

Atma's Variable Gauntlet Challenge Version 1.0

You have been given a chance to become a Jumper, BUT a special starting challenge has been offered to you. At the beginning of your chain, you may take anywhere up to **1 to 6 Gauntlets** before your first true jump. Upon completion, the perks and items acquired from these Gauntlets will become the core of your Body Mod.

Rules

- To complete this challenge, a Jumper must complete 1 to 6 Gauntlets before taking their first true Jump.
 - Each Gauntlet taken will make up the core of your Body Mod. As such, all Perks, Powers, and Items taken from the Gauntlets used in this challenge will be part of your Body Mod. They can be taken into future Gauntlets or Jumps where perk and warehouse lockout drawbacks are taken.
- Supplements like dragonjek's [Jump-Gauntlet Switcheroo](#) can be taken, provided that you follow the rules of the supplement when in use.
- Jumps that have Gauntlet options within them can also be taken, provided that the rules of their Gauntlet options are followed.
 - Examples of Jumps like this are:
 - Serious Sam by DOOM-Knight009,
 - Sekiro: Shadows Die Twice by Firriga,
 - Harry Potter Movie Series Jump by DeverosSphere,
 - My The Evil Within Jump
- If a Gauntlet has a Supplement/Crossover feature and you decide to merge it with another Gauntlet in this Challenge, the combined Gauntlets will only count for 1 Gauntlet.

Complications

However, there are some caveats with this challenge.

- You may not be able to choose any Body Mod Documents to begin your chain with. You will start this challenge with the most average of physical capabilities.
- You may take companions from these Gauntlets, but they will not become available until after you have completed the challenge.

- You may utilize the Warehouse supplement. However, during this challenge, you may only bring items that you can carry on your immediate person between gauntlets.
 - You may deposit items you do not wish to take with you into the next Gauntlet. However, those items will be locked away until the completion of your current Gauntlet. You will have some time between Gauntlets where you can then choose and swap which items you will take with you for the next one.
 - Small capacity Personal Inventory Items like something from the Resident Evil series are allowed due to their small size.

- While you may be able to utilize supplements like the Universal Drawback supplement or Gauntlets that reward Permanent Bonus CP, these bonus points will not be applied to the Gauntlets you choose for this challenge. The bonus points will be accessible after the challenge is completed.

- You may NOT take the Generic First Jump, Generic First Virgin, or Generic Rebruary Jump after completing this challenge.

Special Rewards

- Outside of all purchased perks, items, and potential scenario rewards (should you complete a scenario in these gauntlets) becoming your Body Mod, you will have the choice between two reward options based on your completion efforts.
 - **ONE** — You will have the ability to permanently add purchases to your Body Mod by buying at double the un-discounted price.

OR

- **TWO** — You will receive *+100 Gauntlet Points (GP)* per completed Gauntlet, that can be used in your future Jumps or Gauntlets. This GP can supplement starting CP without affecting Drawback limits or be used for specialized purchase options, like powers, races, item enhancements, and vehicle/property modifiers.

Notes

- Why a maximum of six Gauntlets? Most capstone perks and the highest value drawbacks are worth 600 CP.

- Choose your Gauntlets wisely, strategize for your best effort, and push onwards. You will have more than earned your rewards.

