

Underwater Gauntlet

Version 1.0.1



Welcome to Kepler 822, Tian Industries state of the art undersea research and mining station, the world's largest provider of oil. Situated about five and a half miles underneath the surface of the ocean the Kepler station provides living quarters for hundreds of on-site staff.

We at Tian Industries hope that you have a productive and enjoyable time at Kepler 822. There is absolutely nothing to be concerned about so you should be fine with:

+0 CP

You shouldn't need all those powers and items from other worlds either. So we're just going to lock up your warehouse, and all your collected items, and reduce you to Body Mod. You can just relax, enjoy your time at the bottom of the ocean, and experience its wonders.

**creeeeeeeeeaaaaaak* *emergency sirens blaring* It would seem something has gone wrong. The integrity of the Kepler station has been compromised, several sections have been shut off completely to prevent flooding into other sectors. Thankfully you seem to be in an unflooded sector. Unfortunately it would seem that Captain Lucian has already launched all the escape pods leaving you as one of the survivors with no way to reach the surface.*

Thankfully Captain Lucian is aware of one possible way. While the abandoned Shepard Station is - according to Lucian - no longer a possibility, the main mining site Roebuck 641 does seem intact and may have escape pods. Unfortunately it is actually on the sea floor a mile below Kepler, and is a mile away across it. You will have to don pressure suits to reach an elevator vehicle to travel down the outside of the station, and then travel, on foot, a mile across the ocean floor. There is a station midway between them - the Midway Station - but it may or may not be accessible, but it would have access tunnels which have air, or potentially are merely partially flooded (this would require air pressure enough that a human couldn't live but canonically it happened so physics can suck it), and present a chance to resupply your oxygen.

Still it does seem to be the only way to survive. Your goal is to make your way across the sea floor to Roebuck 641 and to take one of the escape pods to the surface. Though you might want to set it to blow after you leave to distract the creatures outside. This was not a simple natural disaster. They dug too deep, and released a variety of ancient deep sea creatures, the largest of which being the dread Cthulhu who is

responsible for the damage to Kepler station. These creatures will make your journey a little more interesting as they attempt to kill you.

If you can reach Roebuck station and make it into an escape pod you will succeed on this gauntlet, and can end your time here or regain powers and items from out of jump and live out the rest of 10 years here. You will also gain rewards based on how many of the other 6 survivors made it out of Roebuck Station with you. There will be enough pods at Roebuck Station for you and all but one of the survivors who make it there alongside you, and a damaged pod if you can figure out a way to repair it.

Background:

There's only one real background here: worker in Tian Industries Kepler 822 undersea research and mining station. Your exact position will be determined by what skills you bring and perks you purchase. That is if you're not a drop-in, in which case we'll give you the benefit of the doubt that you'll be mistaken as a crew member that Captain Lucian just doesn't recognize.

Age and Gender:

Your gender doesn't matter, your age just needs to be something appropriate for working on the station, no older than Captain Lucian, and old enough to have graduated the required schooling.

Drawbacks and Toggles:

To gain CP you must take drawbacks. These drawbacks will fade at the end of the gauntlet's scenario whether you succeed or fail, and whether you choose to stay the rest of the decade here or not.

Full Powers Jump (Toggle): This is a little cheating. You gain 1000 CP, but only gain ½ the normal CP from drawbacks, and also will have all your out of jump powers and personally portable items. Companions can import without replacing members of the survivors, but will not begin with you in your start location if you choose to have them do so. Your non-personally portable items, and warehouse, will also be available but they will not start in the scenario area. Taking this toggle does remove gauntlet protections - if you die it's not a failure of the jump it's a failure for the chain - and means you are no longer able to claim the scenario reward(s).

Drawbacks:

Big Boy (+200 CP): You are a tad bit overweight. While not obese, you are heavy and it will take more energy (and air) to move you about, and you'll have more trouble fitting through tight spaces.

Buried Under Rubble (+200 CP): You begin this gauntlet buried under rubble. Some of the other survivors will be by soon to save you, but you can expect to be sore from the experience and at somewhat less than your best.

Claustrophobic Spaces (+200 CP): With a few exceptions the spaces that the survivors have to pass through are fairly expansive and spacious. Not any more. You will find the corridors tight and cramped, along with any vehicles, and when things get tight they will get that much tighter; you might even have to make some dangerous detours.

I've Never Seen Anybody Die Before (+200 CP): You are not really prepared for this sort of situation. You have a tendency to panic or give in to fear, and can lose your head when things start going wrong. Also you have never seen anybody die before so expect deaths to be extra shocking to you.

More Deep Ones (+200 CP): With one exception the deaths that happen in the film are caused by the deep ones, or Cthulhu himself. Now there are more of the deep ones swimming about and they will be that much more of a problem.

No Metaknowledge (+200 CP): Your memories of the movie are forgotten. You still know you're a jumper and you have to get out of here alive, but you don't know any more about what to expect along the way than the other survivors.

Scared of the Dark (+200 CP): You are extremely afraid of the dark, even when you don't know that there are terrible fish monsters lurking inside of it actively seeking to drag you off and tear you apart. Unfortunately said fish monsters are attracted to light so guess how much time you'll be spending in the dark?

Time Limit (+200/+600 CP): You have a strict time limit comparable with the time it took them canonically, it's a little bit longer but not much, after that time the remaining escape pods and Roebuck station and you will fail the jump. For 600 CP you have a time limit which while theoretically doable means you're going to have to in effect speed run the gauntlet cutting corners, moving fast, and you can absolutely not afford any detours or slowing down.

We All Know You Can't Read (+200 CP): You're a jumper, you're the smartest of the smart, right? Well your intelligence has taken a dive. More accurately your intelligence is a touch below average. This shouldn't directly put you in danger, but you'll be less adept at things like engineering and biology during your stay.

Broken Arm (+400 CP): You fractured one of your arms in the initial disaster. Besides the fact that it's going to be hurting - a lot - this means that even in one of the powered pressure suits you're not going to be able to use that arm much. You might be able to power through and use it a bit, but it really won't be at its best and when you're fighting sea monsters you want to be at your best.

Defective Gear (+400 CP): Remember how it was noted that you'd not randomly pick out a defective helmet and there'd be enough escape pods at the final designation for you to escape? Well you can expect a lot more defective gear now. Some of it might be able to be fixed, but it'll be time consuming, difficult, and not always possible. Expect a lot of malfunctions to get in your way.

Disposable Gender (+400 CP): Your gender is now locked to male. Nothing will happen to cause lasting physical harm or kill any of the female survivors. That's because whenever something that bad would happen to one of the girls it'll happen to one of the male survivors instead, at least as long as any male survivor is conscious and able to act. And even if you have something like Innsmouth Scent to deter the deep ones attacking you directly, if they'd attack one of the women, they'll attack you instead.

Fewer Survivors (+400 CP; incompatible with Full Powers Jump): Normally there would be 6 other survivors. Now there are only 3. On the one hand this means there are less of you to attract notice, and it'll be easier to salvage supplies from suits like taking extra oxygen, or being able to make sure you take fully functional suits. Unfortunately this means less people to watch your back, less targets for enemies, and fewer potential rewards at the end of the gauntlet.

Selfish Survivors (+400 CP): No one would have survived if they hadn't worked together and been willing to sacrifice for each other. Now they aren't. You will find every other survivor has a 'me first' attitude where they are absolutely willing to let you and each other die if they think there's the least chance that it will improve their chance of survival slightly.

Survivor's Guilt (+600 CP): You seem to have it, at the very least you value everyone else's life over your own. You will do everything in your power to save everyone else no matter how much of a risk it puts you at.

Perks:

Computer Engineer (100 CP): You know your way around computers. While having been on site for a while (assumed) will let you use most of the ones here, you understand their programming much better, possibly having programmed them in the first place. Either way you're good with computers.

First Aid Experience (100 CP): While not a full-fledged doctor you know first aid, and have some of the basic training and experience with emergency medical procedures. You can check for a concussion, perform CPR, set a broken bone if you had to, and could probably pass an exam to be an EMT if you wanted to.

Marine Biologist (100 CP): You have a Masters of Science related to the field of marine biology, and rather expansive knowledge of marine biology.

Diving Experience (200 CP): You are used to the pressure suits used on site and have experience in performing walks outside of the station. In future jumps you're familiar with most forms of diving suits and spacesuits, as well as basic safety precautions for spacewalks and other similar suited up activity outside of normal human environments; remember the buddy system works.

Elfin Creature (200 CP): You are small and lightly built without it negatively impacting your strength and capabilities. You have an easier time fitting through narrow spaces and cramped confines which might help to keep you alive down here.

Efficient Breathing (200 CP): Somehow you're breathing is more efficient than it should be. You need $\frac{1}{2}$ the oxygen that you would normally require. This shouldn't be necessary unless something goes wrong, but you'll be able to last longer without an air scrubber than most would, or be more active down here.

Fit and Athletic (200 CP): You are very fit and athletic. You could probably make it into the Olympics in one of several forms of track and field if you desired.

Mechanical Engineer (200 CP): You are a trained mechanical engineer, familiar with the station and its machinery. You know how to pilot its various vehicles, and might even be able to repair a dysfunctional pod if you tried.

What's the Scariest Part of a Roller Coaster? (300 CP): It can be even more important to help other people keep their heads than keeping your own. While this does nothing for your own courage, you're good at calming other people, and helping them to push past their fear if only for a time.

Intuitive Sense of Direction (400 CP): It's dark down in the ocean. Luckily you have a very good sense of direction, able to easily find your way around without using landmarks. This isn't conceptually perfect, but even if you got thrown around by a sea monster in the dark you could probably get back pointed in the right direction.

Lucky (400 CP): Not in the sense that good things happen to you, but that bad ones seem to be less likely to. Whenever there is a random chance of something bad happening to you, the chance is reduced; if there were 6 pressure suits and 1 was faulty you would get a non-faulty one more than 5 times out of 6. This won't help you get particularly good results, so don't expect to win the lotto, just avoid bad ones and this perk works best the more random it actually is.

Quick Reactions (400 CP): You have peak human reaction time. This is more physiological than mental, but when it comes to physical actions you need to take you do think pretty quickly too.

Sometimes You Have to Stop Feeling and Start Doing (400 CP): You are able to face death with dignity. This helps in most emergency situations ensuring that you are able to keep doing something to help the situation as long as there is something you could do to help the situation and not losing your head to panic.

Well Liked (600 CP): You are charismatic and easily make friends, or more. There's something about you that makes you simply likable. This might not seem the most powerful thing out here, but in a situation like this being well-liked enough that people will take risks, or drag your sorry ass after your damaged air-scrubber gets you knocked out, to save you can be the difference between life and death.

Innsmouth Scent (600 CP): The deep ones are strangely friendly with you. They are much less likely to attack you, and unless you actively disturb them (or attack them) might even let you pass unmolested. This won't help you with Cthulhu, and if he orders them to attack you directly you can be sure they will obey, but otherwise it's almost like they recognize you as somehow akin to them. This recognition unfortunately does not extend to your fellow survivors. In future jumps this makes intelligent underwater monsters more inclined to be friendly towards you, or at least to not be actively hostile, it won't affect all of them, but they seem to feel some kinship for you.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here, though (unless you take the Full Powers Jump toggle) they will not gain the benefits of imports until after the scenario is complete.

Knife (100 CP): This knife is made of an alloy capable of surviving sea water without rusting, and is strong and sharp enough to punch through the flesh of a creature that lives under 6.4 miles of water pressure.

Deep Pressure Gun (200 CP): This weapon fires a nail-like projectile a fairly short distance but still a lot further than arm's reach. It'll work 6.4 miles under the ocean, or on the surface, and can kill one of the smaller creatures you'll encounter down here, and will hurt even a deep one, and might even kill one before you run out of ammo. You do have some extra clips, and post jump your ammo will resupply daily if needed.

Flare Gun (300 CP): This flare gun is made for deep water use. Besides launching a flare that can illuminate something so that you can see it, one of these flares launched point blank could blow a fatal hole through a deep one. Comes with 3 flares, though you have to reload between each one. These flares restock daily if needed.

Companions:

You can recruit any other survivors who make it to the end of the gauntlet alive.

You may import companions. Each one will be similarly constrained as you are - that is they will lose all powers, abilities, items, followers, and pets from outside of jump and be reduced to real world human limits losing all supernatural powers regardless of the source - and replace one of the default survivors and will gain $\frac{1}{2}$ the CP you gain from drawbacks. You must pay 100 CP per companion; if you pay 600 CP you may import any number of companions but those beyond 6 (i.e. beyond the number of fellow survivors) will already be on the surface (or dead) and not involved in the initial scenario nor will they count for rewards. If you took the Full Power Jump toggle your companions no longer need to replace survivors and gain 600 CP instead (no matter how many drawbacks you took) though you can transfer CP to them individually at a 1 to 1 ratio, however you will be able to import 3 for 200 CP or 8 for 400 CP.

Outro:

So you made it to the surface alive, and survived your little brush with Cthulhu, now you have a decision to make:

Go Home: Return to your original dimension and end your chain.

Stay Here: Assuming you didn't fail the gauntlet, you can choose to stay here and end your chain.

Continue: Or you can continue your chain, going to the next jump.

Vacation: Given Tian industries is planning to resume drilling it may not be a vacation, but maybe you want to stop that, or blow up Cthulhu (again) when they rile him up. You can stay here for the remainder of 10 years before being allowed to make the choice between Going Home, or Continuing your chain. Gauntlet rules are lifted, however, and if you die at this point you will be sent home as normal. Still if you do want to stay out the decade you can.

Of course, if you did actually go through the gauntlet instead of taking the easy mode there is the promised reward(s). You won't get them until after this final choice, so if you decide to vacation here you'll not get them till after the decade but turn the page and let's talk about what you've won.

Rewards:

For making it out you get to keep your **Pressure Suit**, and even import it into any other environmental gear or powered armor you possess. You can also keep your **Escape Pod** as a memento.

Pressure Suit (Reward): This is a suit, reminiscent of a space suit, designed to allow a person to walk across the sea floor 6.4 miles deep. This means it is a powered suit capable of augmenting your strength and movements for that purpose. Its air supply will replenish at a rate similar to a human breathing rate whenever you are not currently using it, so you don't need to worry too much about that.

Escape Pod (Reward): One of the escape pods used to take survivors from the drilling site to the surface.

Now for each other survivor who made it out you may select a reward from those below:

Bodymodded (Reward): Select one perk you bought in this gauntlet, or one reward that is not an item, and add it to your bodymod. You may select this reward multiple times. Any reward that requires a perk to have been purchased cannot be selected unless you have Bodymodded the required perk.

Deep One (Reward; Requires Innsmouth Scent): You gain an alt form of one of the fish people/deep ones shown in the film. Somewhat larger than a human, with very long limbs, stronger than a human in a (mildly) powered suit, and able to swim and act in the abyssal depths 6.4 miles beneath the surface of the sea.

Deep Sea Drilling Station (Reward; requires at least 4 other survivors): Your very own replica of the still in use stations of the underwater drilling apparatus. Doesn't come with a crew or the infrastructure to attach to it, but at full production on a rich enough site could cover the world's present oil use... if it increased by an order of magnitude (or two). Does come with the necessary vehicles to get a theoretical crew onto it. When imported into a setting it will import to a site with enough oil to be among the top 5 oil reserves currently on the Earth, but not one which significantly outstrips them; if you want a site to rival drilling into R'lyeh you'll have to find it yourself.

Expert Swimmer (Reward): You survived this adventure at the bottom of the ocean and now you are at home in the sea. You can swim better than any human who has ever lived.

Jumper Fhtagn (Reward): You now possess the ability to set how easily you fall to sleep, and how hard it is to wake you. You can set it so that you have chronic insomnia (this doesn't protect you from the problems of chronic insomnia) or where you simply fall asleep like a light. Similarly you can set it to where you will wake up at the smallest noise or breeze or to where you could sleep through actual wounds and injury. Finally you can actually set up a mental wake up alarm before going to sleep so you will automatically wake up after a certain amount of time.

Light This Shit Up (Reward): If you manage to temporarily kill an entity, or mostly destroy the body of an entity that can recover from death or near total bodily destruction, it will retreat to lick its wounds for at least a year before causing you further trouble.

Submarine Engineer (Reward; requires Mechanical Engineer): You are an expert on designing machines and tools to allow for human activity and exploration below the surface of the oceans. Suits for (very short term) manned activity on the seafloor, vehicles, or even deep sea mining habitats. If you could design it for work on the surface you can probably design it for use on the seafloor. Does not give you the necessary skills to design such things on the surface though.

Super Efficient Breathing (Reward; Requires Efficient Breathing): You require only 1/10th the amount of air you normally would.

Notes:

Jump by Fafnir's Foe

CP costs and values from drawbacks are high due to it letting me make the 'non-gauntlet toggle' without it being 'you get all the things for free' but instead actually a choice between potentially more CP from drawbacks (though that's painful) and rewards vs an easy relaxing time where you pick up your favorite characters to be your buddies.

I am not sure whether the humanoid creatures serving Cthulhu are supposed to be Deep Ones or just some humanoid aquatic monsters, but given Word of God says that it's Cthulhu I'm calling the humanoid aquatic monsters deep ones.

Innsmouth Scent is sort of the big points to skip the challenge perk which exists because if the film was going to tie itself into the Mythos it felt like it should exist in the world given how many times Lovecraft's stories hinged on 'ah yes but you see narrator you are descended from the monster' even if it didn't show in the film. It's price got whittled down by the decision to make rewards based on fellow survivors not CP taken in drawbacks

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Made "Now for each other survivor who made it out you may select a reward from those below:" larger text so it would be more easily noticed.