they are wrapped around is healed or until they are removed.

Mithridatist

You're now completely immune to poison. You can also turn your saliva or sweat into any poison you have ever ingested or otherwise been subjected to.

Vigilant

The Vigilant Trait will highlight dangers for you when you are using your dark-sight vision. Traps such as pitfalls or bear-traps can be seen through walls and dangerous parts of the world around you are also highlighted when visible, parts of the wall next to you thin enough for someone to shoot through for example or a part of a river that is full of water-devils. If a person is angry and likely to strike out against you or just anyone near him he might appear red.

Bulwark

Reduces the damage of explosions to 1/10. You're also immune to disorientation caused by loud sounds and bright flashes, your eyes and inner ear capable of easily ignoring such things. Shrapnel grenades will still hurt like a bitch though, so watch out for that.

Bloodless

Your blood is supposed to stay in your body and now it will be so. The rate at which you bleed out has been greatly reduced. Even grievous wounds will take hours to cause you any real trouble now.

-[Items]-

Guns and melee weapons bought can be their legendary versions, being beautifully adorned and engraved versions of themselves.

Map - Free

For each mission you will be provided with a map over the area your going to, a new one each time. Copies of used maps are put into your Warehouse and can be accessed after the Gauntlet is over.

Chaos Bomb - 25 Cp

Set of firecrackers that can be used to temporarily distract nearby enemies, by mimicking the sound of gun fire in short intervals. Duration lasts for about half a minute. You receive three a day.

Flash Bomb - 25 Cp

A home-made, mercury based, blinding light bomb. Capable of disorienting several targets at once. You receive three a day.

Choke Bomb - 25 Cp

The choke bomb exudes a gas that extinguishes any flames within its radius (about 20 meters) as well as preventing new fires from being lit. If inhaled, it will leave even the healthiest of individuals with a heavy cough for minutes after they inhaled the gas. It lasts about 30 seconds and you receive three a day.

Concertina Bomb - 25 Cp

Spring-loaded razor-wire coil that unfolds violently when thrown. Shreds and entangles anything that tries to move through. Great for blocking entrances or denying certain areas to your enemies. You receive three a day.

Fire Bomb - 25 Cp

Flammable liquid in a glass container that bursts on impact. Spreads burning liquid over a large area that lasts for about 25 seconds unless other fuel is available and covers an area of about two meters radius. You receive three a day.

Hellfire Bomb - 50 Cp

Flammable liquid in a glass container that bursts on impact, creating a massive fireball. The fire this bomb creates is about five times as damaging as that of a regular fire bomb and spreads over an area three times as large. You receive three a day.

Liquid Fire Bomb - 25 Cp

Same deal as the Fire Bomb, except it burns on the surface of water as well, internal steel balls causes it to burst on impact. You receive three a day.

Poison Bomb - 50 Cp

A glass bulb, filled with poisonous green smoke, that breaks on impact. Creates a cloud of powerful poison which poisons anything that touches it. While poisoned, enemies won't regenerate any health, if they even had the ability to do so, and those without a strong enough regeneration will take damage over time as the poison destroys them from the inside out. A stronger regeneration than the one gifted by the Resilience trait, can overcome this but will be weakened by the struggle, while it works through the poison. You receive three a day.

Dynamite Stick - 25 Cp

A dynamite stick that detonates with a massive blast after four seconds. You receive three a day.

Dynamite Bundle - 50 Cp

A bundle of three dynamite sticks, why only bring one? You receive three a day.

Big Dynamite Bundle - 100 Cp

A bundle of about seven dynamite sticks, for when something really needs to be blown up. You receive three a day.

Waxed Dynamite Stick - 25 Cp

A Dynamite Stick with a modified powder fuse that enables detonation underwater. You receive three a day.

Sticky Bomb - 50 Cp

Dynamite charge in a sticky frame that can be attached to objects and enemies. With 8 seconds, it's fuse time is double of the Dynamite Stick. It does not stick to metal or concrete, or similar harder surfaces. You receive three a day.

Frag Bomb - 50 Cp

A bomb that sends lethal shrapnel over a large area, lacerating nearby enemies. You receive three a day.

Hive Bomb - 50 Cp

A glass bottle filled with venomous wasps that will terrorize anyone close to them once granted freedom, whether by you taking off the lid or by throwing the bottle in someone's face. The wasps here are of the same sort as the ones the Hive employs as its method of attack and if you are brave enough to try you might be able to breed more by using the ones you have. You receive three of these bottles a day.

Vitality Shot - 50 Cp

A syringe filled with a strange red liquid. It can restore a dying man to full health again almost instantly. If you're smart enough, you might be able to reproduce this serum. Receive three a day.

Stamina Shot - 50 Cp

A syringe filled with a strange yellow liquid. When injected, it will restore your stamina to full and stop it from depleting for about ten minutes, allowing you to exert yourself how much you want without tiring for that time. You receive three a day and just like the Vitality Shot this can be replicated with enough study.

Antidote Shot - 50 Cp

A syringe filled with a strange green liquid. It works on most poisons/venoms and will remove the effects of any ravaging your body and make you immune to others for about an hour, until the serum has run its course. Just like with the Vitality and Stamina shots you will receive three of these a day and the serum can be replicated with further research.

Tool Kit - 50 Cp

A backpack carrying an assortment of tools that can be of use to you out in the Bayou. It holds; a **First Aid Kit**, a bag of medical supplies that can be used stop bleeding and patch up wounds, a **Knife** and a pair of **Dusters**, both used for melee combat and silent takedowns, a **Flare Pistol**, used for igniting flammable materials or showcasing your location to others, a **Quad Derringer**, a small light pistol that is easy to carry and conceal and holds for shots with twelve additional rounds carried, an **Electric Lamp**, a battery-powered light worn on the shoulder that increases visibility and can blind enemies at night, and a **Spyglass**, a monocular optical instrument for seeing things far away as if they were nearby.

Combat Axe - 25 Cp

A heavy two-handed melee weapon that can split open the toughest of enemies with ease.

Machete - 25 Cp

Used for both cutting through undergrowth and limbs, a machete is a reliable melee weapon to forge a path.

Cavalry Saber - 25 Cp

Regulation cavalry saber in use since the Civil War. Lightweight with a good reach.

Nagant M1895 - 25 Cp

Modern, Imperial Russian, single-action revolver. Slow to reload and sacrifices stopping power for an extra bullet in the drum and a higher rate of fire.

Caldwell Conversion Pistol - 25 Cp

A single-action six-shot revolver that is slow to reload but sturdy and reliable.

Romero 77 - 25 Cp

Classic break-action shotgun with a long barrel. Good range and power for a shotgun but has to reload after every shot.

Winfield M1873C - 25 Cp

Lightened repeating rifle with demi-size internal magazine, capable of firing compact bullets at rapid speed.

Nagant M1895 Officer - 50 Cp

Modern, Imperial Russian, double-action revolver. Though it has a faster rate of fire, the stronger force required to pull the trigger has a negative impact on accuracy.

Bornheim No. 3 - 50 Cp

This early German semi-automatic pistol can release a hail of accurate fire by virtue of its low recoil, though this sacrifices some of its power. Reloads via a five-round magazine, or by topping up rounds individually.

LeMat Mark II - 50 Cp

Infamous icon of the Confederacy, this updated model takes nine cartridges in its cylinder. Its second barrel delivers a shotgun blast up close.

Caldwell Pax - 50 Cp

This iconic single-action six round revolver needs no further introduction. Robust, powerful, and accurate, it brought peace to the once lawless West.

Caldwell Rival 78 - 50 Cp

Sturdy, break-action, side-by-side shotgun with a medium length barrel that can destroy all but the toughest of targets at close range. Can fire two shots before needing to reload.

Vetterli 71 Karabiner - 50 Cp

Swiss military, bolt-action carbine with internal magazine. Powerful at medium distances. Reloading is inspired by the Winfield repeater rifle, making it easy to top up ammunition.

Hand Crossbow - 50 Cp

Imaginative hand crossbow that fires compact bolts, excels in situations when discretion is required above all. Its bolts can be retrieved and reused. Also comes with **Poison** bolts, allowing it to retain its lethality even at longer distances, that cannot be reused. An excellent tool for assassination.

Caldwell Conversion Uppercut - 75 Cp

Modified single-action revolver that fires more powerful rifle cartridges but kicks like a mule.

Spark LRR - 75 Cp

Renowned, large-bore, single-shot rifle with good sights. Can put down a bison across a prairie.

Lebel 1886 - 75 Cp

A bolt-action rifle that was groundbreaking for its time, with an internal 10-round magazine. Slightly outperformed by more modern designs, it remains a powerful weapon of choice.

Crossbow - 100 Cp

Hand-crafted crossbow that fires powerful bolts, well suited for covert missions and stealth takedowns but has along reload. Bolts can be retrieved and reused. Also comes with **Explosive** bolts that detonate on impact, dealing damage in a larger area, and also the **Shotbolt** variants, multi-purpose bolts tipped with shotgun shells that detonate on impact and as such improves the crossbows long-range lethality, though these bolts can't be reused.

Bomb Lance - 100 Cp

Adapted for combat on land, this explosive harpoon can be fired short distances and deals tremendous damage on direct impact. It carries five shots, and is brutal in melee.

Dolch 96 - 100 Cp

Powerful, German prototype, semi-automatic pistol with an internal magazine loaded from the top. When fully emptied, it can be reloaded fast with a ten round stripper clip.

Specter 1882 - 100 Cp

Revolutionary pump-action shotgun with long barrel, able to fire shells in rapid succession. Reloading the internal magazine takes time, due to its clunky, unrefined loading sequence.

Mosin-Nagant M1891 - 100 Cp

Modern Imperial Russian bolt-action service rifle with an internal magazine, firing powerful long cartridges. When fully emptied, it can be reloaded fast with a five round stripper clip.

Crown & King Auto 5 - 150 Cp

Prototype long-barreled semi-automatic shotgun with internal four round magazine plus one in the chamber. High power and rate of fire, but strong recoil and short range.

Nitro Express Rifle - 200 Cp

Powerful, side-by-side, big game hunting rifle that can bring down the largest of targets at mid-range, carries limited ammunition. Used to hunt elephants, this rifle can stop a charging elephant with one shot. What it will do to a hunter needs not be said...

Mosin-Nagant Avtomat - 200 Cp

A modified bolt-action rifle that was turned into a makeshift machine gun. Our world's equivalent to this gun, the Huot Automatic Rifle, wasn't invented until decades after the time period which this jump takes place in. With a rate of fire of 400 rpm it vastly outperforms all other guns of this age in that area and it packs enough punch to put down a healthy Hunter in two shots, in an area of 250 meters. Reloaded with stripper clips.

Monstrorvm - 300 Cp

The "Book of Monsters", this leather-bound tome comes with the knowledge about the true capabilities and origins of the ghastly creatures found in this world. In future worlds knowledge about other monsters or creatures can also be added as new pages, the book able to house an infinite number of pages without increasing in weight and with the ability to instantly open up on the section you want. This works in five stages and by you killing the targeted creature, the amount needed to unlock new knowledge increasing with each stage. It goes from a general overlay of their abilities to revealing their true creator/purpose as well as the method used to create them. *Can not be incorporated in the Hunter's Lodge Item.

Hunter's Lodge - 400 Cp

By buying this you become the owner of your own Hunter's Lodge, contracted by the government to deal with the plague that sweeps the countryside. It consists of a semi-large mansion outfitted with; barracks large enough to house dozens of hunters, a workshop, a shooting range, an armory, a medical bay, a meeting room, a bank vault, a library, a food court/bar, a prison wing in the basement, an office linked to a private bedroom as well as a couple of other rooms and amenities needed to maintain and care for a compound as big as this. It is surrounded by fencing and security suitable to a private military compound of this time and can update its security in future worlds if you so wish it. The most esteemed hunters from far and wide will come here to offer their services to you and if you want it to this lodge's (and the organisation it serves as the HQ for) reputation can spread extremely fast in the right circles, which circles this is being up to you. Residents of the lodge will find

themselves easily developing comradeships with you and their fellow hunters and will discover that both physical and mental wounds recover faster here than elsewhere, allowing them to feel at ease when between missions and to get back to the fray faster than otherwise.

By buying other Items they can be incorporated with Hunter's Lodge, providing you weekly shipments large enough to outfit dozens of hunters for each Item bought as well as parts needed to repair Items in the workshop and extra ammunition in the armory, all provided for you by your backers.

-[Companions]-

Depending on which Drawbacks you pick you'll be able to bring up to three people with you on your mission.

Tier 1 Hunter - 50 Cp

You gain the ability to customize one of your fellow bounty-hunters, one that will join you as your ally during your missions. Their personality and gender is up to you. They have the *New Blood* Origin and gain 200 Cp and all freebies, a fellow redshirt!

Tier 2 Hunter - 100 Cp

Now the Hunter that joins you is more experienced. They have the same origin as you, gain 400 Cp and (1) Traits of their choice as well as 100 Cp to spend in the Item section.

Tier 3 Hunter - 200 Cp

The Hunter that joins you is the top of the crop. They have the *Veteran* origin, gain 600 Cp and (3) Traits of their choice as well as an extra 300 Cp to spend in the Item section alone.

-[Drawbacks]-

Take as many as you wish

Regional Servers: +0 Cp

If you find killing monsters in the Louisiana swamps to be boring you can change where this Gauntlet takes place. Where you are is up to you but the area might change to accommodate the monsters, fanwank responsible here. The purpose of this Drawback is to allow you to visit whichever country you like, not to make it easier to collect the Bounty.

League of Hunters: +0 Cp

In the Game you can currently only play in teams of two or alone. By taking this Drawback, your benefactors acknowledge that perhaps sending in more Hunters at a time is worth the cost and allows you to form a party of four Hunters. Be aware though that same can be said for your opponents, meaning you will have to compete with larger teams of Hunters for the

Bounty. If this Drawback is taken with both Tiers of the Solo Event Drawback it instead grants you 600 Cp, signifying the almost suicidal task of trying to take on teams of four Hunters by your lonesome.

One For Sorrow...: +100 Cp

..except there isn't just one now is there? Wherever you go there seems to be an overabundance of crows. You'll encounter about five times more crows now than you otherwise would have, trying to get around silently will become a bigger problem than ever. Somehow this only seems to affect you, other Hunters finding their paths suspiciously empty of these creatures. This doesn't mean that they will face no crows, just that you will have to deal with a lot more of them than anyone else.

Time Limit: +100 Cp

In-Game each mission would have a time limit of one hour, a problem that you wouldn't have to face during this Gauntlet. Now that is no longer the case and for whatever reason, your missions will now also follow this practice.

Time Limit Tier 2: +200 Cp

Instead of 60 minutes you now only have 45 to complete your mission.

Time Limit Tier 3: +300 Cp

You'll now have only 30 minutes to get the Bounty. Good luck Hunter.

One Way Out: +100 Cp

Instead of their being three extraction points there is now only one. This fact can be used by both you and other Hunters to set ambushes for the team who has the Bounty and it's very likely that one or more teams will forgo all searching for clues to instead lie in wait for the Bounty by the extraction point each time. Why exert yourself when you can just have others do your job for you, and then kill them?

Battlefield: +100 Cp

The area you're going to now seems to have been host to a brutal war before it became home to the monsters that stalks its grounds. Heaps of bodies lie around most compounds and roads, strewn about haphazardly. Not only does this make it more cumbersome to move around, and provides quite the gruesome sight, but monsters and other Hunters can use this to hide themselves and lie in wait for pray. These additional bodies also hold no extra loot for you, the weapons and items found being broken and burned.

Relentless: +200 Cp

A swift Hunter would usually be capable of running away from many dangers, not anymore so now though. Grunts that spot you will continue the chase as long as they have seen you once in the last ten minutes, searching the area around them if they lose sight of you. The Insects produced by the Hives will continue the hunt no matter how far you run, until their host is dead. Water-Devils will follow you by the shore for as long as possible. Monsters of all kind become relentless in their pursuit of you.

Relentless Tier 2: +200 Cp

Other Hunters that see you also seem unnaturally intent on killing you and will forsake most other objectives in favor of hunting you down. This also means that alliances with other Hunters are impossible.

Solo Event: +200 Cp

Normally you would have a partner with you when you venture into these dark lands, someone to watch your back from the terrors that lurk here and to assist you in battle against other Hunters. Now though, now you walk this path alone. Only your personal skill and equipment will decide your fate now Jumper. The only good thing about this is that the Hunters you face will be just as alone as you are...

Solo Event Tier 2: +200 Cp

..or maybe they aren't... For another 200 Cp the Hunters you face will come in teams of two, giving you a disadvantage in numbers. If you find yourself confident enough to take on teams by yourself, then go right ahead.

No Safe Waters: +200 Cp

The waters around here will sometimes be inhabited by terrible creatures known as Water-Devils. Now these creatures appear much more often and every body of water in this land will have at least one Water-Devil lurking in its depths, most often several.

Hounds of Hell: +200 Cp

Usually these beasts roam the landscape in packs of two to five. By picking this Drawback, that changes. Now these packs are both larger and more numerous, there being about five to eight dogs in each pack.

Hounds of Hell Tier 2: +200 Cp

One of these packs will now have your scent, tracking you across the map in the search for you and replenishing any lost numbers from other packs that crosses their path.

Match Made: +300 Cp

Two or three teams is what you normally would have to face during a contract, four being rare and higher numbers of Hunters almost never occurring. Now this will change and each contract you participate in will be one where your objective is contested by up to 15 other teams, averaging around ten teams of Hunters each time. Though this brings with it the opportunity of more loot for you, the danger of more Hunters should not be ignored.

Random Mission: +300 Cp

Time of day. Target. Starting location. All of these are things you can choose when picking a mission... or at least they used to be. Now you will be sent in blind, your employers deciding themselves where you can do most good. To avoid facing situations where you aren't rightly equipped to deal with the circumstances you'll have to prepare extensively for each mission.

Random Mission Tier 2: +200 Cp

The game this Gauntlet is based on has, at the moment, only two 'maps' that the players can visit, maps that might already be quite familiar to you. For you this would be the same, the plague and monsters you face always cropping up in the same general area. For an additional 200 Cp you can give up the comfort of familiar roads

and places. You will now be sent all over the US to face these dangers, very rarely visiting the same place twice in a row.

Scorched Earth: +300 Cp

During a mission you would usually be able to restock on supplies, ammunition and health, at supply stations, with smaller amounts also appearing at random in different compounds and houses across the map. This is no longer the case. The only ammunition and health you get is what you bring with you on your mission, and that which you can loot from your enemies. Be careful of your choice of equipment Hunter, what you bring might not be enough to see you through this ordeal.

Dark Awaits: +300 Cp

[Cannot be taken with 'Hell on Earth']

"I welcomed the heat, as I had grown cold..."

To reach the beast's lair, a Hunter must gather clues. These clues exist as rends in our world and by reaching into it, the Hunter is bombarded by painful visions, one amongst them that shows him the way to the next one. By partaking in these visions you'll find yourself changing. The world feels less colourful, scents duller and music fails to rouse any emotion from you. You're also perpetually cold, not freezing, just unable to feel any warmth from the world around you. The only way for you to feel warmth again is by using clues, something which easily becomes addicting to you. If you lose yourself enough, perhaps the next time you reach into a clue, you'll fall all the way through...

While you can still find the Boss and fight it for your Bounty without using clues, it becomes a much more time consuming task and other Hunters will almost always be there before you.

The Third Bracket: +400 Cp

Without taking this Drawback, the enemies you would have faced would have come in a wide variety of competence. Most would have been akin to the Tier 1 Hunter companion with higher ranking Hunters appearing less often, depending on the stakes of the mission. By picking this, it all changes. Everyone you face will be a Tier 3 Hunter, all experienced opponents outfitted with the best gear this world has to offer. Though the possibility for better loot improves with this, so does the chance that you will die during a mission.

Malevolent Intelligence: +400 Cp

The monsters found here possess little to no intelligence, being dumber than animals in most cases with only basic instincts for destruction left in their shambling corpses. That doesn't necessarily have to be the case though, and for some extra Cp you can change this. The monsters you face will now possess a startling level of intelligence, perfectly suited for killing a stray Hunter. Grunts sneaking up on you from behind, Hives silently sending their swarm after you, Water-Devils staying still below the surface. Tread carefully good hunter, the world around you is now much better at killing you than it was before.

Malevolent Intelligence Tier 2: +200 Cp

Other Hunters you face will also find themselves with a greater mind than before, all of them receiving the effects of the Mental Calculation perk. Expect traps and ambushes to be more common.

Survival Horror: +400 Cp

For you, there is no longer a way out. You'll be stuck here, in the area of your target, for ten years. You can never leave and can only deliver the Bounty to the extraction point, where your patrons will take it of your hands. Before they leave you will have time to trade with them for better weapons and gear and maybe some food if your lucky. Your Partner will leave you after each mission and will always start close to where you are for each new mission. The area you're in also seems to reset itself, the monster population replenishing itself every now and then and supply stations moving and refilling. If taken with the Random Mission Drawback, you'll change location once every month.

Quickplay: +400 Cp

"Rise Up Damned Soul..."

Your beginning in this Gauntlet will now be you waking up in the map, with only a random low-tier weapon and your fists to face the dangers around you. There will be less monsters and others you meet here will be in the same predicament but you will also not have access to any of the Traits or Weapons you bought in this jump during this Mission, there will be better gear spread out across the map. Instead of looking for Clues your job this time is to find Rifts. After finding four Rifts you will start tapping into the Well-Spring. Other Hunters will be able to find you while you're doing this but it is also the only way you're leaving here alive, if someone else takes all of the Well-Springs energy you and every other Hunter apart from them will be burned to death. By killing the person currently tapping the Well-Spring you will take over from them. If you manage to use the Well-Spring and save your soul from Hell the Gauntlet will continue on normally from there. But once each year, you will go to sleep and wake up here again in a similar situation. Good luck...

Trinity of Pain: +500 Cp

By picking this you ensure that you will suffer a lot during this Gauntlet. The Drawbacks makes it so that you are fated to, once each mission, be on fire, poisoned and bleeding profusely at the same time. While this in and of itself won't make your death a sure thing, it will hurt (a lot) and put you in a very high-stake situation at least once each mission where the chance of your death becomes more likely.

To Walk With Legends: +500 Cp

Llorona's heir, the bone doctor, the carcass gunrunner. These are some of those legendary hunters who forged their path to fame. Instead of just fighting against your average joes you will constantly face of against these legends, one or two of them taking the place of another hunter each mission. Aside from them being much more competent and experienced than even the usual Tier 3 hunters, they all have their own gimmicks and specializations. Even if you kill them they might return in a mission or two, with more knowledge of you from their death.

Nightmare Mode: +500 Cp

Once in a while, about every twentieth mission or so, the sky will suddenly turn dark and the sun/moon will take on a dark-red hue. Monsters all around the map will become much more aggressive and will have their physical abilities doubled, the amount of monster will also increase until there are about three times as many as before. While the boss itself won't be

buffed, trying to get to it and banish it while this is happening will be a challenge many would be wise to avoid.

Gone Rogue: +600 Cp

With this Drawback, the Hunter becomes the hunted...

The Assassin has left its compound and now stalks the map freely, hunting down and killing anyone brave (or foolish) enough to step into its hunting grounds. It can track humans in the same way the initiated use their Dark Sight to track their targets and when close enough, it can see its targets through obstacles similar to the Dark Sight's boosted form. Picking up clues will reveal its current position and which path it has taken.

Taking this Drawback with Malevolent Intelligence is not advised....

Gone Rogue Tier 2: +400 Cp

For an additional 400 Cp the Assassin will also always be a present danger, spawning each time with no regards for what other bosses already inhabit the area, meaning there can be two assassins stalking the map if you are unlucky enough.

Kings of Hell: +600 Cp

The monsters you would face, the ones your contractors hired you to kill, would usually face you alone. Now this has changed. The Butcher will have a Royal Guard following him around, three Meatheads accompanying his endless stomping. When braving the Spider's nest, you'll now have to deal with its spawn as well, three child spiders skittering across the walls. Facing this much danger requires able preparation and probably a dose or two of good teamwork and luck, and though you can still be paid for finding clues, that precious Bounty is now much more dangerous to obtain.

Hell on Earth: +1000 Cp

For an extra 1000 Cp you will have to face all of these terrors at the same time, bundled up together in a larger building in the middle of the map. You won't need clues to find out their whereabouts, their infernal 'castle' rising high above any other structures in the area and beckoning you forward with the chanting of doomed souls, but obtaining the Bounty seems almost impossible now. The building's surroundings are densely populated by monsters and every Hunter in the area now knows the exact location of the Bounty they so treasure. Perhaps some might turn to easier methods of gaining coin, preparing ambushes along the roads to the castle and preying on the Hunters brave enough to face its dangers...

The Call of Comfort: +1000 Cp

If you find yourself adverse to entering these lands without the safety of your prior conquests behind you then pick this Drawback to turn this into a regular Jump instead of a Gauntlet. Beware though, you will not receive the Ending rewards for completing Hunt: Showdown in its Gauntlet form and you also won't be able to gain more than 600 Cp from Drawbacks.

-[Challenges]-

Take as many as you wish

Rewards are granted upon completion of the Contract

Hunter of Legend (Requires: *Solo Event Tier 1&2, Malevolent Intelligence Tier 1, Kings of Hell, Hell on Earth*)

Contract: 100 times you'll have to kill all bosses and get away with the Bounty.

If you complete this mission, having braved the 'castle' a hundred times and gotten away with the bounty, you'll have forged your body and soul to the ideal of the Hunter.

Reward: Monsters of all kinds now have much reason to fear you. Simply by seeing a creature you become aware of all the strengths and weaknesses of its kind and also their common behavioral patterns. Your attacks will stop any regenerative or resurrective powers that the creature possesses and despite whatever magical or biological immunities and resistances it might have, all weakened greatly against you, you'll always be able to hurt and eventually kill it with common tools and weapons like the ones found in this world. Finally your reputation, a recognition of the task you have completed, will follow you on your chain in the format you wish.

King of Hell (Requires: *Conduit, Dark Awaits*)

Contract: Collect 1000 Clues, growing number and number to the world with each one, without losing yourself to their call. Do this and you shall be born anew...

Reward: A Boss Form similar to that of the Butcher or the Spider, based on what Perks and Traits you've bought here. Allows you to grow in power similarly to the effects of the *Conduit* Trait by killing humans. Becomes an alt-form after this Gauntlet is over. When in this form you receive a fear aura of sorts, making everything you do (from the way you move to the sounds you make) more terrifying by nature.

Master Headhunter (Requires: *Hunter's Lodge*)

Contract: You have been contracted by your government to complete a series of special missions, where you will be able to bring as many men as you need and only your team will be sent in. These missions will happen occasionally between normal missions and will often consist of capturing a couple of the creatures found here and bringing them with you before handing them over to the state. By the end of your stay you will have had to capture at least one example of each boss-monster and several dozen of each normal one.

Reward: As a certified hunter captain your first reward is the hunters that served you. These hard-boiled sons/daughters of bitches will follow you along your chain, their starting location in each world being your Hunter's Lodge. All of them are loyal to you and fully dedicated to the task of ridding this world, and the worlds to come, of monsters. Other personal needed to maintain and manage the positions of the mansion (scientists, gunsmiths, butlers) can also follow you along your chain, netting you your whole 'crew' so to speak. You are also taught how to initiate people in the ways of the hunter, gifting them the advantages of the *Hunter* and *Dark Sight* perks, as well as the *Dark Sight Boost* perk if you have it. In future worlds you can also choose to be sponsored by your local government, them knowing the full details of what your work is and/or of your powers being up to you, or if you are privately funded, by yourself and a few compatriots who know the 'truth' (if there is a truth to know that is).

Unseen, Unheard (Requires: *None*)

Contract: You have to complete 100 missions, killing the boss and escaping with the Bounty each time, without another Hunter (except for your partner that is) seeing or hearing you, does not need to be 100 missions in a row.

Reward: At will you can become highly transparent, easily blending with the colors around you and the only thing people can see of you is a faint shimmering in the air, easy to miss even if your running across an open plain in broad daylight. You're also able to completely silence any of your actions and their immediate consequences, stepping on broken glass or shooting someone and them then falling to the floor being processes that can be done without a sound.

Eeny, Melee, Miny, Moe (Requires: *None*)

Contract: You are only allowed to use melee weapons during your missions.

Reward: Due to a combination of your skill at dodging, good fortune and projectiles bending out of the way you will never be hit by a ranged attack again. This doesn't work on pure energy attacks. While bullets, shrapnel grenades and giant boulders won't hit you, the fire spread by a fire bomb going off or a red barrel exploding won't miss (at least not due to this).

Lord of Explosions (Requires: *None*)

Contract: Kill-

100 Bosses

10000 Monsters

-with explosive items.

Good luck going at of all this sneakily.

Reward: Any bomb or otherwise explosive Item bought in the Item section can be freely created in your hand with but a moment of concentration. In future Jumps, any handheld explosive item that you hold in your hand for more than 5 minutes can be created similarly, added to your mental library.

-[Ending]-

Despite whatever choices you made during the Gauntlet and how you spent your time in this world their awaits a Reward for you at the end. Aside from keeping the boons gained in this world you will be bestowed with two special gifts. First of all you get a doorway in your warehouse that can open to any of the 'maps' you have visited during your stay here.

Walking through it you can either choose to impose the same restrictions on your abilities you faced during the Gauntlet on you and anyone who comes with you or you can keep your powers. Any death in this world won't end your chain and will just return you to the doorway, though spectating others is also possible. You can't take anything back with you from this world and anything you bring into it that you lose, ammo or consumables for example, will be restored when you end your 'match'. By the door there is an interface which lets you select the specifics of the area; boss(es), time of day, location, etc.

The second thing you get is a plaque of solid gold showing the stats of your stay in this world (monsters killed, hunters killed, deaths and every other stat you would find in the Bounty

Hunt mode of Hunt: Showdown). If you picked the Quickplay Drawback you get a second plaque showing your stats from that as well, also in gold.

You will also gain the opportunity to return any Items bought to then spend that Cp elsewhere, as I can understand that buying 18th century guns or molotov cocktails isn't all that exciting (though do remember that things like the serums are unique to this world) but may be necessary to survive.

Notes*

Congratulations! For bothering to read the Notes you gain a special reward: Information! You do not need to read through all of the below but I would recommend at least looking through the **-[Clarification]-** section as it adds to the description of certain perks/drawbacks/challenges.

Your Mission - Your mission is to banish the bosses found in whatever compound they've set up their nest in. You can still get paid if you collect clues or find loot on other Hunters. To avoid you people just cheesing it and going for the extraction points immediately you will have to banish a boss at least once every year. That is 10 Bosses total. You don't have to go on a mission every day, you can chill out at your HQ and drink and talk with the other Hunters there (or do whatever else there is to do in 19th century America), but your contract ensures that you'll have to go on a mission every other day, or around three times a week. Your employers will provide lodging and meals for you and the money you gain from your hunts can be used to buy better gear... that they also sell to you... hey, this looks a lot like a 19th century company town doesn't it? At least you don't have to load 16 tons of coal a day right?

Your Partner - If you don't take some specific Drawbacks you will have the option of taking someone else with you on the hunt. By default this is any other Hunter employed by your organization but if you take a Companion you can have them be your Partner. Your Partner can't be killed to increase the progression of any challenges taken, doing so won't count as killing another Hunter.

Traits - The Traits found here are essentially supercharged versions of the ones found in the game, with additional effects and some put together. I didn't include all of them as I thought some fit better as perks, or were included in the effects of perks, and some just couldn't be properly adapted from the game format to fit the Gauntlet.

-[Monsters]-

The Grunts - Your typical zombie. Slightly less durable than a living person and weaker as well. Can wield basic tools and sometimes you'll have to face one trying to hit you with a meat cleaver or set fire to you with a torch. The most numerous enemy in the area.

The Hive - A person possessed by an insect spirit which eventually turned the body into a hive. Will attack by dispatching a swarm of insects which can potentially deal a tremendous amount of damage over time and poisons those they bite. The swarm will disperse if the

Hive is killed and can eventually be outrun, not recommended if the Hive notices you when you're close.

The Armored - A zombie which has metal plates stuck to its body, giving it a strong resistance to most kinds of kinetic weaponry. Shooting it with anything but the strongest of weapons is not advised as it will take many shots to take it down, wasting ammunition and giving away your location to other Hunters. Fire or a melee weapon is recommended to take them down and shooting its legs will slow it down.

The Meathead - Called soul farmers by some. A headless and massive, almost bloated, humanoid monster with leeches for hair. Wields a hook-like weapon that can take down even a healthy Hunter in two hits, one hit enough to grievously hurt someone. Has no eyes and depends entirely on sound to find its targets, which it is quite good at. Spawn Leeches periodically. **Leeches** are faceless black leeches the length of an arm and with thrice the thickness. They have a mouth full of teeth and will crawl randomly around their master in search of enemies. If you get too close to it it will let out a screech, alerting the Meathead to your presence, before lunging at you, biting and poisoning you.

The Hellhounds - Nasty hounds that mauls their targets and run extremely fast. Hunts in packs of 2 to 5. Sometimes the leader of the pack will have an iron helmet, protecting it from headshots. A pack of these creatures can easily overwhelm and kill even experienced pairs of Hunters. If you hear their growl in the underbrush, be ready to hold your ground and aim for their heads.

The Water Devil - A swarm of around 150 worm-like creatures that dwells in waters. They move fast and kill faster tearing their victim apart and causing bleeding but won't follow you out of the water.

The Immolator - A tormented soul, this enemy will remain dormant, roaming slowly around the landscape, until you get close to it. After aggroed, it will attack just like other enemies but if it is dealt piercing damage (a heavy knife attack or a bullet) it will ignite, transforming into its second form. In this state the Immolator is on fire and will gain a lot of speed. As he charges you he leaves a trail of fire behind that can ignite both you and other monsters and if he can't reach his target he will start attacking other monsters or explosive barrels close to him. When killed in this state the Immolator explodes but if left alone for 30 seconds it will burn out and die by itself.

-[Bosses]-

The Butcher - Looks like a **Meathead**, but without the leeches and with a deformed pig-head on top of it. Immune to fire damage and will occasionally throw a ball of fire at you, lighting you and the area around you on fire. His melee attacks, done with a large glowing hook, also lights you on fire. Because of his large size and relatively slow speed, shotguns and explosives are recommended to deal with him. He can also be kited and will sometimes become stunned, dropping to one knee, which is an opportune time to use those explosives.

The Spider - An arachnid with long, hairy legs. Fast and agile, immune to poison. Kill it with Gunfire. She is able to resist around 15-20 rifle shots at a short to medium range before dying. Can jump you, knocking you down and striking you with her venomous fangs, or spit a ball of poison at you which forms a cloud where it lands that persists for about 10 seconds.

The Assassin - Composed of a fast moving pool of insects that can turn into a cloaked humanoid when stationary, using these moments to strike at enemies with blades of bone protruding from its wrists. It can split into three manifestations of itself, using the copies to

harass and attack Hunters while it finds the right moment to strike. It is resistant to rending damage but weak to poison. Of all monsters this one seems to have been designed to terrify and frighten all who sees it, from the way it attacks aggressively to the haunting sounds it makes.

-[Clarification]-

Dark Sight (Perk) - After this jump this vision can be used to see the 'true form' of creatures or look beyond illusions to see what's really there. Also, if the Jump you're currently in has many realities "overlapping" such as the Nevernever in the Dresden Files jump then you can see into those other dimensions in places of enough significance/resonance.

Dark Sight Boost (Perk) - What creatures this ability targets can be changed after leaving this Gauntlet. You can also change what color the silhouettes you see are and can have different types of creatures light up with different colors, for example having allies light up as green and enemies as red. This is not an clairvoyant or precognitive power by itself though, so unless you have complementing perks from other jumps this will have to be done manually, deciding which targets are allies by yourself as an example. If you have a bloodlust sensing perk or something similar you can make it so that they switch to red when the perk in question can detect their bloodlust or something similar.

A Peerless Skill (Perk)

Yeah this is, as you might have guessed, a joke perk. It still works, allowing you to jump through windows without them breaking (which sometimes happens in the game) but by picking it you choose to face all the Drawbacks of the Gauntlet, a suicidal task in itself, without picking any advantage to go with the challenge...

Resilience (Trait) - Lesser wounds=a knife stab or a broken bone. Greivous wounds=the loss of a major body part, such as an arm or a leg, or a giant gash across your torso, one which will probably have you bleed out before it is closed. This regeneration is strong by itself but with other Traits, such as Bloodless or Doctor you can vastly increase its effectiveness.

Companions (Companions) - You can Import companions or allies from previous worlds into the options found here but just like you they will only have access to what they buy in this world, superhuman powers and abilities are turned of for the duration of their stay and if they didn't possess a human body before they will gain one.

Time Limit (Drawback) - Failing to extract in time doesn't mean you fail the Gauntlet but will mean that you won't get paid anything, even if you've collected multiple clues. Also if you've looted anything from other Hunters or from cash registers across the map your employers will take that from you as a penalty for failing in your task, their reasoning here is dubious.

Kings of Hell (Drawback) - The child spiders are approximately 1/3 as powerful as the boss spider(All their stats, from durability, speed, melee damage and poison damage are around 33% of the main spider). Their jumps will also probably not be enough to stun you and can be interrupted mid-air.

Challenges (Challenges) - The rewards from challenges are granted upon their completion and can be of use to a Jumper for surviving the Gauntlet.

King of Hell (Challenge) - Hint* look on the Hunt Wiki for the pictures of each Trait for inspiration for how their boss-forms could look.

Boss form examples: Mithridatist could have you become a fusion between a man and a giant snake, with Bulwark you could assume the form of an iron golem and with Kiteskin? Spread your wings in the guise of a giant bat-like creature. Fanwank responsible and do note that this form by itself won't be much more powerful than any of the already existing bosses, buying additional traits and perks can make it and you more dangerous though, bestowing additional abilities such as a fire breath to complement your golem body by buying Salveskin or the ability to control bandages and use them to bind people by buying Doctor. Additional Traits that doesn't strictly increase your survivability won't make you that much more powerful than the other bosses but they will give you additional abilities like the Spider's poison spit to go with your new form.

Traits bought can as such give you new abilities in your monster form but to balance it somewhat with the other bosses you can gain at most [3] new abilities in your monster form, all linked to the form itself, from Traits. Examples:

1. Mithridatist + Bulwark + Salveskin = a giant mechanized snake-human hybrid with an acidic fire breath.
2. Doctor + Bloodless = a mummy capable of controlling the bandages covering it to trap people and drain them of their blood, the bandages turning red as the blood leaves the victims bodies and travel to the mummy, healing it in the process.
3. Ghoul + Steady Hand = an undead shapeshifting creature, capable of perfectly copying the shape (which includes the voice) and mannerisms(gaining all their memories and a talent for performance) of those it consumes (either by eating or through the Ghoul ability) to get close to its enemies before shedding its mortal disguise and revealing the horrifying creature beneath. (taking on the form of others doesn't lower your health or physical abilities)

Buying other Traits will still benefit you, their usual abilities still being a boon in any form you use.