JAWS



Welcome.

You must have been looking for a bit of excitement to come here. Or maybe you wanted a relaxing beach vacation and just had the bad luck to pick this location. Either way, you are here now and there is a bit of a problem.

Welcome to Amity Island, NY. It's the start of summer and this is a prime vacation spot for families in the surrounding cities. At least, it was. This year they have a bit of a shark problem. Now, there's nothing to be afraid of. Amity Island's own police chief is on the case, along with veteran shark hunter Quint and Dr. Hooper, marine biologist. They will have things taken care of in short order, I'm sure.

Now, where do you fit into this? Because you are taking the place of one of these men, Jumper. It was cramped enough with just the three of them. Equally, we can't have you transforming into a sea dragon or manufacturing an army of shark killing drones. There's only so much room on the boat, you understand. Here, I'll take those.

[YOU LOSE EVERYTHING SAVE YOUR BODY MOD]

Your Body Mod should be enough for this.

You can take these to compensate for your loss.

+1,000 CP

Now, let's load up onto the *Orca* and get underway. We have a lot of… oh. Oh no!

SPLASH!

...Oh, butterfingers. Did you know that CP are water soluble? Well, they are.

+0 CP

Ah, I'm sure it will be fine. How much CP do you need to kill a little ol' shark, anyway?

The Gauntlet will begin as the *Orca* sets out on her final fishing trip. It will last for three days or until the great white shark dies, whichever occurs sooner. For the duration of the Gauntlet, you may not return to land. Should you be killed or should you make it to the end of the three days without having killed the shark, you will fail the Gauntlet. In that case, you will be sent directly to the finale and forward into the next Jump of your chain, losing everything you gained here.

Or maybe you make a different choice in the Origins section.

In that case, you do not begin in the *Orca,* though you do still begin as it sets out. You begin deep in the ocean, beyond the sight of land. The continental shelf is not far away, nor are the reefs of the shallow water. You have eaten well in the last few days, but hunger begins to pull at your insides again. Somewhere in the dim recesses of your brain, you get the feeling you are being hunted. What a change of pace. Still, you are meant to be the hunter, not the prey. The cold pragmatism that defines your life tells you that these threats to your safety must be eliminated. The Gauntlet will last for three days or until you kill Quint, Brody and Hooper, whichever occurs first. If you make it to the end of the three days without having killed all of the hunters out for your life or if you die, you will fail the Gauntlet. In that case, you will be sent directly to the finale and forward into the next Jump of your chain, losing everything you gained here.

The ocean may seem calm, but it is just as dangerous as any jungle. Danger lurks beyond your perception and who knows who will be chum by the end of the day?

Best of luck, Jumper.

Origin

You may choose to take any of these origins as a Drop In, giving you no memories, history or connections in this world. As far as the others on the boat are concerned, you were hired for your role in a hurry by the desperate mayor and made it into town the day before they set out. Your age can be whatever you wish, so long as it is no younger than would make sense for your position.

Police Chief [FREE] – In charge of Amity Island's minuscule law enforcement agency, you are responsible for the safety of the citizens who call this little speck of land in the Atlantic home. Mostly, it means breaking up domestic disputes and wrangling the town drunks. Today, it means killing a great white shark.

Marine Biologist [FREE] – You love the ocean and all of its creatures, so you made them the object of your life's work. The beast terrorizing Amity Island seems to be one of a kind and even if you must ensure its demise, you want to make sure you record its existence first.

Shark Hunter [FREE] – These fancy educated folk came to you to solve their problems. Well, you can certainly do that. You've hunted just about everything that lives in these waters, from stripers to tiger sharks and more. This shark might be a cut above the rest, but you'll still haul 'em in.

Great White Shark [200 CP] – You are not the one solving the problem of the shark. You *are* the shark. *Charcharodon Charcharias* to be specific. Your kind have hunted in these waters since before the first ape slapped a rock together with a stick to make a spear and you will still be hunting in them long after. Should you make this option, this becomes an alt-form that you can assume at will post-Jump.

Drawbacks

Here is where your CP will be coming from. There is no limit, but take care that you do not take on more than you are able to deal with. Equally, take care that you do not take some combination of Drawbacks that would cause you to shoot yourself in the foot. While your own house rules will of course come first, for those who like to follow the law of the land, we have the following:

While in some other Jumps, Drawbacks are intended as manageable challenges, this is a Gauntlet and you are meant to suffer here. Any Drawbacks you take here will trump the Perks and/or Items that could help you deal with them. That said, each of these Drawbacks will vanish upon the completion of this Gauntlet.

General

Easy Mode [+1,000 CP] – Well, fine. Forget the Gauntlet. Take these 1,000 CP and you can begin this as a regular Jump. We'll turn back the clock a bit and you can start the day before Chrissie meets an unfortunate end while swimming. You do not get any of the Rewards, however.

Extended Stay [+0 CP] – Do you want to complete the Gauntlet, then stay on and see the chaos that follows? Vengeful, roaring sharks are a constant feature of the future, as well as much sillier stuff. By taking this, you stay on for a full decade instead of no more than three days. You can get all of your stuff and abilities back as soon as the three days are up or your opponent(s) die, leaving you with them for the rest of your stay. You can also take this with Easy Mode. Can be taken multiple times.

The Sequels [+0 CP] – This document is built around the first movie, but if you would like for it to take place during one of the other films then that is fine. The circumstances are the same – you begin as the boat carrying the shark hunter(s) sets out. You are on that boat. You cannot set foot on shore until the shark is dead. If you die or fail to kill the shark within three days, you fail the Gauntlet. For sharks, you must seek out and destroy the ones hunting you within the same amount of time without dying.

I Know What I'm Doing [+100 CP] - You are very overconfident. A carnivore that remained unchanging for millions of years against a trio of drunken apes? Please. Or maybe, three intelligent humans with the power of technology against a big fish? Please. Either way, do not expect to treat the situation with the gravity it might deserve unless things get *very* bad.

Landlubber [+100 CP] - It seems that dropping your CP was not a one-off. You are incredibly clumsy and cannot coordinate your body movements to save your life. Expect to miss a lot of your shots, misjudge a lot of distances and more.

You Know Nothing [+100 CP] - You lose all knowledge of the setting. All that remains is the knowledge that you have a shark/humans to kill and, if you chose to gain the background memories, whatever experiences you had as a resident of this world.

As Is [+200 CP] - Your Body Mod does not come with you. You are reduced to the level of fitness that you were at just before you started your chain.

Three's A Crowd [+200 CP] - There are more hunters out and about. For humans, you now have competition for killing the shark. For sharks, you now have a lot of decoy targets that you have to sort through to find the *Orca*.

<u>Human Only</u>

Bait [+100 CP] - You have a bleeding wound that will not heal. In addition to causing you constant, low-level pain, it will surely get the shark's undivided attention if you were to fall into the water while it is anywhere nearby. Thankfully, it will never get infected.

It's A Big Ocean [+100 CP] - You can't find the shark easily. That might not seem so surprising, the Atlantic is a large place, but with the time limit hanging over your head, it is a large problem. You are going to need to cover a lot of space and spread a lot of chum to get old Brucie's attention and draw him in.

Argumentative [+200 CP] - You keep bickering with your fellows over every little thing. They are no better. You are a collection of assholes held together by a single common purpose.

Bad Maintenance [+200 CP] - Your equipment keeps breaking. The *Orca* is leaking, the engine is stuttering, the radio is shorting out, the harpoon gun needs grease, the barrels are cracked – the list goes on. Expect to put time into restoring anything before you need it or you will not have it when you need it.

Obsessed [+200 CP] - You are obsessed with killing the shark. You will ignore all common sense, safety and camaraderie to see that enormous fish dead. You might get yourself and your partners killed before the shark can do it.

<u>Great White Shark Only</u>

Extreme Omnivore [+100 CP] - You are ravenously hungry and can find no food. It seems that your very presence has managed to scare away all of the local wildlife. A great white shark can go a while between meals, so this by itself will not kill you. Still, expect to start the Gauntlet in a high level of discomfort and it will only get worse as the days go on.

Thar She Blows! [+200 CP] - You cannot dive under the water. With your enormous fin sticking up and marking your exact position, this is going to be something of a problem.

Dark Ocean [+200 CP] - Your senses are muffled. Where before you could pick out a drop of blood within ten thousand gallons of water or the single kick of a human a whole mile out, now your range has been cut down to within a hundred yards around you. This is true for all of your senses. You might as well be in a bubble of sensation surrounded by an endless void.

Rival [+200 CP] - Another shark is in your waters and you must kill it. It is just as large and as hungry as you are. Failing to kill this shark will cause you to fail the Gauntlet, same as failing to kill the three men on the *Orca*.

More CP, More Problems [+300 CP] - The U.S. Coast Guard is on the move. They have sent three Cape-class patrol boats, designed for anti-submarine operations, to seek you out and destroy you. The *Orca* is still in the vicinity and is keeping in contact with all three vessels, with Quint having been paid an additional fee by the Coast Guard for his expertise in shark hunting. This is not an automatic failure if you are smart, as even with the latest and greatest in technology the Atlantic ocean is still a big and murky place, but you will have to be very careful. You will not win in a straight fight against steel hulls, depth charges and torpedoes.

Perks

General

Ominous Violins [FREE] – You have ominous theme music that kicks in at the most appropriate times. You can decide who hears it.

Swimming Lessons [FREE] – You are an excellent swimmer no matter what body you have.

Police Chief

Responsible [100 CP] - You took the job, you said the oath and now you have a duty. Even if it takes a man who can't swim onto the ocean, you have to see the job done. While you still feel fear, loathing, disgust, boredom – all those nasty emotions – they will never drive you to run away from or abandon what needs doing. You can get the job done no matter how terrible you feel doing it.

Lucky [200 CP] - Have to kill a great white shark? Look at that, an experienced shark hunter heard about it. Need some expert opinion to disprove a coroner's cause of death for a victim? Hey, an eager young professional rushed down here. Need to land a one-in-one-hundred shot to save your life and kill the monster? You'll get it done in the final seconds. This does not work all the time on everything, but you'll find circumstances aligning to help you out for important stuff.

Air Of Authority [400 CP] - When you are giving orders, most people feel an instinctive urge to obey. This is not absolute and anyone can certainly do differently if they have good reason or even a strong inclination to, but the knee-jerk reaction is to do as you say.

Excellent Shot [600 CP] - You have great aim with any firearm, no matter the circumstances. Whether standing still on land or laying down on a sinking pole in the waves of the ocean, it is a very rare day that you miss a shot.

Marine Biologist

College Kid [100 CP] – You have a diploma, a lot of debt and a great store of knowledge. Specifically, you have gained knowledge of marine science and animals. You have a doctorate in the subject and will keep it for future Jumps, which will also cause your information to update based on the setting.

Making History [200 CP] – You tend to stay upbeat in grim circumstances. This ensures that you will rarely succumb to despair or fear, helping you to keep a clear head to think. Sure,

you're trapped on a boat with a massive predator in the waters nearby, but you're setting a new record for great white shark size! If only you live to bring back the photos.

Dive, Dive, Dive! [400 CP] – You are an experienced scuba diver. You know everything one needs to know for personal underwater exploration, from equipment maintenance to environmental hazards and more.

Play Dead [600 CP] – Once per Jump, you can activate this ability to cause every living thing in the Jump to assume you are dead. The circumstances behind this assumption will vary based on the events at the time. Predators out for your blood will wander off and forget about you, allies will assume you lost forever and all will be quite shocked when and if you choose to reveal yourself again.

Shark Hunter

Great Sailor [100 CP] – You know your way around a boat and the waters of the Atlantic. This will update based on each setting, letting you safely navigate any ocean you find yourself in.

Fearless [200 CP] - You have no fear anymore, not at all. It was burned out of you in the past. Now all that is left where fear would have been is spite and determination.

Mechanical Skills [400 CP] – You can fix most mechanical and electrical mechanisms easily. More impressively, you can fix them even while you are using them. That engine is throwing out smoke and stalling? Who cares?! The shark is gaining on you! Get it working and head for the shallows.

Shark Hunter [600 CP] – You have been hunting sharks for years and it shows. There isn't a breed in these waters that you don't know. You know their behaviors, their preferred feeding grounds, their aggression levels, how to lure them in, how to scare them off and, most importantly, how to hit them where it hurts. You know shark biology, where their organs are and what will kill them instantly vs. what will bleed them out. This updates for each setting, allowing you to hunt sharks of all kinds. Happy hunting.

Great White Shark

Lone Hunter [100 CP] – Swimming the murky depths for your next meal can get tedious. Take this. You are now immune to both boredom and loneliness, suffering no ill effects for total isolation no matter how long it may last.

Beast [100 CP] – You are a big beast to be sure, but even for something of your size you are terrifyingly strong. Smashing apart a sturdy boat, dragging three air-filled barrels underwater

and keeping them there at your leisure, ripping a dock loose from its mooring and more are all easily within your power.

Nom-Nom [200 CP] – Sharks can and will eat just about anything. You go beyond that. You are a true omnivore, able to consume and get nutrition from any physical material you can get into your stomach. You are now protected from ill effects regarding your meals. You can eat anything at all and it ceases to be a hazard once it is in your mouth.

Silent Killer [200 CP] – For a titanic fish, you sure are hard to spot. This is not so much camouflage as it is a series of coincidences that allow you to approach without notice. Everyone will be distracted by the festivities as you approach or the one guard will be looking elsewhere when you pop your head up from cover or you will be expected, but at the wrong location. More personally, you can now move very quietly no matter your size.

Tough Cookie [400 CP] – Bruce took a battering during the course of the film, but he kept on coming and you are no less tough. You can push your way through any pain to keep going and your injuries will not slow you down, ensuring you remain as dangerous as you can be until the moment you finally die.

Seek Your Prey [400 CP] – You can smell a teaspoon of blood in an average sized swimming pool. Your mouth is even more sensitive than your skin. You can hear low-frequency noises. You can feel the earth's magnetic field. The senses of a shark are open to you, in this and all future bodies.

Bends Free [600 CP] – You are immune to water pressure. Dive and rise as you wish in the deep blue without fear of a gory implosion of your precious organ meats.

3 Tons Of Him [600 CP] – You are a monstrous specimen of your kind. Twice the size that you should be, in fact.

Items

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing items, which will respawn in a manner listed in their description.

All of these are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar items you would like to import into your new purchases to give them their qualities, feel free to do so.

Police Chief

Cigarettes And Lighter [100 CP] – A packet of cigarettes from a brand of your choice. They confer no negative effects on your body or any nearby people. Instead, the smoke they give off has a calming effect on those who breath it in. The packet never runs out of cigarettes. The lighter is a capped Zippo. It will never run out of fuel or fail to ignite.

Chum Bucket [200 CP] – A bucket of gory bait. It never runs of content and gives off a very strong smell in water, allowing it to be scented from several miles out.

Gun [400 CP] – A standard issue police revolver. Comes with a box of 36 bullets. The gun will never need maintenance.

Oxygen Tank [600 CP] – A silver cylinder tank holding a vast quantity of compressed O^2. This tank looks completely average, but has some special qualities. Firstly, it will never explode until you wish it to. Secondly, it will always explode immediately when you want it to. Thirdly, you somehow always have it on hand when you need it. This final condition only lasts until it is destroyed. Then you will have to wait until the next Jump to get a new tank.

Marine Biologist

Scuba Gear [100 CP] – A complete set of scuba gear sized to you.

Radio Transmitter [200 CP] – A small, waterproof device that broadcasts a constant radio signal. You can use it as a tracking device if you can affix it to your target.

Shark Cage [400 CP] – A steel shark cage just big enough to fit one person. This one is quite sturdy, but a very determined shark could eventually break it given enough time.

Poison And Harpoon [600 CP] – A steel harpoon and a vial of incredibly lethal poison. Even the slightest amount of this getting under the skin of a creature will doom it to a quick death. The harpoon will always be at hand when you need it.

Shark Hunter

Tattoo [100 CP] – An inked mark somewhere on your body. Showing it will cause people to believe you are one tough sonuvabitch and give you more respect than they already do.

Liquid Courage [200 CP] – Some peach schnapps in a flask. Drinking this will remove all of someone's fear for a few minutes. Spread this around and watch those whimpering ninnies turn into hardcore killers! Or something like that, anyway.

Harpoon Gun [400 CP] – A harpoon gun with a supply of wire and six harpoons. The harpoons will never shake loose from their targets once they sink in. Only by your hand will they come loose. The wire will never break until you will it to, so be careful where it goes.

Barrels [600 CP] – Six bright yellow barrels filled with oxygen. These beauties have one wonderful unique feature – they absolutely cannot be dragged underneath the surface of whatever they are floating in. They also have a so-so unique feature, in that they are indestructible.

Companions

Export – Pay 100 CP and you can take anyone you wish to with you when you leave, provided they agree.

Import – Pay 100 CP here and now to bring in one of your Companions. They are also brought down to their Body Mod and can take up to 500 CP worth of Drawbacks to gain points (or they get 600 CP and can take up to 400 CP worth of Drawbacks if you opt to forgo the Gauntlet for a regular Jump). We'll just tell the mayor that they are an independent contractor that signed on for free to help out. Pay 300 CP to bring in your whole roster under the same circumstances.

Create – Pay 100 CP here and now to create a Companion from this document. They can take up to 500 CP worth of Drawbacks. If you wish to use this option in a regular Jump, your creation will get 600 CP for their build and you can inflict up to 400 CP worth of Drawbacks on them.

Rewards

By defeating your enemy (or enemies) you gain the following boons:

A boost to your Body mod. You can boost any one attribute by two ranks or any two attributes by one rank.

Human – Sea life will never hurt you. Swim and surf where you will, for not even the hungriest and orneriest of Neptune's children will ever so much as scratch you.

Shark – Explosions cannot hurt you. Swallow live grenades with glee and watch your friends stare in amazement as the result is nothing more than a muffled BOOM! Sound.

Finally, you can take Bruce with you as a Follower when you go for free. He will forgive you if you killed him earlier, has been given a slight intelligence boost and will serve you with his usual determination. He is rather smart for a shark, but that is still relative. If you want him to comprehend more than one word commands, you should probably make a Companion out of him or something along those lines.

Good bye!

Notes

04/21/2024 – V0.9 done.

04/28/2024 – V1.0 done. Option to go to one of the other Jaws films instead of the first written in.